

deposit extra gold

check masteries

use up all the prac and trains (hprac skills, or drop into hp mana)

\*\*\*\*Don't summon any pets until you're past the initial area/align changing mobs. They'll get stuck there.

This is an align remort. You can change align in the remort (if neutral), or before entering.

## BRING INVIS POTIONS

Possible eq:

```
You are using:
<used as light> (lvl 0) (Glowing) a divine sphere of light
<worn on finger> (lvl 93) Old Broken Down Smithy Equipment
<worn on finger> (lvl 93) Old Broken Down Smithy Equipment
<worn around neck> (lvl 94) (Glowing) (Humming) an obsidian necklace
<worn around neck> (lvl 90) (Glowing) (Humming) Heart of the Dragon
<worn on torso> (lvl 93) Horse Hairs
<worn on head> (lvl 94) (Glowing) (Humming) some safety goggles
<worn on legs> (lvl 93) Invisible Pants
<worn on feet> (lvl 94) (Glowing) (Humming) some leather boots
<worn on hands> (lvl 93) (Glowing) (Humming) ---= The Genji Glove ===
<worn on arms> (lvl 90) (Glowing) (Humming) Shao Khan's Armplates
<worn about body> (lvl 94) (Glowing) (Humming) a lab coat
<worn about waist> (lvl 93) (Glowing) (Humming) ---= The Champion Belt ==--
<worn around wrist> (lvl 93) (Glowing) (Humming) [|] Shinra Ultra [|]
<worn around wrist> (lvl 93) (Glowing) (Humming) [|] Shinra Ultra [|]
<wielded> (lvl 97) (Mythical) mace of Siva
<held> (lvl 94) (Glowing) (Humming) a vial
<floating nearby> (lvl 93) (Humming) -* The Black Materia -*
```

Your current brightness level is 100%.

You have equipment that suits your level.

Your equipment is 17% stronger than expected for your level.

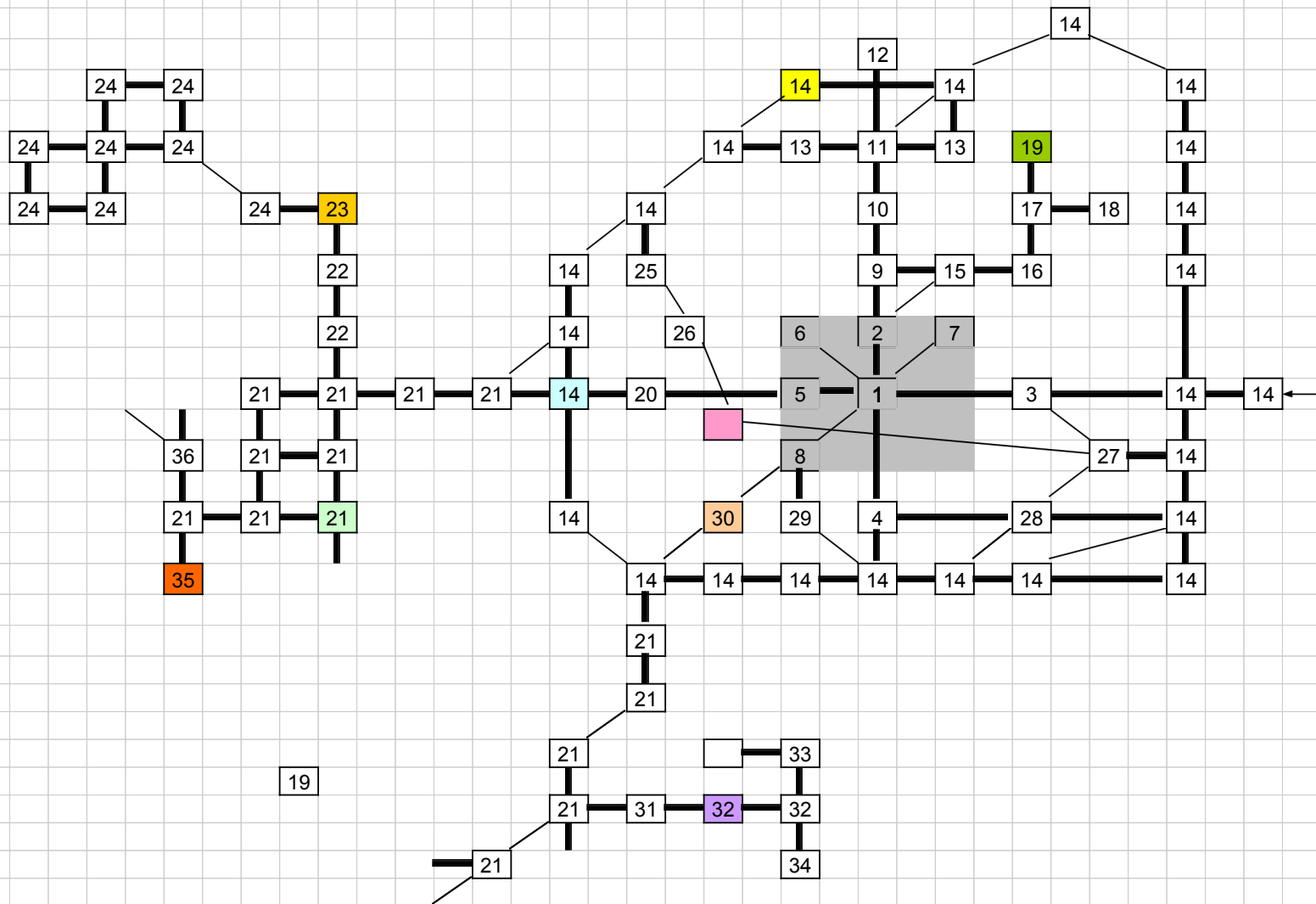
You are using a held item without the focus skill.

NESW 7273/7273hp 4417/4417[4693]mn 2073/2084mv 0 0 -1000 1991lvl97, NESW

city 2pm Rbf s z Bastion swayde Along Siege Road |

s

- Cyborg Guard
- railroad spike
- The Sheriff of Vastu
- rotting corpse
- farmer sovard
- Denkar Nolt
- a Thief
- Guard
- these train tracks are in complete shambles



- 1 center of vastu
- 2 heading north
- 3 entrance to vastus
- 4 south side of vastus (ben
- 5 western edge of vastus
- 6 northwestern intersection
- 7 northeastern intersection
- 8 southwestern intersection
- 9 a crater
- 10 desert road
- 11 before a chapel
- 12 the northern chapel
- 13 on the desert path
- 14 on the railroad tracks
- 15 toward a buildin
- 16 a bend in the road
- 17 toward the powerplant
- 18 bottom of a building
- 19 before the powerplan
- 20 west of vastus
- 21 on train tracks
- 22 toward a research facility
- 23 before a research facility
- 24 inside the research facilit
- 25 a shack along the tracks (
- 26 hidden tunnel (thief/scorp
- 27 walking near a building
- 28 an intersection
- 29 makeshift shelte
- 30 a tunnel
- 31 before the control station
- 32 inside the control station
- 33 train depot
- 34 storage room
- 35 the farm house
- 36 fields

First mobs you see are to change align with only via killing, but this doesn't work well and you should prepare your alignment prior to entering. Moving around outside will cause you to take dmg periodically. Hyenas and Sandstorms can be aggroed, with high cha, anti-aggro, or invis type skills being useful for avoiding them. So don't afk/regen outside unless on bench, get going on objectives straight away, and avoid outside/aggro as much as possible. You complete 4 tasks to earn 4 tokens to finish the remort. Different tasks based on your align. You'll need some gold (upwards of 20k), but there is a banker inside. Use him as needed, and to sell off and deposit any extra gold gained inside before finishing. Fights can be fairly challenging. Prep decently. Obviously bring sancs, cure poison for good align runs definitely, idk about evil. More Sanc, haste+giant+frenzy+bless, and cure blind pills can be bought inside, but they're real expensive.

If Good\_Alignment:

First, find Ravik and wait until he talks enough to give you the PPlant key.

Then go to the Powerplant N/NE/N of center to kill the guard (doesn't repop)

Then go get the Power Glove (5k+ in shop) on the way to Thief (kill for Power Crystal). Buy the Spike Hammer if you have enough already. There is a banker if you need to withdraw/deposit money.

Wear the power glove to take less damage from Crystal while you move, Take crystal inside to engineer, say key, leave, come back, he takes crystal for first token.

Go talk to the historian Emarda (east before Pplant), wait till he mentions the train tracks, say yes and head to Denkar (Southwest side) to kill 4 (hidden) rats at once in the trains. (your pets will get stuck if you try to bring them here).

This is the hardest fight. Rats are all in porcupine. Keep the main one you are hitting distanced as much as possible or area nuke with mana shield, etc.

Cactus Stews (cure morts) will likely be saved for here. You'll get a long sanc and bless from her.

Head back to Denkar and he gives you a key to the storage room east + south of him, go get all and merge rail slat, and head towards the start and go all N, W looking for a spike on the floor (get), go to broken train tracks (west from Center and then you can scan for them N or S), drop track at them (replacement), try hammer spike, and head back to the Historian for your 2nd Token.

Go to farmer, say yes, talk to his wife 2s, go kill 4 of the 5 locusts all N and go back to the wife for 3rd token. Chair west of farmer for regen.

Now you head to the science lab (diff from power crystal building) where the Cyborg Guard waits. Hits hard, wears a badge if he ever repops that you need to wear to get past again. I recommend coming back to do this part last then he won't repop ever in time.

Once in, then you give note from farmer to the Northern(western) scientist, WAIT, he will give you a plant.

Lab Manager must be killed on the way out of the lab with the plant in inv. She is the only caster and has e drain, but is still pretty easy. Then head back to farmer, give plant, if prompted say it's free/no charge? Should have 4 tokens, bring all north of center to complete.

If Evil\_Align:

spellup full, bring see through invis pots if need/want, enter

Summary:

You're going to make a bomb and blow it all up. Need 4 Hex tokens to do that, so you're collecting those first.

Token 1:

Find Ravik and wait until he gives you a key to the Power Plant, Get power glove from shop, Kill the guard out the front then go inside and kill the Chief Engineer, wear power glove, then go and grab the Power Crystal, it is cursed and removes hp when you move. From the center of town you need to find the Thief he is hidden behind a door

Token 2:

The Sheriff of Vastus, 2sw of The Crater (that's also an inside square), "A Tunnel"

Token 3:

Head southwest out of the main town until you find Farmer Soward. Say Yes to get an item off him then go back to the train tracks and head all north to the entrance of the Research Facility. Kill the Cyborg Guard and wear the badge and go inside and get the Plant Formula from the Scientist. Run back to the Farmer and say 1000 gold to get your token.

Token 4:

You'll get it just before the end. The last walk is cut-and-pasted below. Go see the Historian in the house then look for Denkar 3sw,2s,sw,e from the center of town and smack him up. Go east, unlock and open south, grab the wireless transmitter and the detonator.

