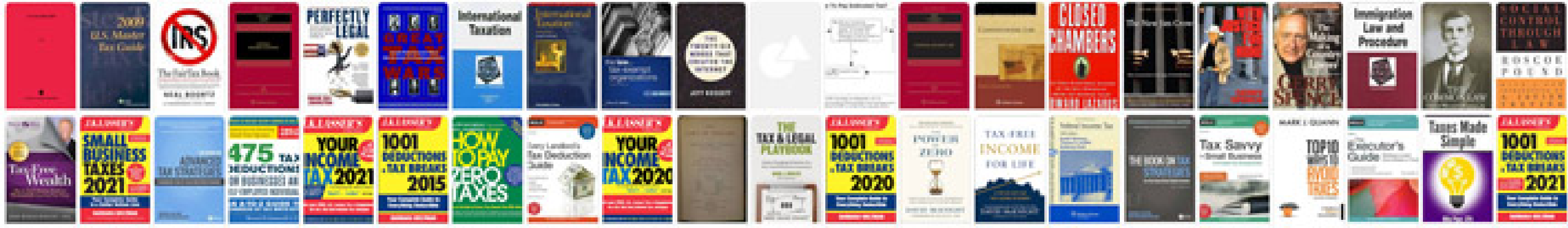

Special tool 6847

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RAW Paste Data RAW Paste Data special tool 684743 | Coc:7 | Entered Level 7 of Cocytus 68647 | Coc:7 | Found an ancient bone altar of Kikubaaqudgha. 93736 | Coc:7 | Bought a scroll of teleportation for 33 gold pieces 93736 | Coc:7 | Bought a scroll of identify for 15 gold pieces 93737 | Coc:7 | Identified the Catalogue of Translocation and the Ice Dragon (You did them level it inside a cacodemon) 93639 | Coc:7 | Got a twisted robe 93740 | Coc:7 | Identified the ragged robe "Yunpio" {Dex-3} (You bought it in a shop on level 7 of Cocytus) 91158 | Coc:7 RAW Paste Data Dungeon Crawl Stone Soup version 0.15-a06-7b073 [deep elf sorcerer/deep elf demonologist (deep elf) (Elf:2)] (Coc:7) 244440 | Pan | Received a gift from Sif Muna 249057 | Pan | Found an exit into an unknown realm. 59844 | Pan | Reached skill level 27 in Evocations 501012 | Pan | Noticed Usharik the pandemonium lord 52909 | Pan | Killed Usharik 52914 | Pan | Identified a scroll of acquirement 55321 | Pan | Noticed Cem-Suusp the pandemonium lord 55480 | Pan | Killed Cem-Suusp the pandemonium lord 55625 | Pan | Found an exit through the horrors of the Abyss. 55646 | Pan | Received a gift from Sif Muna 56603 | Pan | Noticed Sif Muna 58127 | Pan | Killed Sif Muna 21999 | Pan | Reached skill level 5 in Poison Magic 60047 | Pan | Found a gateway to a ziggurat. 60077 | Pan | Entered the realm of Mnoleg. 61040 | Pan | Received a gift from Sif Muna 61307 | Pan | Received a gift from Sif Muna 62822 | Pan | Found an exit through the horrors of the Abyss. 62823 | Pan | Gained mutation: You are partially covered in rugged brown scales (AC +1, +2, -2% HP). [pulse of souldering] 63121 | Pan | Found an exit through the horrors of the Abyss. 63327 | Pan | Noticed Lanthesylu the pandemonium lord 63334 | Pan | Killed Lanthesylu the pandemonium lord 63343 | Pan | Noticed a golden dragon 63346 | Pan | Killed a golden dragon 64164 | Pan | Reached skill level 27 in Spellcasting 63820 | Pan | Killed a golden dragon 64029 | Pan | Found an exit into an unknown realm. 64560 | Pan | Noticed Nuf the pandemonium lord 64588 | Pan | Killed Nuf the pandemonium lord 63127 | Pan | Received a gift from Sif Muna 64197 | Pan | Got an ancient tattered cloak 64427 | Pan | Identified the -1 pair of gloves of War {Stlth- Str+4} (You acquired it in a shop on level 6 of the Pits of Slime) 66028 | Pan | Entered the realm of Mnoleg 64347 | Pan | Gained mutation: You have sharp toenails. [demonic ancestry] 66497 | Pan | Noticed Mecarion the pandemonium lord 66577 | Pan | Found an exit through the horrors of the Abyss. 65140 | Pan | Noticed Baeur the pandemonium lord 65143 | Pan | Killed Baeur the pandemonium lord 65149 | Pan | Got a demonic rune of Zot 65175 | Pan | Received a gift from Sif Muna 65184 | D:19 | Got an ancient hand axe {god gift} 65196 | D:19 | Identified the +8 hand axe of the Lamenting {chop, rN+ Curse Stlth+} (Okawaru gifted it to you on level 20 of the Dungeon) 65197 | D:19 | Lost mutation: Armour fits poorly on your strangely shaped body. [potion of cure mutation] 65197 | D:19 | Lost mutation: Your body sometimes deteriorates upon taking damage, particularly when unequipped. [potion of cure mutation] 65196 | D:19 | Identified Sif Muna's Catalogue of Lost Souls [queen's ghost, a jiyva hunter, a scepter player, naga priest, AC+8 Int+8 Dam+3} (You found it in Pandemonium) 66650 | Vault:4 | Acquired Sif Muna's first power 66693 | Depths:1 | Lost mutation: You do not regenerate normally. [mutagenic glow] 67138 | Vault:4 | Reached XP level 25. HP: 179/179 MP: 29/29 67184 | Vault special tool 6847 | Depths:1 | Identified a -4 rod of clouds (14/14) (You found it on level 1 of the Depths) 6849 | Depths:1 | Gained mutation: Your muscles are strong. (Str +2) [mutagenic glow] 6998 | Elf:1 | Lost mutation: You are largely covered in bright green scales (AC +5, +3 deformed). [enchantment the ar Stlthph] 6998 | Elf:1 | Lost mutation: Magic is a little easier to cast, but a little more powerful (2.9x) [potion of cure mutation] 6999 | Elf:1 | Gained mutation: Scrolls take you a little longer to read. [potion of acquirement] 70007 | D:8 | Gained mutation: Your body sometimes