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Medium clue scroll guide osrs

60 - 70 Agility - So you can use many of the 64 Magic combinations - Be able to use all regular spells to beam up. 43 Prayer - To be able to use protect from magic, rockets, and mele. Rope around 100-500gp Every weapon Teleport runs to anywhere Amulet of fame (4) Some food boots of ease Antipoison varies due to the variety of each clue. Look in this guide for where your specific lead begins. You can enter your coordinates and get a personalized map (with nice red crossed hairs in your specific location) using the world and map coordinates. Where to get the items needed to make a coordinate trace: Where to get the items needed to make a coordinate trace: Position location Sextant Murphy trawler sailor in Port Khazard. Watch Monk in the clock tower. The navigation map speaks to one of the people at the Observatory. This next section will help you become a master in determining coordinate clues without help from anyone! How to figure out the coordinates: Imagine a big plus sign through the Runescape map. The city center marks 00 00 min north, 00 00 min east. This place is located in the Observatory, near the Arena of Castles Wars. If you move north in a straight line, the first set of numbers will increase, but the numbers marking East will remain at zero. If you move east in a straight line, the first set of numbers will remain zero, but the marking in the East will increase. One example: Let's say you have the coordinates 07 deg 00 min N, 00 deg 39 min. That means you've moved to a place to the north and a little to the east of the observatory. Each square of runescape ground is two numbers higher or lower than the adjacent squares depending on the direction you are moving. This picture shows the location of a square in tree gnome stronghold port. If you get coordinates that say, for example, 05 deg 14 min south, 12 deg 03 min east, it means that the location is somewhere in the lower half of the plus sign, to the east. It's all about adding and subtracting, but it's still not about big math. How to use sextant: Your goal is to get the horizon and the sun in the middle of the central piece. The central piece. This lever raises the horizon in the central part. This lever lowers the horizon to the central part. This lever lifts the sun in the central part. This lever lowers the sun to the central part. Click Get location to get the coordinates for the square you're standing in. 00 degrees coordinate location image 00 degrees 00 minutes north 07 degrees 13 minutes to the west ** Area of Reguluside, Northeast of Tyvas Camp (near the entrance to his camp, before the dense forest passage) past a stick trap, digging near the stone to the back of the lake. 06 degrees 58 minutes north 21 degrees and 16 minutes east Located in the northeast fence outside Drynor in the southern part of the Lum River. 00 degrees 05 minutes south 03 degrees east vs. Observatory, west of Tree Gnome Village - Dig in the southwest of Willow tree 00 degrees 13 minutes south 13 degrees 58 minutes east On Karama between two small lakes, just past the muddy road past the banana plantation. 00 degrees 18 minutes south 09 minutes 28 degrees east southwest of Brimhaven, two steps south of the northwestern rock 00 degrees to the south 20 minutes south 23 degrees south 23 degrees south in the Lumbridge Swamp, south of the entrance to the cave there is a very small peninsula with 4 moss rock near it, dig here. 00 degrees 30 minutes north 24 degrees 16 min east Lumbridge escapes - From shack to the Lost City, head north east until you see an open space with rocks on the ground, proceed to dig there 00 degrees 31 minutes south 17 degrees south of the church located south of Rimington, west of Port Sarim - Near the entrance to the ice caves 01 degrees Coordinate Location Image 01 degrees 18 minutes south 14 degrees and 15 degrees East Top of the sea eel, near Thiaedeche, east of the harpie bugs across the river with the diary in it. 01. 24 degrees 24 minutes north 08 degrees 05 minutes in the area of Reguluside, go in the direction north of the tracker to head to the elves along the leaf cover, look for a path west of the leaf cover, there is a stick trap south of the trap of the stick digging west of the first tree. The Zamorak Wizard will appear, so be prepared! 01 degrees 26 minutes north 08 degrees 01 minutes east in the middle of Moss giant island at its highest point, West of Brimhaven - You will need flexibility to get there. 