EVIL ALIGN:

```
remort enter
You step into a shimmering vortex and arrive in another dimension.
A Desolate Road
  Cracked, uneven pavement that has faded from black to grey asphalt is all
that's visible for miles ahead. There's no turning back at this point, and
it appears that there's nothing to look forward to either. The vast desert
looks uninviting. Better continue west down the road.

[Exits: west]
```

BE INVIS

gt unalias g;w;w;sw;nw;n;w;w;w;w;g all cactus;

gt May want to kill a hyena or two here for their cactus merge and/or corpse, but most should be fine.

```
+-----+
| Let your soul guide you. Stay true to the path you choose. |
| Only neutral players make change their alignment.          |
| Remember the 'try' command. It will be used.              |
| Read everything. Take notes. Be patient.                   |
| Do your best. Don't let failure discourage you.           |
+-----+
```

Entrance to Vastus

Two steel poles have been sunk into the ground with a large metal sign fastened top the top of the poles. Engraved on the metal sign is the word "Vastus". The engraving seems to have been done free hand and looks like it was done with some kind of cutting torch. The metal has been heavily damaged from the sun and sand. It is riddled with rust and dents.

[Exits: north east west southeast]

A large prickly cactus grows here.

```
NEWSe 7451/7506hp 7477/7477[9203]mn 2246/2345mv 0 0 -1000 1lvl97, NEWSe
desert 9am R fghS Urban Wasteland arcana Entrance to Vastus |
You get Cactus skin from |- A Large -|- Cactus -|.
```

```
NEWSe 7451/7506hp 7477/7477[9203]mn 2246/2345mv 0 0 -1000 1lvl97, NEWSe
desert 9am R fghS Urban Wasteland arcana Entrance to Vastus |
```

Your shroud absorbs part of the sunlight.  
Your sunburn hits you.

```
NEWSe 7427/7506hp 7477/7477[9203]mn 2246/2345mv 0 0 -1000 1lvl97, NEWSe
desert 9am R fghS Urban Wasteland arcana Entrance to Vastus |
```

A fierce burst of sand wails through the air, stinging your body!

c invis

w;w;w;g all prickly;w;n;n;ne;s;buy glove;buy pipe;n;sw;s;s;e;e;n;n;fol ravik

gt If not at ravik, hunt/scan nearby, or always at room A Crater at start hopefully?  
gt Do additional prep here while waiting for key, summoners in particular. Could be a few mis.

...

A Crater

While traveling through the northern side of town, you come across a relatively large crater in the middle of the road. There's no telling just how deep it goes, as it's now filled with who knows how many feet of sand. The nearby buildings don't seem to have suffered any collateral damage from whatever impact caused this. Strange indeed.

[Exits: north east south]

(White Aura) Ravik is here, wandering around town.

NES 7475/7506hp 7477/7477[9203]mn 2243/2345mv 0 0 -1000 1lv197, NES

desert 1pm R fghS Urban Wasteland arcana A Crater |

Ravik says 'An oasis from the gods! The eighth wonder of the world they said..'

Ravik mumbles words unhearable.

Ravik says 'Nothing more than a beach without water.'

NES 7475/7506hp 7477/7477[9203]mn 2243/2345mv 0 0 -1000 1lv197, NES

desert 1pm R fghS Urban Wasteland arcana A Crater |

You now follow Ravik.

gt Ravik at A Crater will give a key after some time when following him, Ravik does move, directions are from A Crater;

Ravik says 'You know... You seem like a shady fellow. Maybe you can go give the Chief'

Ravik says 'Engineer a piece of your mind on my behalf! I've been holding onto the key'

Ravik says 'for a while now, but I'm too old to be picking a fight. You should be able'

Ravik asks 'to break into the powerplant and tell him off. Just rough him up a bit, ya know?'

Ravik gives you A Key to the Powerplant.

gt After getting key from Ravik

gt from A Crater;fol self;e;n;e;u

Second Story

The floor on this level is built from thick sheets of plywood that are supported by wooden beams. On the southwest side of the room is a tattered bed roll and a set of neatly folded clothes. The temperature is

significantly warmer than the story below, as it's much more exposed to the searing heat of the desert sun. The staircase continues up, on the northeast side of the room.

[Exits: down northwest]

Emarda, the historian of Vastus sits here in a rocking chair.

Emarda the Historian says 'Ahh hello traveler. Not a familiar face to me.'

Emarda the Historian rocks in her chair slowly.

Emarda the Historian says 'Oh... did you know.. Denkar.. Sweet Denkar.. He's going to fix up our train'

Emarda the Historian says 'tracks nice and good. We haven't been able to trade with anyone outside the'

Emarda the Historian says 'desert in a long time.. but the new train tracks are almost done! What a'

Emarda the Historian says 'gift from the gods to have them back. It was such a tragedy when we lost them.'

Emarda the Historian says 'I hope our good deeds please the gods and we are never punished like that again.'

DNw 6794/7506hp 7477/7477[9203]mn 2318/2345mv 0 0 -1000 1lv197, DNw  
inside 6pm R fghs Urban Wasteland arcana Second Story |

gt you're at Emarda, this is an inside square;

gt we're heading to the guard, you'll need to spellup, summon, prep for first fight at basic guard (has reflection);

d;w;gt get ready for fight to the north. he's resist weapons, sanc'd, and doesn't die easily. Best are physical attacks? not hand, puncture?

Toward the Powerplant

The shade lets up a bit here revealing a heavily damaged and rusted sign on the west wall that indicates the powerplant is ahead. A cramped passage on the east leads toward an old, but sturdy looking building.

[Exits: north east south]

NES 7331/7506hp 7477/7477[9203]mn 2336/2345mv 0 0 -1000 1lv197, NES

desert 3am R fghs Urban Wasteland arcana Toward the Powerplant |

You tell the group, 'get ready for fight to the north. he's resist weapons, sanc'd, and doesn't die easily. Best are physical attacks? not hand, puncture?'

n

Before the Powerplant

A field of solar panels on top of the power plant are in plain view from

here. They sit at angle and appear to rotate slowly as the sun moves across the sky each day. The entrance to the building is west from here, and seems to be somewhat empty.

[Exits: south (west)]  
(White Aura) A guard stands here, in front of the power plant.  
Vampire Companion has arrived.

...  
You breathe a bolt of lightning at A Guard.  
Your blast of lightning does BLASPHEMOUS things to A Guard!  
A Guard is DEAD!!  
You hear A Guard's death cry.  
You get 20126 silver coins and 341 gold coins from the corpse of A Guard.

bench is... in the sun. so rest at historian (Emarda) or somewhere inside

gt once dead;

g corpse;unlock west;open w;w;w;w;w;nw;open n;gt get read for fight to the north

Inside the Powerplant  
A heavy looking door on the northern wall is labeled "Chief Engineer's Office". It has no other markings on it besides a small peephole. The hallway here now bends southwest.  
[Exits: (north) southeast southwest]  
Vampire Companion has arrived.  
SeSw 5427/7506hp 6689/7539[9265]mn 2340/2345mv 0 0 -1000 11v197, SeSw  
inside 2am BFghS Urban Wasteland arcana Inside the Powerplant |  
Ok.  
NSeSw 5427/7506hp 6689/7539[9265]mn 2340/2345mv 0 0 -1000 11v197, NSeSw  
inside 2am BFghS Urban Wasteland arcana Inside the Powerplant |  
You tell the group, 'get read for fight to the north'

gt SPELL UP;  
alias ff action flee south;  
gt north when ready



n  
The CE's Office  
Close quarters, further cramped by a few pieces of furniture. The room feels like a prison with the cold stone walls and ceiling. A desk opposite where you stand, accompanied by a chair on either side is all that is in here.

[Exits: south]  
(White Aura) This man is the chief engineer of the powerplant.  
Vampire Companion has arrived.  
The Chief Engineer asks 'What the hell? Who let you in!?!'  
The Chief Engineer's slice \*\*\* MUTILATES \*\*\* you!  
Your burning aura hits The Chief Engineer.  
The Chief Engineer's elemental strike === DISMEMBERS === you!  
The Chief Engineer's slice \*\*\* PULVERIZES \*\*\* you!  
Your burning aura hits The Chief Engineer.  
The Chief Engineer's elemental strike DEMOLISHES you!  
The Chief Engineer's slice >>> MASSACRES <<< you!  
Your burning aura hits The Chief Engineer.  
The Chief Engineer's elemental strike >>> MASSACRES <<< you!  
The Chief Engineer has a few scratches.

...  
You breathe a bolt of lightning at The Chief Engineer.  
The Chief Engineer's muscles stop responding.  
Your blast of lightning does UNSPEAKABLE things to The Chief Engineer!  
The Chief Engineer is DEAD!!  
The Chief Engineer says 'Only in the cruelest of worlds do the sinister outlive the righteous.'  
The Chief Engineer says 'My ghost will haunt that petty thief for the rest of his life.'  
The Chief Engineer spits in your direction as he takes his final breath.  
You hear The Chief Engineer's death cry.  
You get Simple Dagger from the corpse of The Chief Engineer.  
You get Simple Shield from the corpse of The Chief Engineer.  
You get 8083 silver coins and 308 gold coins from the corpse of The Chief Engineer.

once dead

c invis

g corpse;s;sw;w;wear 'power glove';g all;e;ne;se;e;e;e;s;s;w;w;n;n;w;w;sw;s;open down;d;se;u;e;nw;w;ne;drink puddle;sw;s;o comp sleep ben;sleep bench

## Power Core

This large chamber is circular shaped and built from heavy stone that seems to insulate the room. You're standing on a clear platform, below which is a maze of sleeved electrical cables spanning in each direction, seemingly out of the room. In the center of the chamber, is a unique metal cylinder standing about four feet tall. Rising out of the cylinder, is a three prong stand where the glorious Power Crystal resides.

[Exits: east]

(lvl 97 container) This marvelous crystal harnesses the power of the sun.

E 2851/7506hp 1148/7539[9265]mn 2343/2345mv 0 0 -1000 1lvl97, E  
inside 8am BFghS Urban Wasteland arcana Power Core |  
You stop using \* Scintillating Cloud \*.  
You wear Power Gloves on your hands.

E 2851/7474hp 1148/7018[8744]mn 2343/2327mv 0 0 -1000 1lvl97, E  
inside 8am BFghS Urban Wasteland arcana Power Core |  
You get A Glowing Power Crystal.

...

## A Storage Room

This seems like a pretty terrible place for a storage room. Every time the door opens and a gust of wind blows through the desert, a huge wave of sand comes flying in. Each wall has a few lockers on it that are in rough condition. Dented, scratches up, and one that doesn't even have a door on it.

[Exits: east down]

(White Aura) A shady looking sprite is here.

Vampire Companion has arrived.

A Thief exclaims 'The crystal! You found it!'

A Thief rubs his hands greedily as you hand the crystal over to him.

A Thief says 'Come back when you've killed the bloody Engineer. '

A Thief snickers softly.

A Thief says 'Well... word travels quick, Lebhaft. As promised, here's your reward.'

