**Goal for sanguine tavern**

**Requirements**

Thanks to Rusk.

**Solution**

1. Kill mobs until you get a random sigil ‘You receive the Sigil of Solus.’ drop from one of them (I got from drunken wolfen)  
2. Say sigil at ‘otin’ the tavern keeper. If you don’t have the sigil in inventory he will say ‘I don’t know what your talking about’  
3. Go ne and ‘push stones’ then head up and all south. Speak to receptionist Dena.   
4. Choose one of red/black/gold scrolls  
Gold scroll: kill Lana Larity  
Give head from Lana to bob mcormik  
Give token from bob to Dena  
Black scroll: Sit on bench in lavatory (sw corner of main tavern)  
Golem will pull you in.   
Kill and keep eye.   
Give eye do Dena (sparhawk did this one)  
Red scroll: Kill the boars in the fireplace  
The chef will give you head  
Give head to Dena  
5. Go 2nw. Buy champaign  
6. Run enndswssww to Count von Tokil  
7. Give champaign count. This will give you a glowing man (timed item but you can replace it by giving the count 5000 gold in the future  
8. Head north. Push stones again, head down. Follow prompts.  
9. in 3 combats, one is immune shadow dam, one is immune pierce. Both worked on 3rd

**Reward**

10 qp  
give 5000 gold to count for man shaped key  
(also enables you to "touch hut" in dena's room for last room)  
+-----------------------------------------------------------------+  
| Keywords : necklace holy symbol solus |  
| Name : Unholy Symbol of Solus |  
| Id : 977330940 |  
| Type : Armor Level : 141 |  
| Worth : 2,500 Weight : 13 |  
| Wearable : neck |  
| Score : 39 |  
| Material : silver |  
| Flags : invis, magic, blessed, V3 |  
| Notes : Item has 2 resistance affects. |  
+-----------------------------------------------------------------+  
| Stat Mods : Wisdom : +4 Intelligence : +3 |  
| Luck : +3 Damage roll : +11 |  
| Strength : +4 |  
+-----------------------------------------------------------------+  
  
\*TIPS\*  
at portal landing and only after goal do the following  
  
mapper cexit\_wait 3  
mapper cexit run 2es2w;;give 5000 gold count;;run 2e2ne;;push stones;;run dsw;;od;d