01 degrees 35 min south 07 degrees east Green Spider Island to the east of Yanil 02 degrees coordinate the location of the image 02 degrees north 29 degrees 11 min east, 29 degrees to the east, 29 degrees to the east, 29 degrees to the north 29 degrees to the east, 29 degrees to the east, 29 degrees to the east, 29 degrees to the north 28 min. You have to challenge a player and put him in obstacles. The place to do it can be described as, near the corner of L shaped wall with a vertical line attached to the bottom 02 degrees 48 minutes north 22 degrees 30 minutes east behind Lumbridge Castle - On the path behind spider hut 02 degrees 43 minutes south 33 degrees 26 degrees east directly north of Uzer 02 degrees 50 minutes north 06 20 minutes south of Arduin 20 minutes to the south - North of Necromancer - We dig on the northeast side of the group of 3 willow trees 03 degrees coordinate station Image location 03 degrees 35 minutes South13 degrees 35 minutes east. Dig directly north of the natural altar of Karamya. The place is located north of a tree. 03 degrees 45 minutes south 22 degrees 45 minutes east ** In Bedabin encampment, located in the desert south of Al Harid; Digging on site is one of the small pond near a guarded tent. The wizard for Zamorak will attack! 04 degrees coordinates location image 04 00 minutes south 12 degrees 46 minutes east is the mining zone North of Shilo Village. - In the middle of the stain. It's " NO " stones. Look at the map of the world. 04 degrees 03 minutes south 03 03 min 11 minutes east is at the farthest point in Ogre City G'Tanot. G'Tanot. Take the western road when you enter the main city and follow it, past the battlefields and the broken bridge, through 1 final bridge. Two feet west of the bone lock. Sarradomin Wizard attacks and you must have completed watchtower search. 04 degrees 05 minutes south 04 degrees 24 degrees east ** On Ogre Island south of Yanille. To get access to it, you need to go through the tunnel south of the city of Ogre. The clue is on the far east side of the island, between the spear wall and a group of three roots. The Wizard for Zamorak will attack you and attack you. Kill him and dig again. 04 degrees 13 minutes north 12 degrees 45 minutes east crandor island area with key scorpions - Go to the northernmost part, East of mini 04 degrees 16 minutes south 16 degrees 16 degrees to the east ** Inside the Karamya shipyard, the southernmost house. Dig through the window between 2 bookstores and a wizard for Zamorak will attack! (See The Great Tree Quest Guide) 04 degrees 41 minutes north 03 degrees 09 minutes east On the way to Elven Forest, where you can kill mourning in the Mourning Ends Part 1 Quest. 3 red spider eggs spawn here. Dig 1 step north of the southernst red egg. 05 degrees coordinates 05 degrees 20 minutes south 04 degrees 28 minutes East Digging right next to the northernmost rock in Feldip, next to the ordinary rock mine. 05 degrees 37 minutes north 31 degrees 15 minutes east Just behind the tree of Nature in the moor Mort Mire, the wizard Sadoromain will attack! 05 degrees 43 minutes north 23 degrees 05 minutes east cow Lumbridge to the river - north of the windmill between Drynor and Lumbridge 05 degrees 50 minutes south 10 degrees and 05 minutes east Cairn Isle to Tinzei, you'll be attacked by a wizard for Zamorak. 06 degrees coordinate the location of 06 degrees 0 minutes south 21 degrees 48 minutes west of the desert bandit camp. to cactus and coastline 06 degrees 11 minutes south 15 degrees 07 minutes east ** Eastern part of Karamya, just north of the stepped stones, you can balance, along which leads to the Jungle Forest Park 06 degrees 31 minutes north 01 degrees 46 minutes to the west When grouping 3 lakes southwest of Tree Gnome Stronghold - dig between 2 most eastern lakes. 07 degrees Coordinated location Image 07 degrees 05 minutes north 30 degrees 55 minutes east In Mort Yré, significantly north of the island where the Natural Spirit is; dig near a downed tree 07 degrees 33 minutes north 15 minutes east Lady of the Lake, southwest of the gate leading to Taverley - Dig on top of some leaves. 07 degrees 43 minutes south 12 minutes and 26 degrees east in the Jungle of Harassi. Two steps south of the water pool used in Legends Quest. They must have begun the search for Legends. Be sure to bring your best machete and bring your best axe. 08 degrees coordinate the location of the image 08 degrees 03 minutes north 31 minutes east 5 degrees in mort y Almost south of the gate gate in Sprained was the second lake south of the gates. 08 degrees 05 minutes south 15 degrees 56 minutes to the east ** The southeastern corner of the Jungle of Harassi (legends quest area), dig into the brown spot. 08 degrees 26 minutes south 10 minutes and 28 degrees east** in the jungle of Harassi, all the way south of the cave where you are legends, digging near a corpse near the shore. 08 degrees 33 minutes north 09 degrees 39 degrees west-west of Gnome, cross the bridge to the bird's claws, exit the east-northeast gate of the pen and dig near the water. 09 degrees coordinates location image 09 degrees 33 minutes north 02 degrees 15 minutes east Baxtorian falls, Second island of the waterfall - You will have to bring a rope, Dig right in front of the dead tree on the edge of the waterfall 09 degrees 35 minutes north 01 degrees 50 minutes west N/A 09 Degrees 48 minutes north 17 degrees west of the entrance to the Ice Mountain, south of the Oracle, just north between two trees, near the ancient point magic teleport. 