**Goal for Wayward Alehouse**

**Requirements**

**Solution**

To start:
run w
listen bardington
say "I can help you out" to task update

\*\* Task Added : Interrogate the patrons and find some interesting stories.

NOTE: Some of these mobs wander, so can't give directions. Look for the following
mobs and listen to them:

- Ac'hek
- Pharzon
- Jurn
- Krelna
- Reskel
- Warom

\*\* Task Added : Return to Bardington and relay the stories.

Go back to Bardington and wait for task update.

\*\* Task Added : Steal three casks of wine for Bardington.

run e4n
If Brandt isn't in this room, find and kill him for the key.
Go to the room 'In The Alehouse', located 2s of the bar (with a $ symbol)
open down, go down

NOTE: The key expires in 4 minutes, so you will need to do this next part quick.

Kill all workers in this first room. When they're dead, 'steal cask'
invis, run u3sw, 'give cask bardington'
run e3nd, 'steal cask'
invis, run u3sw, 'give cask bardington'
run e3nd, 'steal cask'
invis, run u3sw, 'give cask bardington' to update

\*\* Task Added : Start a huge brawl in the Alehouse!

NOTE: Remove your weapons.

run en
At this point, run in and attack patrons and bouncers with your fists.
When you've started 10 fights, go back to Bardington.

NOTE: Stay unarmed.

An enraged bar brawler will start a fight, you have to get him to about 15-20%
At that range, Bardington will stop the fight and trigger task update.

\*\* Task Added : Seek out some interesting dirt on the Alehouse patrons.

Once again, find and kill Brandt for the Alehouse keyring.

NOTE: It expires in 5 minutes.

Go to the room 'Coat (Armor) Check' in the southeast corner, then up.
run 2w;open south;south;look papers
run n2edws2e3ne;open north;north
'free unicorn' and kill all the mobs that attack
run 2sw2s3w
'give unicorn bard'
'give blueprint bard'
'give key bard' (Alehouse Keyring) to goal complete.

**Reward**

20 QPs