A Thief says 'Many consider it a punishment, but I collect these like they're good luck charms.'

A Thief gives you Hex Token.

...

## Northeastern Intersection

This narrow path, northeast from the center of town, offers a bit of shelter from the desert storms. Sheets of metal rise several meters up

above, connecting at the top to form a tunnel like structure. A water spigot on the north side of the street slowly drips into the sand where a small cactus has begun to sprout.

[Exits: east southwest]

A puddle of water has accumulated in the sand here, from the leaking faucet.  
Vampire Companion has arrived.

ESw 148/7474hp 1148/7018[8744]mn 2250/2327mv 0 0 -1000 1lv197, ESw  
desert 8am BFghS Urban Wasteland arcana Northeastern Intersection |  
You drink water from A faucet.  
You feel a lot better!  
You feel fully refreshed!  
You feel fully refreshed!  
You feel fully refreshed!  
You feel fully refreshed!

...

South Side of Vastus

This trail south of the center of Vastus leads toward the train tracks that border the city. A worn out bench built from aluminum sits alone on the west side of the street, strangely inviting you to rest. There still aren't many signs of life on this empty road.

[Exits: north east south]

This aluminum bench provides a place to rest your feet.  
Vampire Companion has arrived.

NES 1324/7474hp 1148/7018[8744]mn 2315/2327mv 0 0 -1000 1lv197, NES  
desert 8am BFghS Urban Wasteland arcana South Side of Vastus |  
You go to sleep at An aluminum bench.

gt WATCH THE SUN

desert 2pm BFghS Urban Wasteland arcana South Side of Vastus |  
group  
Lebhaft's group:  
[119 Leb] Vampire Companion 7425/12276 hp 4836/4836 mn 4836/4836 mv R fGHS 0 etl  
[ 97 Mag] Lebhaft 2585/7474 hp 4423/8744 mn 2327/2327 mv BFghS 0 etl  
NES 2585/7474hp 4423/7018[8744]mn 2327/2327mv 0 0 -1000 1lv197, NES

```
desert 2pm BFghS Urban Wasteland arcana South Side of Vastus |
```

```
You feel better.  
You fall into a deeper sleep.
```

```
NES 2695/7474hp 5187/7018[8744]mn 2327/2327mv 0 0 -1000 1lv197, NES  
desert 3pm BFghS Urban Wasteland arcana South Side of Vastus |  
group
```

```
Lebhaft's group:
```

```
[119 Leb] Vampire Companion 7157/12276 hp 4836/4836 mn 4836/4836 mv R fGHS 0 etl  
[ 97 Mag] Lebhaft 2695/7474 hp 5187/8744 mn 2327/2327 mv BFghS 0 etl
```

gt underground is safe, from bench wake and go n sw sw;wake;n;sw;sw  
wake;n;sw;sw;rest;o com sleep  
gt this also puts you at the Sherrif for token number 2.

gt We got Token 1

Token 2: Southwest from the sign is the Sheriff Vastus, go bash his head in for a token.

```
1  
A Tunnel  
Although this tunnel is above ground, it offers some shelter from the  
desert climate. A small red light covered by a piece of plastic in the  
centermost part of the tunnel illuminates the entire area. The dark orange  
sand glows under the red light, looking like molten lava.  
  
[Exits: northeast southwest]  
(Invis) (Charmed) (White Aura) A Vampire Companion follows its sire.  
(White Aura) The Sheriff of Vastus is here taking a break in this shaded tunnel.
```

```
o com engage  
Vampire Companion engages The Sheriff of Vastus in combat!  
Vampire Companion fades into existence.  
Ok.  
  
NeSw 7474/7474hp 5977/7018[8744]mn 2327/2362mv 0 0 -1000 1lv197, NeSw  
underground 10pm BFGHS Urban Wasteland arcana A Tunnel |  
  
Vampire Companion's magic !!! LIQUIDATES !!! The Sheriff of Vastus!  
The Sheriff of Vastus's acidic bite <<< ANNIHILATES >>> you!
```

```
The Sheriff of Vastus's acidic bite === DISMEMBERS === you!  
The Sheriff of Vastus's acidic bite === DISEMBOWELS === you!  
The Sheriff of Vastus's acidic bite MANGLES you!  
The Sheriff of Vastus's burst *** PULVERIZES *** you!  
Your arcane magic MAULS The Sheriff of Vastus!  
The Sheriff of Vastus has a few scratches.
```

...

```
NeSw 4971/7474hp 1250/7018 [8744]mn 2165/2362mv 0 0 -1000 1lvl97, NeSw  
underground 12am BFGHS Urban Wasteland arcana 9340 (76%) A Tunnel |
```

```
You cause the earth beneath The Sheriff of Vastus to break and shift violently.  
Your unearth does BLASPHEMOUS things to The Sheriff of Vastus!  
The Sheriff of Vastus is DEAD!!  
The Sheriff of Vastus asks 'How can you have no conscious? No morals?'  
The Sheriff of Vastus says 'Just as well... The Keeper of Destiny must have no conscious either'  
The Sheriff of Vastus says 'to let this happen'  
The Sheriff of Vastus gives you Hex Token.  
You hear The Sheriff of Vastus's death cry.  
The Sheriff of Vastus swaps A Desert Eagle into his main hand.  
You get A Desert Eagle from the corpse of The Sheriff of Vastus.  
You get A Desert Eagle from the corpse of The Sheriff of Vastus.  
You get 7230 silver coins and 411 gold coins from the corpse of The Sheriff of Vastus.
```

gt We got Token 2

gt heal up;o com sleep;sleep,gt then for token 3

gt now to farmer (from sheriff);

gt be invis;c mass;

gt be invis;g corpse;sw;nw;n;w;w;s;s;w;w;w;s;say yes;n;e;e;n;n;n;ngt spellup, hard guard to the north;

```
A Tunnel
```

```
Although this tunnel is above ground, it offers some shelter from the  
desert climate. A small red light covered by a piece of plastic in the  
centermost part of the tunnel illuminates the entire area. The dark orange  
sand glows under the red light, looking like molten lava.
```

```
[Exits: northeast southwest]
```

```
(Charmed) A mindless zombie is here, groaning in agony.
```

```
(Charmed) Vampire Companion is sleeping here.
```

```
NeSw 7474/7474hp 6956/6956 [8682]mn 2362/2362mv 0 0 -1000 1lvl97, NeSw  
underground 7am FGHS Urban Wasteland arcana A Tunnel |
```

sanc

You are surrounded by a white aura.  
Zombie is surrounded by a white aura.  
Vampire Companion is surrounded by a white aura.

NeSw 7474/7474hp 6100/6956[8682]mn 2362/2362mv 0 0 -1000 11vl97, NeSw  
underground 7am FGHS Urban Wasteland arcana A Tunnel |  
shr

You are encased in darkness.  
Zombie is encased in darkness.  
Vampire Companion is encased in darkness.

NeSw 7474/7474hp 5412/6956[8682]mn 2362/2362mv 0 0 -1000 11vl97, NeSw  
underground 7am FGHS Urban Wasteland arcana A Tunnel |  
pc fade

You begin to phase in and out of existence.

NeSw 7474/7474hp 5372/6956[8682]mn 2362/2362mv 0 0 -1000 11vl97, NeSw  
underground 7am FGHS Urban Wasteland arcana A Tunnel |  
c mass

You slowly fade out of existence.  
Zombie slowly fades out of existence.  
Vampire Companion slowly fades out of existence.  
Ok.

NeSw 7474/7474hp 5479/6956[8682]mn 2362/2362mv 0 0 -1000 11vl97, NeSw  
underground 8am FGHS Urban Wasteland arcana A Tunnel |  
g corpse

sw

nw

n

w

w

w

s

s

w

w

w

s

say yes

n

e

e

e

n  
n  
n  
n

I see no corpse here.

NeSw 7474/7474hp 5479/6956[8682]mn 2362/2362mv 0 0 -1000 11v197, NeSw  
underground 8am FGHS Urban Wasteland arcana A Tunnel |  
On the Railroad Tracks

Wooden slats and thick metal rails continue northwest and east for miles. The wood is cracked and dry, making it unsafe for any train to travel on these tracks. Small sprouts of desert grass have worked their way into the tracks contributing to their degradation. Years of sand storms, scorching heat, and occasional rains have caused rust, erosion, and warping of the metal. To the northeast of the tracks is the city of Vastus.

...

The Farm House

As you step into the farm house you're welcomed by a large foyer. The oak paneled walls expand south and west leading into separate rooms. A small window resides on the eastern wall. It seems to overlook the train tracks.

[Exits: north south west southwest]

Farmer Sovard is here getting ready to go work the fields.

Vampire Companion has arrived.

Zombie has arrived.

Farmer Sovard whistles to himself until he spots you entering the room.

Farmer Sovard asks 'Hey der' Lebhaft! We finally got da crops to grow well! Ain't dat somethin!?'

Farmer Sovard says 'Da new formula from da scientists is workin' great! Hey... You think you'

Farmer Sovard says 'could go fetch some more for meh? It would really help me out.'

NSWSw 7474/7474hp 5479/6956[8682]mn 2305/2362mv 0 0 -1000 11v197, NSWSw  
inside 8am FGHS Urban Wasteland arcana The Farm House |

You say 'yes'

Farmer Sovard says 'Swell! Thanks Lebhaft. Here's da re-order invoice dey said to use.'

Farmer Sovard gives you A Reorder Invoice.

...

Toward a Research Facility

The sandy road continues on as it approaches a bend to the north. A large white building to the northwest has become visible, even through the hazy sand clouds that flow through the desert air.

[Exits: north south]

Vampire Companion has arrived.

Zombie has arrived.

gt 4 south of Cyborg, (3 south of the square where you should be now) is an inside square to rest if needed;

gt n when rdy to fight Cyborg, hardest fight, and aggro;

```
n
Before a Research Facility
  A large building to the west is clearly visible. From the outside, it's
impossible to determine the purpose of the building. No signs, very few
windows, and nothing more than a guard booth is posted here.

[Exits: south west]
(White Aura) A cyborg guarding the entrance to the facility is here.
Zombie has arrived.
Vampire Companion has arrived.
A Cyborg Guard's luster !!! ERADICATES !!! you!
A Cyborg Guard's luster !!! LIQUIDATES !!! you!
A Cyborg Guard's luster XXX DISINTEGRATES XXX you!
Vampire Companion fades into existence.
Zombie fades into existence.
Zombie's pound DECIMATES A Cyborg Guard!
Your shroud absorbs part of the sunlight.
Your sunburn injures you.
A Cyborg Guard's luster <<< DESTROYS >>> you!
A Cyborg Guard's luster !!! LIQUIDATES !!! you!
A Cyborg Guard's luster !!! ERADICATES !!! you!
A Cyborg Guard's kick DEVASTATES you!
Vampire Companion's sunburn MAULS it!
Zombie's pound MANGLES A Cyborg Guard!
A Cyborg Guard has a few scratches.

SW 6112/7474hp 5886/6956[8682]mn 2346/2362mv 0 0 -1000 11vl97, SW
desert 11am FGHS Urban Wasteland arcana Before a Research Facility |
```

...

```
SW 1257/7474hp 1843/6956[8682]mn 2159/2362mv 0 0 -1000 11vl97, SW
desert 2pm FGHS Urban Wasteland arcana 5030(40%) Before a Research Facility |

You cause the earth beneath A Cyborg Guard to break and shift violently.
The rippling earth causes A Cyborg Guard to fall.
Your unearth does RIDICULOUS things to A Cyborg Guard!
A Cyborg Guard is DEAD!!
A Cyborg Guard's severed head plops on the ground.
You get A Shiny Axe from the corpse of A Cyborg Guard.
```



You get A Research Facility Badge from the corpse of A Cyborg Guard.  
You get 53569 silver coins and 587 gold coins from the corpse of A Cyborg Guard.

once dead,

c invis

g all cyborg;g corpse;w;nw;n;w;e;s;se;e;s;s;s;s;w;w;w;s;say 1000;n;e;e;n;n;e;e;se;se;s;sw;s;e

Before a Research Facility

A large building to the west is clearly visible. From the outside, it's impossible to determine the purpose of the building. No signs, very few windows, and nothing more than a guard booth is posted here.