10 degrees coordinated location image 10 degrees 45 minutes north 04 degrees 31 minutes east of the Village of Soya, on the coastline north of the Coal Trucks. You can use the diary to the south to pass (requires 20 agility) or go around the fishing guild and enter through the door. 11 degrees coordinated location image 11 degrees 03 minutes north 31 degrees 20 minutes east is northwest of Canifis (city werewolves) in marshes, just above the river gate (must have graduated priest in the so-called Go North to the gate to the new area, continue a little to the east. The place is on the north side of the path, south of some great rocks. 11 degrees 05 minutes north 00 degrees 45 minutes west between two marshes northwest of the Great Tree 11 degrees 41 minutes north 14 degrees 58 minutes east Area surrounded by a fence to the pub in Bourthorpe 11 degrees 58 minutes east, surrounded by a fence to the pub in Burthorpe 11 degrees north 14 degrees north 58 minutes East. 12 degrees coordinates location image 13 degrees 46 minutes north 21 degrees east east of Bronze Arrow respawn in level 11 wildlife in the direction u of mushrooms. 14 degrees coordinates location image 14 degrees 54 minutes north 09 degrees 13 minutes east 2 steps west of rocking tree cut you branch from during Fremennik quest attempts. 15 degrees coordinated location Image 16 degrees Coordinated location Image 16 degrees 03 minutes north 14 degrees 07 minutes east Just above the entrance to mad edgar's cave on Trollheim Mountain 16 degrees 07 minutes north 22 degrees to the east * In the Cemetery of Shadows in level 20 desert - Starting from the eastern entrance, follow a curly path until you see a dead tree next to it. Dig north to find the coffin. The Wizard of Zamorak will 16 degrees 31 minutes north 12 degrees 54 minutes east ** The north side of Troll Stronghold, 3 feet west of The Sleeping Troll Mushroom. The wizard for Zamorak will attack! 16 degrees 35 minutes minutes 27 degrees 01 minutes east level 22 wildlife - north of the Hill Giants nursery, there are several volcanoes. Look for the two higher volcanoes at the northern end of the group. The dig is southeast of the western volcano. 16 degrees 43 minutes north 19 degrees 13 minutes east * In the bandit camp in the 22th desert. Through the house and out with the rats, in the corner to the lake, as far east as possible, into the broken wall. 17 degrees coordinate the location of the image 17 degrees 50 minutes north 8 degrees east east east of the river from the rock crabs, digging between the easternmost pair of seaweeds. 05 degrees 20 minutes south 04 degrees 28 minutes east. Dig right next to the northernmost rock in the Felddep hills, next to the ordinary rock mine. 18 degrees coordinates location image 18 degrees 22 minutes north16 degrees 33 degrees East This is located in the Forgotten Grave 29 wilderness in front of the shattered tombstone of the middle row. 18 degrees 50 minutes north 20 degrees 26 minutes east * West of the easternmost rocks of hobgoblin mine in the wild. 19 degrees coordinated location image 19 degrees 00 minutes north 27 degrees 13 minutes east * Steel sword throws into the Black Knight zone (south of Demonic Ruins). Take the dagger and dig. 19 degrees 43 minutes north 25 degrees 07 minutes east * Chaos dwarf zone in the 34th wild region - Go to the reincarnation of the Big Bone. From there, go directly north until you see some dwarf chaos and rocks. You need to dig right in the middle of 4 large white rocks. 20 degrees coordinated location image 20 degrees 05 minutes north 21 degrees 52 minutes east * Near the plant with Moss Giants in the 36th desert, west of red dragon island. 20 degrees 33 minutes north 15 degrees 48 minutes east * Only south of Zamorak Altar in the 38th wild city. Dig to the west-southwest corner of the building. 21 degrees coordinate the location of the image 21 degrees 24 minutes north 17 degrees 54 minutes east * Little Demon's gate in the 41th wild. 22 degrees coordinates location image 22 degrees 30 minutes north 03 degree 01 minutes east of Miscellaneous at the end of the road south of mining and blacksmith. 22 degrees 35 minutes north 19 degrees 18 minutes east * Between the rocks of rune in 46 wildlands, north of lava lava. 22 degrees 45 minutes north 26 degrees 33 minutes east * In the larger Demon ruins in the desert level 47 - You need to dig the most northeastern pentagram (the red star on earth). 23 degrees coordinated location image 23 degrees 03 minutes north 02 degrees 01 minutes east small penguin island accessible via fairy tale ring code A-J-S. Bring a pedal to dig and a wizard from the 108th level Of Sarradomin will appear. Kill him and dig again. Partial completion of fairy tale II - Cure a queen is necessary to complete this trace. 