**Goal for The Trouble with Gwillimberry**

**Requirements**

L200

**Solution**

The Trouble With Gwillimberry Goal
1. From entrance, run 6ne5n, talk to head gardener to start goal
- say vermin
- say yes
\*\* Goal Added : Rid Gwillimberry of the vermin infesting the town.
\*\* Task Added : Rid Gwillimberry of the infestation.
\*\* Task Added : Discover the secret path of the vermin.

2. From entrance, run 4ne;open e;e to Littleberry (speech may only proc when vis)
\*\* Task Added : Bring a jester's rattle to Littleberry.

3. From entrance, run 4ne3s3e2n2ese3sd2wd2w, open s,s to rat mystic
- listen rat: Rat mystic exclaims, "Just ask for help!"
- say help
- say vermin
\*\* Task Added : Obtain the accoutrements of the Unseelie Court.
- say unseelie
- say accoutrements

4. Go back to head gardener, buy ticket from head gardener, open n to enter maze.
Upon entering maze, you receive a ticket stub from the head gardener. Keep this.
Note: 10 rooms in total (most are PK rooms, besides 2)

5. get 2 x "a Jester's Mask" from drunken faerie (only on some drunken faeries)
- items can be seen when you look/peek at mob. Kill them to get it.
a drunken faerie is using: [ Worn on eyes ]: (I)(M) a Jester's Mask
- get 2, and remove curse on self (noremove flag on the mask)

6. get 2 x "a ring of the Unseelie" from a cajoling faerie (only on some)
A cajoling faerie is using: [ Worn on right finger]: (M) a ring of the Unseelie

7. get 2 x "the Sweat Trick [5/5]" from a smiling faerie (only on some)
a smiling faerie is using: [ Held ]: (M) the Sweat Trick [5/5]

8. wear mask, walk into a room with a cavorting faerie, give extra mask to him to receive a rattle
With mask on: A cavorting faerie says, "Ah a fellow jester! Sadly, I have lost my mask somewhere in the garden and I dare not return home without it."
You receive a Jester's Rattle from a cavorting faerie.

9. wear wand, walk into a room with a serious faerie, give extra wand to him to receive a vest (also wear mask)
A serious faerie says, "Ah, a fellow trickster! I have lost my sweat trick and dare not return home without it."
You receive a Jester's Harlequin Vest from A serious faerie.
- not repeatable unless you put previously gotten vest into a container (otherwise no response from serious faerie)

10. give rattle littleberry
You receive a Jester's Rattle from Littleberry.
You receive a playing card of the Unseelie Court from Littleberry.
\*\* Task Done : Bring a jester's rattle to Littleberry.
\*\* Task Added : Discover a use for the playing card.

11. wear ring, walk into a room with a gloomy faerie (near front of area), give extra ring to receive slippers (mask + wand equipped, too)
A gloomy faerie says, "Ah, a fellow member of the Unseelie Court! I have lost my ring and dare not return home without it."
You receive a Jester's Curly Toe Slippers from a gloomy faerie.

12. wear all Jester items and enter room with rat mystic. If it's correct,
Rat mystic says, "You now have everything you need to gain entrance to the Unseelie Court." (mask + ring + vest + slippers + rattle)
\*\* Task Done : Obtain the accoutrements of the Unseelie Court.

13. run n2e2n from that room, and kill king wearing the jester outfit.
- Midway through the fight, he'll teleport you to a new room (this is the extra room for those who had completely explored shadar logoth before the conversion)
A tunnel beneath Gwillimberry Hall
\*\* Task Done : Discover the secret path of the vermin.

14. type crawl for exit, then run 2nwnen, to enter faerie path.
- room descriptions will tell you which direction to run to if you solve the puzzles correctly
- wn2uswdn to room with portal, enter device/portal to room with guard

15. give ticket stub (not ticket) to the guard to open locked door north
Guardian of the Unseelie Court unlocks the door. Guardian of the Unseelie Court opens the door.
- alternative is to use the crown of swords portal (to second part of old shadar). It will bring you to the room north of the guard room without having to unlock it. You can open the door from the portal room, without a ticket stub.

16. go 2n, and give card to faery king to receive the Joker card.
You receive the Joker from the Faery King.
\*\* Task Done : Discover a use for the playing card.
\*\* Task Added : Play a 'Joke' on the Queen.

17. run se, to Queen Maebhe
- apparently needs to be at least L200 to enter the room

\*\*\*\* Before you proceed, make sure it's not near REPOP at this point. Not sure whether it's upon repop of area or upon Minch death, that Brother Heliotrew repops and blocks the way again.

18. give joker to queen
Queen Maebhe says, "As it happens, I grow bored and want to take my court to roost in another town. However, the passage into Gwillimberry is held by one of my people. His name is Minch Buganne. I suggest you take the passage from Minch, and thus close the portal into the town."
Queen Maebhe says, "I will not attack one of my own people, but will help you in this way. Consider Brother Heliotrew a thing of the past."
Queen Maebhe exclaims, "He is done with. Now off you go!"
Queen Maebhe murmurs some incantations.
\*\* Task Done : Play a 'Joke' on the Queen.
\*\* Task Added : Retrieve the passage to Gwillimberry from Minch.

19. run 4n2wu from entrance (previously blocked by Brother Heliotrew)
- kill Minch buganne

\*\* Task Done : Retrieve the passage to Gwillimberry from Minch.
\*\* Task Done : Rid Gwillimberry of the infestation.
\*\* Goal Completed: Rid Gwillimberry of the vermin infesting the town.

**Reward**

You get Passage to Gwillimberry from the decapitated corpse of Minch Buganne .
+-----------------------------------------------------------------+
| Keywords : passage gwillimberry
| Name : Passage to Gwillimberry
| Id : 465393091
| Type : Portal Level : 80
| Worth : 0 Weight : 10
| Wearable : hold, portal
| Score : 0
| Material : energy
| Flags : invis, magic, burn-proof, V3, saveable |
| Found at : The Trouble with Gwillimberry |
+-----------------------------------------------------------------+
- There is also an extra "passage to gwillimberry" that is worn by Minch buganne but L98-100, unlike L80 that is the goal reward.