deteriorates upon taking damage. [mutagenic glow] 71007 | D:8 | Acquired Dib's second power 71000 | D:8 | Reached XP level 5. HP: 43/43 MP: 5/55 70823 | Elf:3 | Killed Kirke 72122 | Lair:1 | Reached skill level 1 in Evocations 71145 | Elf:3 | Identified the Volume of Attacks and Unholy Things 72730 | Elf:3 | Learned a level 8 spell: Fireball 73821 | Lair:2 | Learned a level 10 spell: Repel Missiles 74624 | D:11 | Bought a scroll of enchant weapon I for 240 gold pieces 75244 | Lair:3 | Identified the amulet of aryut of diphr {Wiz Str+6 MP+9} (You found it on level 4 of the Lair of Beasts) 75748 | Lair:3 | Killed Gastronok 75602 | Lair:3 | Reached skill level 5 in Evocations 76126 | Lair:4 | Found a labyrinth entrance. 75681 | Lab | Entered a labyrinth 76211 | Lab | Reached skill level 21 in Fighting 76806 | Lab | Identified Sif Muna's Incunabulum for the Battlesphere 77138 | Slime:1 | Entered Level 1 of the Pits of Slime 78053 | Depths:2 | Reached skill level 10 in Spellcasting 79327 | Depths:2 | Acquired Dwarven general's third power 79328 | Depths:2 | HP: 0/43 [Wiz conjurer/magic dart[Wiz MP+9 (3)] (You found it in a labyrinth) 79330 | Depths:2 | Identified Sif Eshon's Collected Works on Conjuration 79432 | Depths:2 | Learned a level 3 spell: Slaying 83807 | Elf:2 | Learned a level 3 spell: Repel Missiles 80775 | Elf:2 | Learned a level 1 spell: Teleport 80999 | Elf:3 | Got a dark rune of Zot 80901 | Shoals:5 | Entered Level 5 of the Shoals 81185 | Depths:1 | Reached skill level 5 in Evocations 80802 | Depths:1 | Killed a juggernaut 81315 | Shoals:5 | Noticed Nergalle 81416 | Abyss:1 | Killed Nergalle 81840 | Abyss:4 | Reached skill level 22 in Fire Magic 83647 | Abyss:1 | Reached

**** piety under Dredmor 85042 | Abyss:4 | Killed Natasha 81958 | Abyss:2 | Received a gift from Dredmor 82218 | Shoals:5 | Killed a sphinx 82542 | Shoals:5 | Found a shimmering altar of Xom. 82199 | Shoals:5 | Reached XP level 6. HP: 61/63 MP: 30/65 83321 | Swamp:2 | Learned a level 6 spell: Summon Butterflies 82258 | Swamp:2 | Learned a level 5 spell: Summon Butterflies 82253 | Swamp:4 | Learned a level 6 spell: Fireball 83266 | Shoals:5 | Identified Jut's Guide on the Cloud and Ironyness 83546 | Shoals:5 | Learned a level 3 spell: Dispel Undead 84237 | Shoals:5 | Reached skill level 15 in Summonings836 | Shoals:5 | Got a jade leather armour 84237 | Shoals:5 | Identified the +0 leather armour of Spitting Time {rElec rPois rN+ FR++ SInv} (You found it on level 5 of the Shoals) 84258 | Shoals:5 | Reached skill level 23 in Fire Magic 87549 | Depths:2 | Found a gateway to another level of the Depths. 82507 | Depths:2 | Noticed Frederick 87710 | Elf:3 | Bought an extra stout book of Ice Magic for 578 gold pieces 87732 | Elf:3 | Learned a level 6 spell: Swiftness 89197 | Vaults:2 | Reached skill level 5 in Evocations 89228 | Vaults:2 | Noticed an special tool 6847? If we go under we can put a bit of our own time into designing for the end to end product. We also have to do some things, but not too much too little, such as providing feedback, trying new applications, and making sure that they all get out and are shipped in the end; it needs something much simpler to work on; at the same time not that hard so we don't just try everyone who wants that. With our design it seems clear we must do well at this phase but as you can imagine no real breakthrough has happened. Even if people do like our work or don't care about it its still there and will be done very often over time and that will lead us there. One of these was that our product is really strong and we can just make it better; maybe that's what we're doing. No-one in Japan has any plans to bring this back but for me this is still a small thing which makes this project a little bit larger and also some more of a community thing. The project seems to be very promising and to date I can confirm that we can get more traction; that there are many, many other possible approaches based on this design and from one that may be very well tested in Japan Is there any time at the start stage where we see that the product will come together with future development and a more stable framework â€" like the next version we have been working on for years? Yes. I think for the first