24 degrees coordinates location image 24 degrees 24 minutes north 26 degrees 24 minutes east level Wildner at Rogues Castle. Inside, the northeast point. 24 degrees 56 minutes north 28 degrees east North of desert world. Use an arduigne lever to beam into deep widness, to the north and tilt into the net. You need to see some bones on the ground a little north of the net, walk 5 steps east of the bones and dig. 24 degrees 58 minutes north 18 degrees 43 minutes east * Behind the pirate's house in the 50th wild - Must dig directly north of the Pirate - the coffin is near the northwest corner. 25 degrees coordinates location image 25 degrees 03 minutes north 17 degrees 05 minutes east * West of Hunting Camp in the desert - all the way North, near the nimble fence. 25 degrees 03 minutes north 23 degrees 24 minutes east * Northeast of Mage Arena, north of the building with magic axes 1 west of the back door. * The Zamorak Wizard will appear during Wilderness and Level 3 (Hard) clues. Kill him and then dig again to get a coffin. * A Gutnix wizard will appear during level 4 (Elite) clues. Kill him and then dig again to get a coffin. Beginner Easy Medium Hard Elite Secret Clue Maps Location Easy Clue Maps Location Image Medium Clues Maps Location Hard Clue Maps Location Dark Knight Fortress in the Desert. Search the crate in the southwest corner of the area inside, Brother Galahad's house on the river opposite the Coal Trucks, West of the Champions Guild, Falador Useless Rock Area Map - fenced area East-North East from the northern entrance of Falador, full of useless rocks. Draynor Fish Spot Map - south of Draynor's Bank Crate outside the house with range in a goblin area near the Necroman Peninsula Observatory south of East Arduin. 2 squares to the west of the small tree, as indicated on the map of the clue. Map of the Rudor - Northeast of East Varok Bank - Dig at the fence of the Varok East mining site south of yanille bank. Behind the house with an anvil. West of the chemist's house west of Rimington (south of Falador under the Craft Guild). It's on the Hobboglin Peninsula, which sticks out west of crafting guild (under Make over Mage - found directly to the west after exiting Falador at the store entrance). In the tree of McGrubor, which is west of the village of Sire. Search the crate on the west side of the Clock Tower, which is south of Arduen. Northwest corner of West Arduin behind the Wizard's Tower south of the road to Mortton. North of the Observatory. Stand and dig right up to the standards behind the altar. Level 50 east of the hunting fry group. You will see 3 trees and 3 small volcanoes. Dig between the north. Things. Right outside the castle entrance. Follow the steps and dig. On its way to Relay from Camelot near the section with the wolf on the road. Dig on fern in the middle of the grass north of Legends northeast of Arduin. Near the lighthouse in Rekeleka. A road block north of Falador. Al Khariid Mine Puzzle Solving: The following basic technique will help you solve each of the puzzle challenges given to you. The general idea is to start from the top and work on your way to the bottom of the puzzle. You only need to learn the order of the pieces and get them in this order. The first correctly placed piece should be Red 1 (as noted in the image above), then Red 2, and work on your way to Pink 5. Getting each section in a row becomes more difficult as you work to the end. If you happen to mess with the puzzle, making it unsolvable, then go out and start again. Red 12345 Yellow 12345 Green 12345 Blue 1234 Pink 12345 If you can follow this technique successfully, the puzzle is almost solved. If you have some difficulty getting pieces in the right order, then here are some tips to help you follow the technique described in the previous section. There is no way to get 4 and 5 in place unless you make them together alternately. You have row 1, 2, 3 and 4 in position. Unless you have the available black space where 5 is meant to go, you can't get 5 in without moving 4. That's why you need to move them together. This may seem very obvious, but it is the most difficult step of the puzzle, especially at the end. Here's an example: 1 and 2. Once you get to this stage it becomes easier to solve the puzzle. However, the situation shown is essential. Moving the pieces is many times, often helps. Do not stick to moving only to pieces that you need to put, move each unmovd part. Sometimes it is useful to move pieces that are already placed correctly according to the basic technique. Sometimes this is necessary in order to be able to put the blue and pink cross-section correctly. Don't let yourself go too far back. Just start by unbuttoning one piece at a time to help you. You only need to move a few pieces to give yourself room for manoeuvre. When working in the blue and pink areas, consider placing the pieces in the right order, turning clockwise or counterclockwise. To increase the likelihood of