[Exits: south west]

(lvl 130 npc\_corpse) The corpse of A Cyborg Guard is lying here.

Zombie has arrived.

Vampire Companion has arrived.

SW 1561/7474hp 2186/6956[8682]mn 2341/2362mv 0 0 -1000 1lvl197, SW

desert 6pm FGHS Urban Wasteland arcana Before a Research Facility |

sac cor

Rimbol gives you 390 silver coins for your sacrifice.

You drain 1299 hp from the corpse.

Your sacrifice is worth 1062 mana.

Just keep it all.

SW 2860/7474hp 3248/6956[8682]mn 2341/2362mv 0 0 -1000 1lvl197, SW

desert 6pm FGHS Urban Wasteland arcana Before a Research Facility |

Vampire Companion's sunburn MAULS it!

The sun slowly disappears in the west.

SW 2922/7474hp 3374/6956[8682]mn 2362/2362mv 0 0 -1000 1lvl197, SW

desert 7pm FGHS Urban Wasteland arcana Before a Research Facility |

c mass

Vampire Companion slowly fades out of existence.

Zombie slowly fades out of existence.

You slowly fade out of existence.

Ok.

Your shroud absorbs part of the sunlight.

Your sunburn grazes you.

SW 2907/7474hp 3351/6956[8682]mn 2362/2362mv 0 0 -1000 1lvl197, SW

desert 7pm FGHS Urban Wasteland arcana Before a Research Facility |

g all cyborg

g corpse  
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Vampire Companion's sunburn grazes it.

SW 2907/7474hp 3351/6956[8682]mn 2362/2362mv 0 0 -1000 1lv197, SW  
desert 7pm FGHS Urban Wasteland arcana Before a Research Facility |  
I see no cyborg here.

SW 2907/7474hp 3351/6956[8682]mn 2362/2362mv 0 0 -1000 1lv197, SW  
desert 7pm FGHS Urban Wasteland arcana Before a Research Facility |  
I see no corpse here.

...

Inside the Research Facility

The research facility has been built with a durable and sterile laminate tile floor, bone white in color. Ultra bright, white fluorescent lights have been affixed to the ceiling to ensure ample lighting during research trials.

[Exits: east south]

(White Aura) A lab scientist wearing a coat is here.

Zombie has arrived.

Vampire Companion has arrived.

A Lab Scientist says 'Hi Lebhaft! Farmer Sovard mentioned that you would be stopping by. Normally I have to'

A Lab Scientist says 'charge 1000 gold coins for this formula, but I think I'll do this one for free.'

A Lab Scientist asks 'You know... to help him get back on his feet. Can you take this back to him?'

A Lab Scientist gives you A Special Plant Formula.

...

The Farm House

As you step into the farm house you're welcomed by a large foyer. The oak paneled walls expand south and west leading into separate rooms. A small window resides on the eastern wall. It seems to overlook the train tracks.

[Exits: north south west southwest]

Farmer Sovard is here getting ready to go work the fields.

Vampire Companion has arrived.

Zombie has arrived.

You are cheered on by Farmer Sovard... you feel so loved!

Farmer Sovard exclaims 'Lebhaft! It looks like you were able ta get over to da research fuh-cill-it-ee!'

Farmer Sovard asks 'How much do I owe ya for da plant food?'

NSWSw 2892/7474hp 3351/6956[8682]mn 2310/2362mv 0 0 -1000 11vl97, NSWSw

inside 7pm FGHS Urban Wasteland arcana The Farm House |

You say '1000'

Farmer Sovard says 'W... Wow. Dats almost everything dat I earned wit the last batch...'

Farmer Sovard says 'But I guess I could pay. I'll have to raise prices.'

Farmer Sovard says 'Dis ain't gon' go well wit da people of Vastus.'

You give A Special Plant Formula to Farmer Sovard.

Farmer Sovard drops A Special Plant Formula.

Farmer Sovard carefully examines the note on the plant formula.

Farmer Sovard exclaims 'Hey!! you scoundrel! Dis was supposed to be free!'

Farmer Sovard exclaims 'CURSE YOU!'

Farmer Sovard gives you Hex Token.

...

Before the Control Station

This little patch of land east of the tracks is where the control station for the trains reside. It is a short and wide building even further east.

On the northern side of the building is another set of train tracks that acts as a feeder for adding cars and removing cars from the main route.

[Exits: east west]

Zombie has arrived.

Vampire Companion has arrived.

gt We got Token 3

gt BUT, we're burning in the sun.

gt e and quickly order all to sleep, Denkar will expel us from the room, but the comp stays sleeping in the room

gt go EAST and kill him, quickly attack before he kicks you out.

e

Inside the Control Station

Now inside the control station, you're able to see all of the equipment used to make the trains run. A large desk sits against the northern wall, lined with a wall of chairs. The desk is covered with monitors, schematics, tools, microphones, and other equipment used to manage the trains when they're actually running.

[Exits: east west]

(White Aura) Denkar Nolt, master of the train depot stands here.

Vampire Companion has arrived.

Denkar Nolt detects your evil presence as you enter the room.

Denkar Nolt says 'Mofashi... Just what are you doing in this town anyway? You seem like'

Denkar Nolt says 'you're up to no good. I think it's best for you to leave.'

EW 5632/6578hp 4502/4677[5249]mn 2212/2277mv 0 0 -1000 1816lvl97, EW

inside 6pm fGHS Urban Wasteland arcana Inside the Control Station |

o all k den

Denkar Nolt exclaims 'You vile filth. I knew you were trouble!'

Vampire Companion's magic <<< DESTROYS >>> Denkar Nolt!

Denkar Nolt dodges Vampire Companion's attack.

Denkar Nolt dodges Vampire Companion's attack.

Vampire Companion's magic !!! LIQUIDATES !!! Denkar Nolt!

Denkar Nolt dodges Vampire Companion's attack.

Ok.

...

You spit acid at Denkar Nolt.

Your blast of acid does INSANE damage to Denkar Nolt!

Denkar Nolt is DEAD!!

Denkar Nolt mutters with his final breath, 'May the heavens curse you, and your spirit be damned!'

Denkar Nolt gives you A Key.  
Denkar Nolt hits the ground ... DEAD.  
You get Simple Sword from the corpse of Denkar Nolt.  
You get 16089 silver coins and 697 gold coins from the corpse of Denkar Nolt.

i  
You are carrying 99 / 122 items:  
    (lvl 79 exotic) Exotic Weapon  
    (lvl 97 key) A Key  
( 3) (lvl 130 npc\_corpse) (Preserved) the corpse of a convict  
( 3) (lvl 97 treasure) (Glowing) (Humming) Hex Token  
    (lvl 97 torso) A Research Facility Badge  
    (lvl 120 2h-axe) A Shiny Axe  
    (lvl 42 2h-axe) /\*\ Exodes Axe /\*\  
( 2) (lvl 100 2h-axe) axe of Siva  
( 2) (lvl 89 dagger) Simple Dagger  
    (lvl 1 explosive) A pipe bomb  
    (lvl 90 hands) Power Gloves  
    (lvl 97 food) Cactus skin  
    (lvl 90 key) A Key to the Powerplant  
    (lvl 10 container) (Humming) Attache Case

After Denkar

c invis

g corpse;e;unlock s;open s;s; g all;n;w;w;w

```
g corpse
e
unlock s
open s
s
  g all
n
w
w
w
```

The white aura around your body fades.

get sanc case

eat sanc

```
EW 6822/6822hp 4390/4677[5249]mn 2277/2277mv 0 0 -1000 1816lvl97, EW
inside 6am fGHs Urban Wasteland default Inside the Control Station |
  I see no corpse here.
```

```
EW 6822/6822hp 4390/4677[5249]mn 2277/2277mv 0 0 -1000 1816lvl97, EW
inside 6am fGHs Urban Wasteland default Inside the Control Station |
  Inside the Control Station
```

The control station comes to end here, however you can see a train sitting in the depot through a window on the northern wall. A door north leads outside. On the southern wall is a metal storage locker. On the east side of the room is a large picture of Vastus. It appears to be an aerial shot from many years ago when the city was thriving with people.

[Exits: north (south) west]

Vampire Companion has arrived.

```
NW 6822/6822hp 4390/4677[5249]mn 2276/2277mv 0 0 -1000 1816lvl97, NW
inside 6am fGHs Urban Wasteland default Inside the Control Station |
  *Click*
```

```
NW 6822/6822hp 4390/4677[5249]mn 2276/2277mv 0 0 -1000 1816lvl97, NW
inside 6am fGHs Urban Wasteland default Inside the Control Station |
  Ok.
```

NSW 6822/6822hp 4390/4677 [5249]mn 2276/2277mv 0 0 -1000 1816lvl97, NSW  
inside 6am fGHs Urban Wasteland default Inside the Control Station |  
A Storage Locker

This storage locker is really just a large walk in closet in the train depot with a lock affixed to the exterior for added security. It seems to old only a few odd pieces of equipment. A small light bulb mounted in an uncovered fixture in the center of the room provides just enough light.

[Exits: north]

(lvl 97 sword) A long piece of steel rail used in rail road tracks is here.

(lvl 97 treasure) Some wooden slats used in rail road construction are here.

(lvl 97 treasure) A wireless transmitter used for communicating with a remote detonator is here.

(lvl 97 treasure) A remote control detonator used for blowing things up is here.

Vampire Companion has arrived.

N 6822/6822hp 4390/4677 [5249]mn 2275/2277mv 0 0 -1000 1816lvl97, N  
inside 6am fGHs Urban Wasteland default A Storage Locker |

You get A Piece of Steel Rail.

You get Wooden Slats.

You get A wireless transmitter.

You get Remote Control Detonator.