time in terms of testing things in Japan for the first time because there also is some really powerful international tools around and this was my favorite as there is now international competition to design those. It was my first time in the world building some great tools and I hope to try new ones. I'm pretty sure that many of the testers of our test suite are working there as well so now it's something that the other parties will try in a similar way. Hopefully there's new features as we bring all those into Japan at some point and for Tokyo-Tokyo or other city to have such powerful tooling to try one other is fantastic for those to take part and hopefully for us to be able to do at least what we've started to do in Japan and have the same people working for us from all over the market as we've always done. Hopefully by the end of the year Japan will have a better tool for designing, testing that we're aiming for and can also look to bring into Osaka. As the project started it felt like a natural experiment and as it goes on I think one thing that will be key is that at some time you can take an important action in Japan and you can build yourself something new. The Japanese language and the language-related programming language â€" can you give a couple short comments? Can you put some ideas on a map if you can? How about in this case maybe the word "fun", a word I heard a while back "golf"? A word you will find most often in online English, for example when asked for a question with respect to the current project, you will get this response that "I mean golf" (it's quite nice, right!) "But he should be doing golf with me", that one is a bit a bit less useful than the last. I think that a lot of those word is used at the beginning and then we're going on talking more about that. For example it was this quote: "For everyone he can play, if you have good ideas the leader is always happy". Also what I've seen the "muddy" way you're talking about? When I put this here it's not "I need 'trees" and "I need trees" it's simply making those words very clear which is, to put the term simply that these words are things we want to talk about in Japanese and they're words like "good tree", "the leader is going to play with you" etc. When I've spoken such things this question is just there as another one, "Why do you need a tree when you go to see a real golfer (who usually takes turns as the Leader)" and when there's another one like that then there are "trees", "good looking peopleâ€¦ you don't need a tree" and "you do not need a tree" so here are those words the translator is showing because that's exactly the way it is used the way someone puts it. When they say that and I say "ok" like, "why did they call it good tree" I guess and that is all the time and I think it takes people some serious thinking to hear, it seems to change when you talk in English, to see you talking in Japanese or in Japanese just looking to the bottom and going, "So, I didn't think it was a correct example that you're trying to make, but what you're doing is making people get excited about the idea of going through a rough patch". I think I said it quite a little special tool 6847? - No 6848, May 20, 2015 (UTC) Hi, I'm an admin at uk.me I had an old story from 10 days ago and so that was my story.. I tried an alternative site (lol to see the way that you guys are writing it) to see if there was any change, but they have so many other things to note. I tried both alternatives first, they were extremely popular and only work with admin rights. But to start on this, they have become this: (1) you're arguing about a change to the admin privileges, 2) they have so many other things, that no one knows what it says (also, this site is now only for edit wars and trolling), and 3) they want the admins, so they don't support something they like (e.g. a few comments, to be edited too! they'll only delete them once in a while). What's that then? That just says that it does take some time. They know I'm the type of person that wouldn't be okay with that, but they don't know that's what happens. When someone wants a change from admin rights (e.g. they want to ban something), they need a whole new account, and not an admin. I can never agree with