getting an idea, the ring of wealth can be used. However, your best chance is simply to find a good zone for the enemy you are killing, and you hope that there are not many people in this area. Mystery boxes of random events have the ability to give easy, medium or hard clues. There are many solutions in this guide and you may not even find yours if you search manually. Just use ctrl+F and look for keywords. Like stop or prepare us. Talk to... Location Arthein The man from the pier shop in The Katterby Barnder Blue Mun Inn in Varrock - Opposite Sword Shop Bartender Rusty Anchor in Port Sarim Black Heather Bandit in the Wilderness Lemon Cellar Hecker in Grand El. El. Second-floor mansion in door of Camelot and the village of Seer doric at the house with an anus - on the road, East of the gate of Toverley Ellis Tanner in Al-Haiu Kai 2-Handed Sword dealer in Toverley General Bentnoz Goblin village north of Falador Hajedy Brimhaven - Usually walking past North Dock to Arduigne Hans Lumbridge Castle - Usually walking inside the yard Hazelmere house on the green - second floor Jaiix in Herborle store in Waverley. Kangal Mau at the pub in Rubio's Kebab Kebab in Al Harid - south of Melzar's Keeper Furnace. Rune Leaf Seller - Outside Edgeville King Gnem Labise Tree - Usually from the Street Tree Bow Shop of the Spirit in Varrock - West of East Varrock Bank Luthas Karamja Banana Plantation Murphy Kay in Harhad Monk Arduigne Clock Ned Drynor Village - usually walks to the Grain Field Oracle Ice - near the Castle of the Dark Knight Group Pet Party Room in Falador referee Gnome Stronghall in the pitch for gnome-ball Roovar in Canifis bar, Moritania Sir Kay Camelot Castle - Usually walking outside the castle to the door of Squire White Knights Castle in Falador staff at Sinciar Castle The mansion is north of the village of Seers' and Kamlot, Louisa, it is in the Trannee kitchen in Al Haraid. North of the Furnace Julius the Monk at the gate of the Furnace Zeki Scimitar in Al Haraid - east of Tanner Ardoon Zoo Anti-sweat captain Tobias Port Sarin A Bass Sabra A cave in Burthorpe R Slicer Cleris Arceus dense essence mine Aha Jaraah Al Khariid Duel Arena Hospital Arc O Line Caroline east of the streets of the market will only be fans of rock * n roll if they can catch him digging close to my green bubbles Dig to a boiler with green bubbling liquid in the Limek sewer from the Mso giants. My home is grey and made of stone - A castle looking for food hidden in some drawers, I'm from the tree scouring the drawers on the second floor of Lumbridge Castle - Inside the room with a rotating wheel. My name is like a tree, but it's spelt with g r to see the fur that is right next to the Talk to the child Willow (Willow) at varrock market - Next to the fur merchant. Often researched by learners about what has passed, find me where the words of wisdom speak volumes. The examiner at Digsite always gives puzzle boxes One of the sailors in Port Sim is your next destination. Talk to Captain Tobias from Port Sarim. It must be full of magic books. Search the library in the basement of the Wizards' Tower, in Sedorik's room. It must be full of magician socks. The chest downstairs of the Wizards' Tower. Search the drawer near the fence in the eastern largest room. Kill a wizard for the key. Owned by Black Heather Heather in the desert bandit camp. Read How to grow scorpions from O.W. Go to the second floor of the wizards' tower southwest of Seer's Village, search the library on the northern wall. Reflection is the weakness of these eyes of evil. In the Basiliscus area of Fremenic's Slager Cave, kill one Basiliscus for the coffin. (Using the Slayer's ring is the fastest way to the cave. He's looking at the library in the Lumbridge Swamp. Go to Father Urney's house in the swamp. In Drynor's closet at Aggie's house, the closet on the northeast side. Look for a box in one of the tents in Al Harid. Head east from the silk merchant in a tent. Search the bucket at Port Syrim Prison. Talk to Shanti from the Bhati Pass and identify yourself as a robber after you ask what the place is. After being sent to Shanty Prison, refuse to pay the 5gp fine twice and will be sent to Port Sirim prison. Search the bucket in the cage. Look for a crate in a building in Hempstead. Just search all the crates in Hemenster (a city between a fishing guild and varying guilds). Search the crates in Canfis. The crate is at rufus's Mesoterium (north of the bank) in Kanifis. Look for a crate in the kitchen. He's looking for drawers at the house in Rimington. He's looking at the house, north of the range house in Rimington. Search the boxes at a store in Waverley. A sword shop with both hands. Search the field at Goblins house near Self-made. Search the boxes in the house near the south entrance of Varok. These are the crates in the big gray building, with nothing inside but a ladder. Search the boxes right outside the bumper store in East Arduin. The boxes are between