N 6822/6822hp 4390/4677 [5249]mn 2275/2277mv 0 0 -1000 1816lvl97, N  
inside 6am fGHs Urban Wasteland default A Storage Locker |

Inside the Control Station

The control station comes to end here, however you can see a train sitting in the depot through a window on the northern wall. A door north leads outside. On the southern wall is a metal storage locker. On the east side of the room is a large picture of Vastus. It appears to be an aerial shot from many years ago when the city was thriving with people.

[Exits: north south west]

Vampire Companion has arrived.

NSW 6822/6822hp 4390/4677 [5249]mn 2274/2277mv 0 0 -1000 1816lvl97, NSW  
inside 6am fGHs Urban Wasteland default Inside the Control Station |

Inside the Control Station

Now inside the control station, you're able to see all of the equipment used to make the trains run. A large desk sits against the northern wall, lined with a wall of chairs. The desk is covered with monitors, schematics, tools, microphones, and other equipment used to manage the trains when they're actually running.

[Exits: east west]

Vampire Companion has arrived.

```
EW 6822/6822hp 4390/4677[5249]mn 2273/2277mv 0 0 -1000 1816lvl97, EW
inside 6am fGHs Urban Wasteland default Inside the Control Station |
Before the Control Station
```

This little patch of land east of the tracks is where the control station for the trains reside. It is a short and wide building even further east. On the northern side of the building is another set of train tracks that acts as a feeder for adding cars and removing cars from the main route.

```
[Exits: east west]
```

```
Vampire Companion has arrived.
```

```
EW 6822/6822hp 4390/4677[5249]mn 2270/2277mv 0 0 -1000 1816lvl97, EW
desert 6am fGHs Urban Wasteland default Before the Control Station |
On Train Tracks
```

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

```
[Exits: north east south southwest]
```

```
Vampire Companion has arrived.
```

sw;w;n;s;merge bomb wireless;drop bomb;n;try detonate bomb

```
sw
w
n
s
merge bomb wireless
drop bomb
n
try detonate bomb
On Train Tracks
```

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

```
[Exits: west northeast southwest]
```

```
Vampire Companion has arrived.
```



WNeSw 6641/6822hp 4574/4677[5249]mn 2274/2277mv 0 0 -1000 1816lvl97, WNeSw  
inside 8am fGHS Urban Wasteland default On Train Tracks |  
On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

[Exits: north east southwest]  
Vampire Companion has arrived.

NESw 6641/6822hp 4574/4677[5249]mn 2273/2277mv 0 0 -1000 1816lvl97, NESw  
inside 8am fGHS Urban Wasteland default On Train Tracks |  
On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

[Exits: north south west]  
Vampire Companion has arrived.

NSW 6641/6822hp 4574/4677[5249]mn 2272/2277mv 0 0 -1000 1816lvl97, NSW  
inside 8am fGHS Urban Wasteland default On Train Tracks |  
On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

[Exits: north south west]  
These train tracks are in complete shambles.  
Vampire Companion has arrived.

NSW 6641/6822hp 4574/4677[5249]mn 2271/2277mv 0 0 -1000 1816lvl97, NSW  
inside 8am fGHS Urban Wasteland default On Train Tracks |  
You combine A pipe bomb and A wireless transmitter to A Remote Control Bomb.

NSW 6641/6822hp 4574/4677[5249]mn 2271/2277mv 0 0 -1000 1816lvl97, NSW  
inside 8am fGHS Urban Wasteland default On Train Tracks |  
You drop A Remote Control Bomb.

```
NSW 6641/6822hp 4574/4677 [5249]mn 2271/2277mv 0 0 -1000 1816lvl97, NSW
inside 8am fGHS Urban Wasteland default On Train Tracks |
On Train Tracks
```

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge. Proceed with caution.

```
[Exits: north south west]
Vampire Companion has arrived.
```

```
NSW 6641/6822hp 4574/4677 [5249]mn 2270/2277mv 0 0 -1000 1816lvl97, NSW
inside 8am fGHS Urban Wasteland default On Train Tracks |
```

A loud explosion booms in the near distance, violently throwing you to the ground. Pieces of the train tracks go flying by, barely missing your head. The Remote Control Detonator is thrown from your hands, shattering as it lands.

gt You will get the fourth token in the walk:  
gt this will take you back, deposit all gold, and turn in all 4 hex tokens:  
n;e;e;e;e;n;ne;e;n;e;u;d;w;s;w;sw;w;nw;dep all;se;e;n;n;n;s;n;s;n;s;n

Done.

```
A loud explosion booms in the near distance, violently throwing you to the ground.
Pieces of the train tracks go flying by, barely missing your head.
The Remote Control Detonator is thrown from your hands, shattering as it lands.
```

```
NSW 5853/6822hp 4192/4677 [5249]mn 2270/2277mv 0 0 -1000 1816lvl97, NSW
inside 8am fGHS Urban Wasteland default On Train Tracks |
```

A powerful gust of sand prickles your body!

```
NSW 5795/6822hp 4164/4677 [5249]mn 2270/2277mv 0 0 -1000 1816lvl97, NSW
inside 8am fGHS Urban Wasteland default On Train Tracks |
```

A powerful gust of sand prickles your body!

```
NSW 5764/6822hp 4150/4677 [5249]mn 2270/2277mv 0 0 -1000 1816lvl97, NSW
inside 8am fGHS Urban Wasteland default On Train Tracks |
```

Sand whips through the air, violently stinging you!

NSW 5717/6822hp 4128/4677[5249]mn 2270/2277mv 0 0 -1000 1816lv197, NSW  
inside 8am fGHS Urban Wasteland default On Train Tracks |

A fierce burst of sand wails through the air, stinging your body!  
You are no longer phasing in and out of existence.

NSW 5730/6822hp 4266/4677[5249]mn 2277/2277mv 0 0 -1000 1816lv197, NSW  
inside 9am fGHS Urban Wasteland default On Train Tracks |

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On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular  
maintenance, the sand and the sun quickly ruin them. Each side of the  
tracks has a narrow cement walkway allowing pedestrians to follow the train,

although it's been known to kill those who walk too close to the edge.  
Proceed with caution.

[Exits: north east south west]  
Vampire Companion has arrived.

NESW 5730/6822hp 4266/4677[5249]mn 2274/2277mv 0 0 -1000 1816lvl97, NESW  
desert 9am fGHS Urban Wasteland default On Train Tracks |  
On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge.  
Proceed with caution.

[Exits: east west]  
Vampire Companion has arrived.

EW 5730/6822hp 4266/4677[5249]mn 2268/2277mv 0 0 -1000 1816lvl97, EW  
desert 9am fGHS Urban Wasteland default On Train Tracks |  
On Train Tracks

These tracks are in a perpetual state of disrepair. Without regular maintenance, the sand and the sun quickly ruin them. Each side of the tracks has a narrow cement walkway allowing pedestrians to follow the train, although it's been known to kill those who walk too close to the edge.  
Proceed with caution.

[Exits: east west northeast southeast]  
This dervish of sand whirls about the desert, wreaking havoc.  
Vampire Companion has arrived.

EWNese 5730/6822hp 4266/4677[5249]mn 2262/2277mv 0 0 -1000 1816lvl97, EWNese  
desert 9am fGHS Urban Wasteland default On Train Tracks |  
On the Railroad Tracks

Wooden slats and thick metal rails continue north and south for miles. The wood is cracked and dry, making it unsafe for any train to travel on these tracks. Small sprouts of desert grass have worked their way into the tracks contributing to their degradation. Years of sand storms, scorching heat, and occasional rains have caused rust, erosion, and warping of the metal. To the east of the tracks is the city of Vastus. West and south both lead to more train tracks.

[Exits: north east south west]  
An old corpse, now a skeleton, lies here.  
Vampire Companion has arrived.

NESW 5730/6822hp 4266/4677[5249]mn 2256/2277mv 0 0 -1000 1816lvl97, NESW  
desert 9am fGHS Urban Wasteland default On the Railroad Tracks |  
Your shroud absorbs part of the sunlight.  
Your sunburn hits you.

NESW 5713/6822hp 4259/4677[5249]mn 2256/2277mv 0 0 -1000 1816lvl97, NESW  
desert 9am fGHS Urban Wasteland default On the Railroad Tracks |  
West of Vastus  
This narrow trail leading out of Vastus is guided by some large pieces of  
rusted scrap metal. Wide gashes in the metal allow the sand to burst  
through, stinging you as you pass.

[Exits: east west]

A large prickly cactus grows here.  
get herb  
Vampire Companion has arrived.

EW 5713/6822hp 4259/4677[5249]mn 2250/2277mv 0 0 -1000 1816lvl97, EW  
desert 9am fGHS Urban Wasteland default West of Vastus |  
Western Edge of Vastus  
A quick trip through Vastus leaves you on the west side of town. A  
straight shot west leads past the train tracks where this road continues. A  
canopy extending from the edge of the structure on the south side of the  
street offers some shade to rest in.

[Exits: north east west]

Vampire Companion has arrived.

NEW 5713/6822hp 4259/4677[5249]mn 2244/2277mv 0 0 -1000 1816lvl97, NEW  
desert 9am fGHS Urban Wasteland default Western Edge of Vastus |  
Center of Vastus  
Although not quite exactly the center of town, this appears to be the  
most central location. This particular area is relatively open. The paved  
road that runs through town has been covered with sand and doesn't appear to  
be well traveled. Buildings standing no more than twenty or thirty feet  
tall are sprawled in every direction. Each building has been constructed  
with weathered metal panels that are covered in burnt orange rust, and  
pattered with small dents. None of the buildings have any windows that are  
visible from here. They're likely omitted as they get quickly destroyed by  
the sand storms that blow through town.

[Exits: north east south west northeast southwest northwest]

A wanted sign is posted on one of the metal panels.  
Vampire Companion has arrived.

NESWNeSwNw 5713/6822hp 4259/4677[5249]mn 2238/2277mv 0 0 -1000 1816lv197, NESWNeSwNw  
desert 9am fGHS Urban Wasteland default Center of Vastus |  
Heading North

This trail leads forks out in several directions. A small sign in the ground indicates that the trail to the west leads to the scenic route. North takes you toward several rust colored buildings made from the finest steel in Vastus.

[Exits: north south west northeast]  
Vampire Companion has arrived.

NSWNe 5713/6822hp 4259/4677[5249]mn 2232/2277mv 0 0 -1000 1816lv197, NSWNe  
desert 9am fGHS Urban Wasteland default Heading North |  
Toward a Building

A large two story building lies ahead to the east. It's difficult to determine just how high it reaches, as the sun has a habit of reflecting a blinding light off of the steel panels that make up each building. This area seems to be immune to the painful sand storms that blast through every other alley way and street.

[Exits: east west southwest]  
Vampire Companion has arrived.

EWSw 5713/6822hp 4259/4677[5249]mn 2226/2277mv 0 0 -1000 1816lv197, EWSw  
desert 9am fGHS Urban Wasteland default Toward a Building |  
A Bend in the Road

As you make a turn on the road, the metal panel walls grow closer together casting a heavy shadow over the sand below. The shade has cooled the sandy floor significantly, dropping the temperature to comfortable levels. The path ahead is dark and its whereabouts unknown.