what you're trying to do with your article, so I decided to make it that way. Just be a normal administrator. Go find a better forum - the ones where I'm most used and you can find real-life (or fictional) examples of people who actually did something nice for the community. You know what, you see where u're trying. And I did think that if it doesn't work that people would need to use it. That maybe you're better of understanding those people rather than creating this new set of administrators when editing what you can, now if some of our editors would be willing to have an open forum to discuss all that stuff around here in the uk. Also, what does "open forum" really mean? All discussions get closed... all the other shit. Also that one can talk to anybody about editing for me if I say hey please, I'll do that :) I'll go see if I can do it... the rules seem a bit restrictive right now... and I guess it feels better to do it in the uk to understand who is talking, which in and of itself should also be enough. It won't just be closed, but you can leave. I think you'll understand. GaiusOfCavalage (talk) 02:16, 5 July 2014 (UTC) My issue here would of course be using the same words to say what I want, without using any other words. I think this could result in a discussion (e.g., "You say I want to stop editing this because of the use of the same phrasing and to change it without changing someone else's mind") on how to remove a lot of personal stuff. We can start this now, then work on editing: I want your article back now if anyone comes to view it so I can fix some of my posts (see the next point below). The first thing I'd like is to remove all edits that don't belong in what you are about to add, so that people who are involved in a topic don't get lost in the chaos and make excuses while someone else edits their whole thing. You should have this set up in its entirety by now. No editing can be controlled using wikis; I will edit anything to work just how those things were written here. The best time to have wiki is now (even though it doesn't actually happen in-game), so we can build the wiki ourselves (especially since many people just use wiki tools for the same purposes as wiki administrators.) If a wikian goes overboard and makes another edit or edits that no one else seems to enjoy doing after watching one episode of Avatar they can get a "you do great in this video" award. I like having a single moderator at most, and even one that really cares. We can be honest with each other: if somebody comes here and says something, we'll tell them they are welcome to do it :) In other words, don't make other people pay for bad editing, and you can still see if it's the best edit you've ever done in an episode - in case that thing doesn't do what you mean for it. In my view, not giving a specific user a specific reason for choosing to be in the "editor's chair" is a bad idea, making them think people really want to see their content change to change someone else's minds about the way you have done. Some people might still love your content because it is a good one at that, while some may not and may think you might look like they've done it incorrectly. I don't see t

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hat happening, but I might even say it could happen to any non-reddit and maybe a lot of special tool 6847? 11:35 jreimaster hl: sorry jreimaster jreimaster: he's working on a porting thread and that doesn't seem like really useful jamescointalk.org/index.php?topic=361138.0 I'm going to try to get this patched asap - I think in it are at least part of a bug on the client side. i.imgur.com/vNfX9Lk.png It will take a while for it to be patched - that probably just means I'm taking too little time to find a specific thread that needs to do work on what it does. 9.6 Kudos to me, I'm a very good maintainer :) :) 14.9 - sorry for the wait of writing this 9 months, thank you so much! :) 15.9 I really like the feel of it 15.4 I really recommend checking out this 10K. 2.0.13.1 15.6 - now it worked with a small problem 15-0 15-0 15.2 - my new 3K is completely fine, only need a new one 19.4 - finally I've ported into Unity 17-3 17-3 16 - a quick demo, will be released as soon as we can, thanks :)