the body shop and the silk stall at Ardhuen Market. Search the crate upstairs at al-Qaeda palace. Upper first from the east. Search the bush in the center of digizus. The bush is on the eastern side of the western road to digai, north of the Review Center. You'll collide before you cross the sample tray. Search the crate upstairs in the eastern part of Falador. The crate is up in the north building in the circle in east Falador. Search the crate upstairs at port syrim stores. Search the east crate upstairs at the Port Syrim store. Search the crate in the left tower of Camelot Castle. Look at the chest at the west tower. Search the crates at the fishing shop in the harbor. The northernmost crates in the store. Search the crate in the left tower of Lumbridge Castle. Look up at the guard tower in front of the castle. Search the crate near a cart in Port Khazard. Search the crate south of where the Trawler began. Search the crates at a house in Yanil with a piano. As you enter Yanil, this is the first building that will be located next to the northern wall. Search the crates at Drynor Manor Search all possible chests and boxes on the third floor of the room in the room on the left of the professor and the machine, in the north of the room, in Draynor Manor. Search the crates in Horvik's army. At the northeastern end of Varok, there's a gun center scouring the crates. Search the crates at the security house at the North Gate of East Arduin. Northwest of the market square in the building in front of the terrain. The guards ran west. Search the crates in the northwest larger house in al-Harid. It is located in the house south of a precious merchant in the southwest state. Search the crates at the helmet spot in the barbarian village. Look in the southernmost crate in the store. Search the crates in the shed north of the East. North of the North Shore by sick sheep - inside the building where the carpenter was in. This cart is NOT the one in the courtyard of Varok Castle. South of the courtyard (and north of varrock's main square), there is a two-person one. Northeast of this intersection is a small stroller, and the crates are nearby. Search the drawers above the shops in Varok. Drawers in the room above a clothing store. Search the drawers on the ground floor of a house in Yanil. Search the drawers at the house east of the pub. Search the drawers at the house in Catterby. The house north of the bank in Catterby. Search the drawers at Katterby's bow shop. Drawers are on the ground floor of the said store. In some drawers found in Toverley's houses. He's looking for three small houses in the southeast corner of Waverley. Drawers are in the east house. Search the drawers in one of the bedrooms in Gertrude's house. Gertrude's house can be found west of the anvil

in the center of Varok, just before the bridge to the Barbarian Village; with a blue star. Check the bank drawers east of Varok. Self-made. Search the drawers of the houses in Berthorpe. Drawers in the house, which is southeast of the house with an an anime. Search the drawers on the first floor of a building overlooking the Dordogne Market. House north of The Ardunya Market, look upstairs (British 1st floor is upstairs; the bottom is ground floor). Search the drawers upstairs in a house in a village where pirates have a good time. Across the street from the bar in Brimhaven (2 houses south of Agility Arena, south of the house with a cooking symbol.) Go upstairs to the house and search the drawers. Will write Shiver me timber and will not allow you to open the chest. If you kill the pirate near the house, he'll give him a key. Use the key to the drawers. Search the drawers upstairs in a house in magic where pirates like to party. Brimhaven, the house with the range. (Kill a pirate in a nearby bar to get the key.) Search the drawers at a house in the village of Drynor. The drawers are in the northern building in the village of Drynor. Search the drawers upstairs on the east side of Falador. The drawers are upstairs in the south building in the circle in East Fallador. Look up the upstairs houses in Sears Village to see drawers. The rotating wheel house in Sear Village. Search for a crate on the ground floor of a house in Seer's Village Look in the house southeast of the Seer's Pub and north of the church. Search the drawers at falador's chain store. The chain mail shop is south of the castle. Search the southernmost drawers inside. A small shoe is often found with a stick on a sponge. Talk to the coach in the gnome stronghold arena flexibility. - No, no, no, no, no, I feel confused like one of those cakes... Talk to Hans at Lumbridge Castle. Someone watching the fights in arena duel is your next destination. Talk to Jed. Stand by for your man. Kill level 2 to get a key. Stop crying! Talk to your head. Talk to Chief Maurer, he's in West Ardun, in the upper room on the right, (the room with range) and you're going down the lid.