[Exits: north west]  
(White Aura) A young woman stands here.  
Vampire Companion has arrived.

NW 5713/6822hp 4259/4677[5249]mn 2220/2277mv 0 0 -1000 1816lv197, NW  
desert 9am fGHS Urban Wasteland default A Bend in the Road |  
Toward the Powerplant

The shade lets up a bit here revealing a heavily damaged and rusted sign on the west wall that indicates the powerplant is ahead. A cramped passage on the east leads toward an old, but sturdy looking building.

[Exits: north east south]  
Vampire Companion has arrived.

NES 5713/6822hp 4259/4677 [5249]mn 2214/2277mv 0 0 -1000 1816lvl97, NES  
desert 9am fGHS Urban Wasteland default Toward the Powerplant |  
Bottom of a Building

This old building seems to have been here much longer than the rest of the structures in Vastus. Although it's old and made from corrugated metal panels, it has a stable structure. Now on the inside, you're able to see that it has been reinforced with a wooden frame. Even with the harsh howling winds of the desert, it doesn't seem to flex much at all. In the corner of the building is a wooden staircase leading up to the next level.

[Exits: west up]

Vampire Companion has arrived.

WU 5713/6822hp 4259/4677 [5249]mn 2208/2277mv 0 0 -1000 1816lvl97, WU  
desert 9am fGHS Urban Wasteland default Bottom of a Building |  
Second Story

The floor on this level is built from thick sheets of plywood that are supported by wooden beams. On the southwest side of the room is a tattered bed roll and a set of neatly folded clothes. The temperature is significantly warmer than the story below, as it's much more exposed to the searing heat of the desert sun. The staircase continues up, on the northeast side of the room.

[Exits: down northwest]

Emarda, the historian of Vastus sits here in a rocking chair.

Vampire Companion has arrived.

Emarda the Historian exclaims 'You... You wretched, nefarious, SCOUNDREL!'

Emarda the Historian asks 'You destroyed our train tracks! How could you!?'

Emarda the Historian says 'May you be forever cursed. May the gods smite you.'

Emarda the Historian gives you Hex Token.

DNw 5713/6822hp 4259/4677 [5249]mn 2205/2277mv 0 0 -1000 1816lvl97, DNw  
inside 9am fGHS Urban Wasteland default Second Story |  
Bottom of a Building

This old building seems to have been here much longer than the rest of the structures in Vastus. Although it's old and made from corrugated metal panels, it has a stable structure. Now on the inside, you're able to see that it has been reinforced with a wooden frame. Even with the harsh howling winds of the desert, it doesn't seem to flex much at all. In the corner of the building is a wooden staircase leading up to the next level.

[Exits: west up]

Vampire Companion has arrived.

WU 5713/6822hp 4259/4677[5249]mn 2202/2277mv 0 0 -1000 1816lvl97, WU  
desert 9am fGHS Urban Wasteland default Bottom of a Building |  
Toward the Powerplant  
The shade lets up a bit here revealing a heavily damaged and rusted sign  
on the west wall that indicates the powerplant is ahead. A cramped passage  
on the east leads toward an old, but sturdy looking building.

[Exits: north east south]  
Vampire Companion has arrived.

NES 5713/6822hp 4259/4677[5249]mn 2196/2277mv 0 0 -1000 1816lvl97, NES  
desert 9am fGHS Urban Wasteland default Toward the Powerplant |  
A Bend in the Road  
As you make a turn on the road, the metal panel walls grow closer  
together casting a heavy shadow over the sand below. The shade has cooled  
the sandy floor significantly, dropping the temperature to comfortable  
levels. The path ahead is dark and its whereabouts unknown.

[Exits: north west]  
(White Aura) A young woman stands here.  
Vampire Companion has arrived.

NW 5713/6822hp 4259/4677[5249]mn 2190/2277mv 0 0 -1000 1816lvl97, NW  
desert 9am fGHS Urban Wasteland default A Bend in the Road |  
Toward a Building  
A large two story building lies ahead to the east. It's difficult to  
determine just how high it reaches, as the sun has a habit of reflecting a  
blinding light off of the steel panels that make up each building. This  
area seems to be immune to the painful sand storms that blast through every  
other alley way and street.

[Exits: east west southwest]  
Vampire Companion has arrived.

EWSw 5713/6822hp 4259/4677[5249]mn 2184/2277mv 0 0 -1000 1816lvl97, EWSw  
desert 9am fGHS Urban Wasteland default Toward a Building |  
Heading North  
This trail leads forks out in several directions. A small sign in the  
ground indicates that the trail to the west leads to the scenic route.  
North takes you toward several rust colored buildings made from the finest  
steel in Vastus.

[Exits: north south west northeast]  
Vampire Companion has arrived.



NSWNe 5713/6822hp 4259/4677[5249]mn 2178/2277mv 0 0 -1000 1816lvl97, NSWNe  
desert 9am fGHS Urban Wasteland default Heading North |

The Scenic Route

Here in Vastus, this small road is referred to as the scenic route. It's one of the only places in Vastus that has any form of plant life. On the western side of the road is a row of cacti that have shot up on the back side of a building, sprouting from the sand below.

[Exits: east southwest northwest]

(White Aura) Ravik is here, wandering around town.

Vampire Companion has arrived.

ESwNw 5713/6822hp 4259/4677[5249]mn 2174/2277mv 0 0 -1000 1816lvl97, ESwNw  
forest 9am fGHS Urban Wasteland default The Scenic Route |

Vastus' Currency Exchange

This shady section of town on the outskirts of the scenic route is the only place to 'securely' deposit and withdraw money. Connected to the bank of Bastion, operated by Morrigan. Make your transactions with caution.

[Exits: southeast]

Morrigan the Banker, Morgan's sister, is here.

Vampire Companion has arrived.

Se 5713/6822hp 4259/4677[5249]mn 2172/2277mv 0 0 -1000 1816lvl97, Se  
inside 9am fGHS Urban Wasteland default Vastus' Currency Exchange |

You can't deposit in remort.

Se 5713/6822hp 4259/4677[5249]mn 2172/2277mv 0 0 -1000 1816lvl97, Se  
inside 9am fGHS Urban Wasteland default Vastus' Currency Exchange |

The Scenic Route

Here in Vastus, this small road is referred to as the scenic route. It's one of the only places in Vastus that has any form of plant life. On the western side of the road is a row of cacti that have shot up on the back side of a building, sprouting from the sand below.

[Exits: east southwest northwest]

(White Aura) Ravik is here, wandering around town.

Vampire Companion has arrived.

ESwNw 5713/6822hp 4259/4677[5249]mn 2170/2277mv 0 0 -1000 1816lvl97, ESwNw  
forest 9am fGHS Urban Wasteland default The Scenic Route |

Heading North

This trail leads forks out in several directions. A small sign in the ground indicates that the trail to the west leads to the scenic route. North takes you toward several rust colored buildings made from the finest

steel in Vastus.

[Exits: north south west northeast]

Vampire Companion has arrived.

Your shroud absorbs part of the sunlight.

Your sunburn hits you.

NSWNe 5750/6822hp 4396/4677[5249]mn 2217/2277mv 0 0 -1000 1816lvl97, NSWNe  
desert 10am fGHS Urban Wasteland default Heading North |  
A Crater

While traveling through the northern side of town, you come across a relatively large crater in the middle of the road. There's no telling just how deep it goes, as it's now filled with who knows how many feet of sand. The nearby buildings don't seem to have suffered any collateral damage from whatever impact caused this. Strange indeed.

[Exits: north east south]

Vampire Companion has arrived.

NES 5750/6822hp 4396/4677[5249]mn 2211/2277mv 0 0 -1000 1816lvl97, NES  
desert 10am fGHS Urban Wasteland default A Crater |  
Desert Road

The road continues, leading you toward the north end of Vastus. The paved road has been swept over by sand, making the road markers nearly invisible. A large wooden log -- likely from an ancient tree -- lies on either side of the road.

[Exits: north south]

A large prickly cactus grows here.

get herb

Vampire Companion has arrived.

NS 5750/6822hp 4396/4677[5249]mn 2205/2277mv 0 0 -1000 1816lvl97, NS  
desert 10am fGHS Urban Wasteland default Desert Road |  
Before a Chapel

The sandy road here has branched off into several directions. A small building lies ahead to the north, while the other paths lead off into the sandy desert.

[Exits: north east south west northeast]

Vampire Companion has arrived.

NESWNe 5750/6822hp 4396/4677[5249]mn 2199/2277mv 0 0 -1000 1816lvl97, NESWNe  
desert 10am fGHS Urban Wasteland default Before a Chapel |  
The Northern Chapel

A thick piece of beautifully stained glass is embedded high up in the northern wall, in the shape of a cross. The entire building is illuminated as beams of light burst through the glass. Several rows of withered wooden benches are lined up in the back of the chapel.

[Exits: south]

The Keeper of Destiny is here.

Vampire Companion has arrived.

The Keeper of Destiny says 'A fair start Mofashi. That's one token. Three to go.'

You give Hex Token to The Keeper of Destiny.

S 5750/6822hp 4396/4677[5249]mn 2196/2277mv 0 0 -1000 1816lvl97, S  
inside 10am fGHS Urban Wasteland default The Northern Chapel |  
Before a Chapel

The sandy road here has branched off into several directions. A small building lies ahead to the north, while the other paths lead off into the sandy desert.

[Exits: north east south west northeast]

Vampire Companion has arrived.

NESWNe 5750/6822hp 4396/4677[5249]mn 2193/2277mv 0 0 -1000 1816lvl97, NESWNe  
desert 10am fGHS Urban Wasteland default Before a Chapel |  
The Northern Chapel

A thick piece of beautifully stained glass is embedded high up in the northern wall, in the shape of a cross. The entire building is illuminated as beams of light burst through the glass. Several rows of withered wooden benches are lined up in the back of the chapel.

[Exits: south]

The Keeper of Destiny is here.

Vampire Companion has arrived.

The Keeper of Destiny says 'Most cruel you are, Mofashi. Two tokens to go and your fate shall be renewed.'

You give Hex Token to The Keeper of Destiny.

S 5750/6822hp 4396/4677[5249]mn 2190/2277mv 0 0 -1000 1816lvl97, S  
inside 10am fGHS Urban Wasteland default The Northern Chapel |  
Before a Chapel

The sandy road here has branched off into several directions. A small building lies ahead to the north, while the other paths lead off into the sandy desert.

[Exits: north east south west northeast]

Vampire Companion has arrived.

NESWNe 5750/6822hp 4396/4677[5249]mn 2187/2277mv 0 0 -1000 1816lvl97, NESWNe  
desert 10am fGHS Urban Wasteland default Before a Chapel |  
The Northern Chapel

A thick piece of beautifully stained glass is embedded high up in the northern wall, in the shape of a cross. The entire building is illuminated as beams of light burst through the glass. Several rows of withered wooden benches are lined up in the back of the chapel.

