**Goal for Fort Terramire**

**Requirements**

Thanks to Turie

**Solution**

1. Go to the Recruitment Office and say "i want to enlist".
2. Go to the kitchens.

3. Go to the Veggies 'R Us and buy the items required.

4. Go back to the stewing rabbit and give all the items to her.

5. Go to Hasenpfeffer. Kill the brutal guards to get a skeleton key.

6. Go to "A Narrow Tunnel", open east;e;s. Kill the security guard, then open the locked door.

7. Open the chest and get the parsley from it.

8. Give the parsley to Hasenpfeffer.

9. Go to Lieutenant Rainbow.

10. Go to the cocky merchant and say "are the rumors true?"

11. Kill a cavalry rabbit, pick up the note and give it to Lieutenant Rainbow.

12. Kill Sergeant Steel and give the proof to Lieutenant Rainbow.

13. Leave the room and come back in and Lieutenant Rainbow will ask you if you are interested in a new job, Say 'I am interested'

14. Say 'Send Me'

15. If you're missing one room it's probably run 3n, open down, d from "Send Me"

OLD AQ:
1. Kill Red-eyed White Doe for Pink Ribbon.
2. Say 'what's up, doc?' at guard to get inside.
3. Kill Bunny for Green Ribbon.
4. Green Ribbon to one chef-in-training for rolling pin.
5. Kill that chef to not get confused.
6. Pink Ribbon to other chef-in-training for dash of cinamon.

**Reward**

Object 'rolling pin' is type weapon
Extra flags: hum magic held.
Weight is 7, value is 250, level is 30.
Worn take wield.
Weapon type is mace/club.
Damage is 5d8 (average 22).
Damage type is slice.
Weapons flags: vorpal.
Affects strength by 2.

Object 'dash cinnamon' is type armor
Extra flags: magic held.
Weight is 1, value is 100, level is 10.
Worn take float.
Armor class is 1 pierce, 5 bash, 1 slash, and 3 vs. magic.
Affects luck by 2.