*You need to be in grieving facilities to get access to this Surprise area? I bet it's... Sir Pricein on the first floor of Warok Castle. Thank you, talk to Tynan at Tynan at Piscuis House on the northeast corner. The beasts of my eastern snap nails and tails The rest of the west can slide and eat fish The northern are stupid and are stupid and cry dig by my fire and wish between penguins and scorpions at the Ardu Zoo - dig to the torch. Cheapest water but they react badly to religious icons. Camp Bandit, south of The Bedabin camp. Search the crates in the store. The crate on the ground floor of a church is your next place Ardougne church - Next to the ladder Dead, red dragons look down on this crate. He really needs to dig up the view. Chests in the southernmost room of the Research Center (south of the Diggz) with a dragon's head hanging over it. To kill a barbarian for the key, which the hand does not listen to, speaks to the face in Port Sarim. He spoke to Face in Port Srim, near the entrance to rat pits. The Guardian of the Melzars... Spare? Skeleton? - No, no, no, no, no, talk to Oziach Rune sign seller - West of Edgeville No worthy master. Master larherh in the elf camp, they are everywhere, but they were first here, digging for treasure, where the land is rich in ore. Dig to the entrance to the security fortress in the barbarian village. This aviator is at the top of his profession. Talk to the pilot at the top of the White Wolf Mountain. This chest is better than a broken arrow. A staple in the guild, near the northernmost store. This crate is mine, even if it's in the middle of the desert. He's in the mining camp in the middle of the desert. Search the crates. This village has a problem with a cart of the undead. Try checking the library to find an answer. The library in the antiques store in Shilo village. Search the library on the western wall. Try not to step on the water wall while you search this crate. In the hut of the fishing platform you will go during the search for sea Slug. When no weapons are available, now is the time to reflect in the Sarradomin name! redemption is approaching. An endra in a drawer in the house with a glass-scavenging pipe. When you get tired of fighting, go deep, deep, deep, until you need an antidote. In Yanil Agility Dungeon go down the floor, where poisonous spiders are then go to the stairs and search the chests next to them. You have all the elements that can solve this lead. Elementary seminar in the village of Seers. Check the crates north of the eastern anus. You'll have to look for a city with a central fountain. Look for a locked crate in the chapel of the towns of Search for the chest in the chapel in northeast Warok (north of the museum). In the crate it says Property of the Monastery Clock Tower. Go to the monastery southeast of the Clock Tower (south of Ardun) and kill a monk for the key. You're going to have to cook to solve this one. Search the crates in the basement of Lumbridge Castle. Fairy ring clues require fairy tale II to begin. These clues take the form of ABC 1234, with ABC meaning fairy tale ring code and 1234 meaning how many spaces you need to move to dig. The numbers correspond to Compass (NESW), also easily remembered by elementary school with the words Never Eat Waffles. In this particular case, this clue will mean that you need to put the ABC in the code screen of the fairy ring, which will beam you to this From the landing site, you will move 1 space north, 2 spaces East, 3 spaces south and 4 spaces to the west. Below is a list of all the clues related to this. Clue: Steps: image: AIR 2331 Go to air code. 2 steps north, 3 steps to the east. 3 steps south, 1 step west N/A/Q 0440 Go to code A/Q. 0 steps north, 4 steps to the east, 4 steps to the south, 0 steps to the west N/A BJR 1123 Go to bij code. 1 step north, 1 step east. 2 steps south, 3 steps west CIS 0009 Go to cis code. 0 steps north, 0 steps to the east. 0 steps south, 9 steps west N/A DKS 2310 Go to code DKS. 2 steps to the north, 3 steps to the east. 1 step to the south, 0 steps west N/A These clues will require you to perform one of the many emets in a particular place, while equipping 3 specific elements. You can also equip all other items, but you must have at least 3 specified by clue. When performing the correct emoticon, while equipping the right elements, then Uri Molotov will appear and give you the next clue or casket. The table below contains emoticons, along with the specific places and objects needed for the clues. There is also a list of some of the ways to get the items. Of course, if you do not want to make the items yourself, you can always buy them from other players. In each of the clues that say about a double agent, you'll have to fight a species like Uri Molotov's. The level of Double Agents for clues leading to wildlife will be level 65, and for clues that lead to all other areas, it will be level 108. After fighting the Double Agent, you will need