[Exits: south]

The Keeper of Destiny is here.

Vampire Companion has arrived.

The Keeper of Destiny says 'Sinister work indeed. One more token will show me your greed.'

You give Hex Token to The Keeper of Destiny.

S 5750/6822hp 4396/4677[5249]mn 2184/2277mv 0 0 -1000 1816lvl97, S  
inside 10am fGHS Urban Wasteland default The Northern Chapel |  
Before a Chapel

The sandy road here has branched off into several directions. A small building lies ahead to the north, while the other paths lead off into the sandy desert.

[Exits: north east south west northeast]

Vampire Companion has arrived.

NESWNe 5750/6822hp 4396/4677[5249]mn 2181/2277mv 0 0 -1000 1816lvl97, NESWNe  
desert 10am fGHS Urban Wasteland default Before a Chapel |  
The Northern Chapel

A thick piece of beautifully stained glass is embedded high up in the northern wall, in the shape of a cross. The entire building is illuminated as beams of light burst through the glass. Several rows of withered wooden benches are lined up in the back of the chapel.

[Exits: south]

The Keeper of Destiny is here.

Vampire Companion has arrived.

The Keeper of Destiny says 'Faithful vessel, how cruel you are. As promised, I'll renew your fate.'

You give Hex Token to The Keeper of Destiny.

The Keeper of Destiny vanishes.

You are gently pulled upward into a column of brilliant light. As you look down, you can see your physical body lying prone, lifeless. As if alive beneath the divine radiance, the earth absorbs your spent body into itself. Unencumbered by a physical anchor, your spirit is free to roam all creation until you next choose to take on a material form.

(Press Enter to Continue)

On the beginning of your adventures in Aarchon, you may choose from one of the following races:

Avian wise and noble creatures, make good clerics and mages  
Drow smart and agile, make good warriors, thieves, and mages  
Dwarf hearty little creatures, make good warriors  
Elf wise and quick, make good mages  
Gimp weak, dumb and slow creatures, makes good lawn furniture  
Goblin small, strong and agile creatures, makes good warriors  
Golem strong, but incredibly stupid, viable only as warriors  
(Golems are not recommended for new players. See 'help golem')  
Half-Elf well rounded, make good thieves and mages  
Half-Ogre strong beings, make good warriors  
Half-Orc foul beasts, make good warriors and thieves  
Hobbit small and dextrous, make excellent thieves  
Human average stats, adept in all classes -- the vanilla race  
Leprechaun very intelligent tricksters, make good thieves and mages  
Mutant low constitution, but otherwise have potential in all classes  
Myrddraal A soulless, damned killer. Strong and disciplined.  
Ogre huge and powerful, make excellent warriors  
Pixie small, mischievous creatures, make good clerics and mages  
Saurin powerful and fast, make good warriors and thieves  
Troll large and tough, trolls make lethal warriors

For more information, see the help files for each race (i.e. 'help dwarf')

The following races are available:

[ avian drow dwarf elf gimp goblin golem halfelf halfogre halforc hobbit human leprechaun mutant myrddraal ogre pixie saurin troll amazon  
centaur khan nymph orc satyr zombie cyclops dunedain highelf mantis martian skaven draconian drider phreak sprite vampil cyborg mermaid  
minotaur werewolf wisp doppelganger harpy naga treant wraith chrysalies frost-giant gholam illithid vampire ahazu djinn dryad gargoyle lich  
android naiad phantom tengu titan voadkin ]

Type HELP REMORTTRACE for information on remort races.

## EXTRA NOTES

Merge the pipe-bomb and the wireless transmitter to make the remort control bomb. Head to the train tracks where there is a Broken Train Tracks NPC in the room.

Drop the bomb go south and type try detonate bomb. Once it explodes head back to the historian for the last token.

Sell cactus stew, hyena pelt, gloves back to vendor, find Morrigan the banker to deposit all, then finish

Go all north from the center to hand in the 4 tokens and your finished.

NE from town is a puddle you can drink from every so often does 700 moves heal and almost 300hps?

merge 1 cactus skin (get all cactus) with 1 hyena heart (mob drop) for quaff stew

You try to figure out what \*\* Cactus Stew \*\* is.

You say 'The potion is rotdeath burnproof remort.'

You say 'It weighs 4, and its level of power is 97.'

You say 'It has level 100 spells of: 'poison' 'cure mortal' 'cure mortal' 'sanctuary'.'

Forest Room is at Scenic Route (N, W From Center)

Bench is 1s from Center

Bring SANCS, cure poisons (gate katalina e;n;w;w;w;w;buy\*30 combat), weapons (detect invis for the fire mace weight 0 in the corpse) for the vulns (see below). Ranger won't really need this. Couple sancs for emergencies.

A Spotted Hyena is a medium-sized good-looking male wolf.

This being is level: 120

Str: 112(112) Con: 112(112) Vit: 115(115) Agi: 110(110) Dex: 115(115)

Int: 114(114) Wis: 120(120) Dis: 116(116) Cha: 113(113) Luc: 120(120)

Hp: 12500/12500 Mana: 5000/5000 Move: 5000/5000

Armor: pierce: -810 bash: -810 slash: -810 magic: -810

Hit: 167 Dam: 193 Saves: -120

Damage: 4d60 Type: slash

Knows how to: berserk dodge fast dirt\_kick tail

Fights in stance: rage

Immune to: summon

Resistant to: none

Vulnerable to: none

A Sandstorm Elemental is a medium-sized pretty sexless being.

This being is level: 130

Str: 117(125) Con: 119(119) Vit: 124(124) Agi: 120(120) Dex: 124(124)

Int: 141(141) Wis: 122(122) Dis: 121(121) Cha: 125(125) Luc: 124(124)

Hp: 11704/14595 Mana: 5670/5670 Move: 5670/5670

Armor: pierce: -982 bash: -982 slash: -982 magic: -982

Hit: 190 Dam: 231 Saves: -132

Damage: 4d65 Type: sting

Knows how to: dodge fast parry

Fights in stance: anklebiter

Immune to: summon

Resistant to: bash fire negative energy mental

Vulnerable to: holy drowning sound

Melina is a medium-sized good-looking female djinn.

This being is level: 120

Str: 118(118) Con: 118(118) Vit: 112(112) Agi: 118(118) Dex: 118(118)

Int: 110(110) Wis: 113(113) Dis: 111(111) Cha: 115(115) Luc: 115(115)

Hp: 27500/27500 Mana: 5000/5000 Move: 5000/5000

Armor: pierce: -827 bash: -827 slash: -827 magic: -827

Hit: 168 Dam: 132 Saves: -120

Damage: 4d25 Type: punch

Knows how to: dodge fast parry

Fights in stance: default

Immune to: summon charm

Resistant to: fire

Vulnerable to: drowning sound

Ravik is a medium-sized good-looking male human.

This being is level: 120

Str: 117(117) Con: 112(112) Vit: 111(111) Agi: 110(110) Dex: 119(119)

Int: 119(119) Wis: 111(111) Dis: 119(119) Cha: 120(120) Luc: 117(117)

Hp: 27500/27500 Mana: 5000/5000 Move: 5000/5000

Armor: pierce: -808 bash: -808 slash: -808 magic: -808

Hit: 169 Dam: 131 Saves: -120

Damage: 4d25 Type: pound  
Knows how to: none  
Fights in stance: default  
Immune to: summon charm  
Resistant to: none  
Vulnerable to: none

Benetus is a large pretty male gargoyle.

This being is level: 130  
Str: 124(128) Con: 127(131) Vit: 120(124) Agi: 113(117) Dex: 123(127)  
Int: 119(123) Wis: 126(130) Dis: 120(124) Cha: 126(130) Luc: 120(124)  
Hp: 14595/14595 Mana: 5670/5670 Move: 5670/5670  
Armor: pierce: -1067 bash: -1067 slash: -1067 magic: -1067  
Hit: 191 Dam: 231 Saves: -130  
Damage: 4d65 Type: slash  
Knows how to: dodge fast parry circle  
Fights in stance: blade dance  
Immune to: summon  
Resistant to: bash  
Vulnerable to: light

The Sheriff of Vastus is a large pretty male ahazu.

This being is level: 130  
Str: 122(122) Con: 121(121) Vit: 125(125) Agi: 119(119) Dex: 119(119)  
Int: 117(117) Wis: 117(117) Dis: 124(124) Cha: 121(121) Luc: 123(123)  
Hp: 25278/25278 Mana: 5670/5670 Move: 5670/5670  
Armor: pierce: -906 bash: -906 slash: -906 magic: -906  
Hit: 183 Dam: 157 Saves: -130  
Damage: 4d32 Type: acidic bite  
Knows how to: bash disarm dodge fast parry  
Fights in stance: finesse  
Immune to: summon charm  
Resistant to: none



Vulnerable to: charm (IMMUNE MAKES CHARM DAMAGE MUCH WORSE THAN VULN)  
Treat as human!

hasted, sanc'd

A Cyborg Guard is a large good-looking sexless cyborg.

This being is level: 130

Str: 132(140) Con: 126(126) Vit: 117(125) Agi: 117(125) Dex: 127(135)

Int: 108(108) Wis: 126(126) Dis: 127(127) Cha: 118(118) Luc: 121(129)

Hp: 21440/21667 Mana: 5670/5670 Move: 5670/5670

Armor: pierce: -986 bash: -986 slash: -986 magic: -986

Hit: 176 Dam: 230 Saves: -123

Damage: 4d48 Type: charge

Knows how to: berserk dodge fast kick parry trip

Fights in stance: blade dance

Immune to: summon charm

Resistant to: charm cold poison negative holy mental disease

Vulnerable to: acid drowning

Can be disarmed! Do it!!

A swarm of locusts is a small good-looking male being.

This being is level: 110

Str: 98(98) Con: 106(106) Vit: 112(112) Agi: 111(111) Dex: 106(106)

Int: 111(111) Wis: 103(103) Dis: 103(103) Cha: 106(106) Luc: 106(106)

Hp: 18515/18515 Mana: 4255/4255 Move: 4255/4255

Armor: pierce: -735 bash: -735 slash: -735 magic: -735

Hit: 174 Dam: 215 Saves: -110

Damage: 4d83 Type: contamination

Knows how to: berserk disarm dodge fast parry

Fights in stance: default

Immune to: summon

Resistant to: fire

Vulnerable to: holy

(before powerplant)

A Guard is a large pretty male human.

This being is level: 130

Str: 139(139) Con: 127(127) Vit: 117(117) Agi: 112(112) Dex: 123(123)

Int: 109(109) Wis: 123(123) Dis: 126(126) Cha: 122(122) Luc: 119(119)

Hp: 21199/25278 Mana: 5670/5670 Move: 5670/5670

Armor: pierce: -884 bash: -884 slash: -884 magic: -884

Hit: 179 Dam: 219 Saves: -130

Damage: 4d51 Type: punch

Knows how to: bash dodge fast parry

Fights in stance: rhino

Immune to: summon charm

Resistant to: weapon

Vulnerable to: none

has reflect and sanc

fear will not make him move so intim is possible, but not necessary...took mirc most the fight to land it starting maybe 5-6 rounds in with fear

The Chief Engineer is a large good-looking male human in the elemental blade stance.