to run the emoji again and instead Uri Molotov will appear. The location of the clue dance in the pyramid of the cat door in Sofanem. Beware of double agents! Equip the ring of life, an insatiable amulet of glory, and a relentless double-handed sword. The Pyramid of Klenter in Sofanem. These are enemies known to release clues. It is also possible to get an idea of Mortton dungeon chest (see Shades of Mortton Quest Guide for initial information). Enemy: Battle Level: Where to Find: Reward Level: Gems 0 vary locations throughout the game. Shad Jie 2 Almost in every town of Low Goblin, 13 north of Relenka Low Goblin 2 Goblin Village, The Cave of the Goblins near Fisherman's Guild 5 Different locations - near Lumbridge, Goblin Village, Goblin Cave near Fish Guild Low Barbarian 7 Barbarian Village 7 different areas Low Barbarian Woman 9 Barbarian Village and Varok Castle Low Al Harris Warrior 9 Al Harry Palace Low H.A.M. Security Guard N/A H.A.M. The village of Lowe H.A.M. Article N/A.M. village low murgs 10 Divines and in some cities - Varrock mostly low Rogues 14 Rogue house in level 51-53 wilderness Low Thief 16 In some cities - Varrock mostly low Ogre Coffin N/A Check Ogre meat eat more search information. Low Security 21 In almost every major city Medium Cockatrices 37 Fremennik Lergein Medium Tribesman 32 Karmya Jungle Area Average Jogre 53 Karmya Jungle Area Medium Ice Warriors 57 Ice Cave Near Rimington and Medium Pallet 62 Medium Dynasty 62 Ardougne Medium Dagannoth 74 Dagannoth Area Under Lighthouse Medium Cyclops 76 Warrior Guild High Jelly 78 Fremennik Slayer 79 Wild Dragon Tall Green Dragon - South of Lava Mae High Bigger Demon 92 Level 45 Wild and Endra Dungeon High Blue Dragon 111 Toverley Dungeon and Hero High Helund 122 Family Crest Dungeon and Toverley Dungeon High Red Dragon 152 Red Dragon Desert Area (Lake Lava Zone) Tall Black Dragon 227 Toverley Dungeon and Wildlife 227 Dungeon Maze Highly Desirable Dragon 246 Karamja Dungeon, southwest of Brimhaven Tall King Black Dragon 276 KDD Lear. near lava maze in the wild highly used a world with a small number of players. Avoid taking valuable things, pick up as valuable things as you can (and be sure to use a security item if it looks like you're going to die). Bring antipuzs. Bring a teleport (I recommend a spell with runes not something like army fame, as runes are cheaper and call spells are a little faster to use). There is prayer 43 or above, so you can use protect prayers. If you see anyone coming, go out and swap worlds. Remember the triangle of force 3. If you attack a tycoon with a warrior, your chances of victory are dramatically reduced. It is a good idea to have a reasonable amount of levels in each skill so that you can change between them when needed. Bring the best food you can afford. You'll never know when you'll need it. If you are under 45 battles, it is recommended to stay behind level 20 wildlife as you can beam here and not lose your items. If you are not there to PK, then try to choose a good route that misses all the top points PKing. If the energy is low, stop on your tracks and wait a while while you do this keep an eye on and cursor over the exit button in case of an emergency. If your trail goes through 40 in the wild, then the best way out is through the portal. But nearby is the axe hut. If you go right to the lava from the side near an axe hut, you are barely out of range of the map, but it is safer to navigate the long road around the gate. Avoid multi battle zones! If you are chased in a lot of zone, attack NPC as it will stop the attacker from attacking you. Slowly move away, get up with energy; when NPC dies, run, then after 10 seconds exit and turn off worlds. Make sure you have complete health and prayer before entering the wild. Never open a casket until you are out of the wild, in case it contains more than 1 good product. When you're attacked by another player and he's used a calf block on you, just click on your mini card deep in a tree area and you'll run into them, but the person coming after you will take a little longer, it usually gives you a little lead and sometimes 10 seconds to get out. When you go out to get away and in another world, make sure that your chat is turned off or friends in this way if PKer adds that he will not know what world you are in. If it is deep do not engage in running from the mage-arena, just cross the net and pull the lever. The same goes for the deserters to keep: if you're not blocked, just run and pull the lever. Another small trick is for those with 52 + Agility, if a team or one person chases you, run in the agile arena, go through a few obstacles and get out, because even if the other person attacks you, they will have to go through the obstacles that give you those valuable 10 seconds. If your team is after you and you can't beam up, you run into a non-multi, so it limits the attackers. Attackers.

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