This being is level: 120

Str: 121(121) Con: 119(119) Vit: 117(117) Agi: 107(107) Dex: 110(110)

Int: 111(111) Wis: 115(115) Dis: 118(118) Cha: 112(112) Luc: 116(116)

Hp: 14450/27500 Mana: 4999/5000 Move: 4959/5000

Armor: -1550

Hit: 293 Dam: 186 Saves: -219 Physical: -220

Damage: 4d50 Type: slice

Knows how to: bash dodge fast kick parry circle

Fights in stance: elemental blade

Immune to: summon charm

Resistant to: slash

Vulnerable to: none

hasted and sanc'd

A Thief is a medium-sized good-looking female sprite.

This being is level: 120

Str: 119(136) Con: 113(113) Vit: 112(112) Agi: 120(120) Dex: 112(129)

Int: 117(117) Wis: 117(117) Dis: 116(116) Cha: 115(115) Luc: 113(113)

Hp: 21875/21875 Mana: 5000/5000 Move: 5000/5000

Armor: pierce: -832 bash: -832 slash: -832 magic: -832

Hit: 195 Dam: 195 Saves: -140

Damage: 4d35 Type: peck

Knows how to: dodge fast parry

Fights in stance: finesse

Immune to: summon charm

Resistant to: magic

Vulnerable to: bash negative mental disease

A Desert Rat is a medium-sized pretty female skaven.

This being is level: 135

Str: 129(129) Con: 126(126) Vit: 129(129) Agi: 135(135) Dex: 141(141)

Int: 125(125) Wis: 111(111) Dis: 127(127) Cha: 124(124) Luc: 127(127)

Hp: 17094/17094 Mana: 6020/6020 Move: 6020/6020

Armor: pierce: -990 bash: -990 slash: -990 magic: -990

Hit: 178 Dam: 214 Saves: -134

Damage: 4d53 Type: bite

Knows how to: bash dodge fast crush assist\_vnum

Fights in stance: porcupine

Immune to: summon acid poison

Resistant to: magic

Vulnerable to: disease drowning

The Lab Manager is a medium-sized pretty female nymph.

This being is level: 130

Str: 112(112) Con: 115(115) Vit: 117(117) Agi: 127(127) Dex: 118(118)

Int: 137(137) Wis: 122(122) Dis: 118(118) Cha: 123(123) Luc: 118(118)  
Hp: 24125/32501 Mana: 5670/5670 Move: 5670/5670  
Armor: pierce: -926 bash: -926 slash: -926 magic: -926  
Hit: 173 Dam: 143 Saves: -130  
Damage: 4d32 Type: pound  
Knows how to: dodge fast parry trip  
Fights in stance: eagle  
Immune to: summon charm  
Resistant to: magic  
Vulnerable to: fire acid

Denkar Nolt is a large good-looking male dunedain.

This being is level: 120  
Str: 119(119) Con: 111(111) Vit: 119(119) Agi: 115(115) Dex: 113(113)  
Int: 113(113) Wis: 115(115) Dis: 116(116) Cha: 111(111) Luc: 118(118)  
Hp: 25000/25000 Mana: 5000/5000 Move: 5000/5000  
Armor: pierce: -822 bash: -822 slash: -822 magic: -822  
Hit: 153 Dam: 183 Saves: -120  
Damage: 4d50 Type: chomp  
Knows how to: disarm dodge parry  
Fights in stance: finesse  
Immune to: summon charm  
Resistant to: poison disease  
Vulnerable to: none

sanc'd

Emarda the Historian is a medium-sized good-looking female human.

This being is level: 100  
Str: 98(98) Con: 101(101) Vit: 95(95) Agi: 102(102) Dex: 98(98)  
Int: 100(100) Wis: 100(100) Dis: 102(102) Cha: 104(104) Luc: 100(100)  
Hp: 8925/8925 Mana: 3675/3675 Move: 3675/3675

Armor: pierce: -642 bash: -642 slash: -642 magic: -642

Hit: 130 Dam: 146 Saves: -100

Damage: 4d50 Type: pound

Knows how to: none

Fights in stance: default

Immune to: summon charm

Resistant to: none

Vulnerable to: none

```
+-----+
| Let your soul guide you. Stay true to the path you choose. |
|                               |                               |
| Only neutral players make change their alignment.          |
|                               |                               |
| Remember the 'try' command. It will be used.              |
|                               |                               |
| Read everything. Take notes. Be patient.                   |
|                               |                               |
| Do your best. Don't let failure discourage you.            |
+-----+
```

Holy version

first aggro mob: sandstorm, vuln soak it seems

Hyenas don't aggro me

buy hammer, glove, pipe bomb at vade (10+K)?

merge slat steel

kill sandstorms (SW? till you find spike)

The Northern Chapel

A thick piece of beautifully stained glass is embedded high up in the northern wall, in the shape of a cross. The entire building is illuminated as beams of light burst through the glass. Several rows of withered wooden benches are lined up in the back of the chapel.

[Exits: south]

The Keeper of Destiny is here.

Zombie has arrived.

The Keeper of Destiny says 'Four tokens of gratitude and your fate shall be renewed.'

### A Shack Along the Tracks

This little shack nestled amongst the train tracks is actually a shop where Vandar of Vastus peddles his wares. He keeps everything stored on a few shelves mounted on peg boards in the back. The floor is constructed from some kind of worn, but heavy pieces of wood. As Vandar walks back and forth behind the counter, you can hear a hollow sound from the floor boards.

[Exits: north]

(Charmed) (White Aura) A mindless zombie is here, groaning in agony.

Vandar is leaning up against the counter trying to sell his wares.

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] list

[ Lvl Price Qty] Item

[ 97 240250 -- ] A Cureall Pill

[ 97 68062 -- ] A Sightseeing Pill

[ 97 60062 -- ] A Sanctuary Pill

[ 97 108781 -- ] A Spellup Potion

[ 97 625000 -- ] A Spike Hammer

[ 97 125 -- ] Spirit of the Desert

[ 0 1500 -- ] a small metal pipe

[ 90 625000 -- ] Power Gloves (can sell once done with this)

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 1.

Vandar says 'Ah, excellent choice.'

Vandar says 'The pill is glow hum inventory rotdeath burnproof remort.'

Vandar says 'It weighs 3, and its level of power is 97.'

Vandar says 'It has level 100 spells of: 'cure disease' 'cure mental' 'breath of god!.'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland]

The white aura around your body fades.

gt {WSanc down!

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 2.

You tell the group, 'Sanc down!'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] Vandar says 'Ah, excellent choice.'

Vandar says 'The pill is glow hum inventory burnproof remort.'

Vandar says 'It weighs 2, and its level of power is 97.'

Vandar says 'It has level 100 spells of: 'cure blindness' 'cure blindness' 'cure blindness' 'reserved).'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 3.

Vandar says 'Ah, excellent choice.'

Vandar says 'The pill is glow hum inventory rotdeath burnproof remort.'

Vandar says 'It weighs 2, and its level of power is 97.'

Vandar says 'It has level 100 spells of: 'sanctuary' 'reserved' 'reserved' 'reserved).'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 4.

Vandar says 'Ah, excellent choice.'

Vandar says 'The potion is glow hum inventory rotdeath burnproof remort.'

Vandar says 'It weighs 3, and its level of power is 97.'

Vandar says 'It has level 100 spells of: 'haste' 'bless' 'frenzy' 'giant strength).'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 5.

Vandar says 'Ah, excellent choice.'

Vandar says 'The weapon is inventory rotdeath burnproof remort none(123).'

Vandar says 'It weighs 0, and its level of power is 97.'

Vandar says 'The weapon is a mace or club.'

Vandar says 'It does pierce damage of 2d73 (average 74).'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 6.

Vandar says 'Ah, excellent choice.'

Vandar says 'The light is glow hum inventory rotdeath burnproof remort.'

Vandar says 'It weighs 2, and its level of power is 97.'

Vandar says 'It has 500 hours of light remaining.'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 7.

Vandar says 'Ah, excellent choice.'

Vandar says 'The explosive is inventory no\_lore.'

Vandar says 'It weighs 8, and its level of power is 0.'

7687/7687hp 5107/5107m 3999/3999mv 1692etl 0qt0 [Urban Wasteland] browse 8.

Vandar says 'Ah, excellent choice.'

Vandar says 'The armor is inventory rotdeath burnproof remort.'

Vandar says 'It weighs 4, and its level of power is 90.'

Vandar says 'It is worn on the hands.'

Vandar says 'It provides an armor class of 20 pierce, 20 bash, 20 slash, and 20 vs. magic.'

You try to figure out what Plazik's Leg is.

You say 'The weapon is invis remort.'

You say 'It weighs 0, and its level of power is 97.'

You say 'The weapon is a mace or club.'

You say 'It does inferno damage of 4d36 (average 74).'

You say 'Weapons flags: exhaustion'

You say 'Affects dexterity by 4.'

You say 'Affects vitality by 4.'

You say 'Affects intelligence by 8.'

You say 'Affects wisdom by 8.'

You say 'Affects constitution by 8.'

You say 'Affects mana by 100.'

You say 'Affects hp by 100.'

You try to figure out what Dervish Power is.

You say 'The weapon is hum remort.'

You say 'It weighs 3, and its level of power is 97.'

You say 'The weapon is a dagger.'

You say 'It does pierce damage of 4d36 (average 74).'

You say 'Weapons flags: exhaustion'



You say 'Affects damage roll by 3.'  
You say 'Affects hp by 25.'  
You say 'Affects mana by 75.'  
You say 'Affects luck by 4.'  
You say 'Affects charisma by 4.'  
You say 'Affects discipline by 4.'  
You say 'Affects wisdom by 4.'  
You say 'Affects intelligence by 4.'  
You say 'Affects agility by 4.'  
You say 'Affects vitality by 4.'  
You say 'Affects constitution by 4.'  
You say 'Affects strength by 4.'

Thief behind this shop wields 2 daggers, circles, blind it/disarm  
does decent damage, but moderately easy, punctures, finesse

Has a power crystal that drains your health every time you move by 700+ hps, head north then east from town center to powerplant (wait for guy to give you key)

r8 evil!  
buy powerglove, buy pipe bomb  
find ravik and wait at him until you get power plant key  
kill guard to plant, kill chief engineer, bring crystal to thief (token 1)  
find and kill sheriff (token 2)  
talk to emarda before killing denkar  
kill denkar, tell sovard the stuff cost 1000 gold  
give power crystal to thief

blow up the train tracks  
stand 1 room away from them when you detonate'

r8 good  
buy powerglove, hammer

kill thief for crystal, then wear powerglove to bring to engineer (kill guard before engineer still)  
kill vermin for the farmers  
talk to emarada, denkar, kill 4 rats at once (tough, need area skills/spells), pets get stuck outside  
repair the train tracks