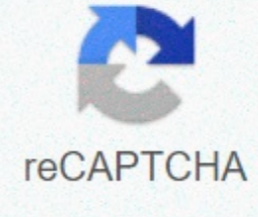




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Runescape asylum surgeon's ring guide

For a lower-level version, see the Asylum doctor ring. If you drop this detailed ring, you will be able to get another one from Maria to 500,000 GP outside the estate. A ring showing the seal of the old asylum. The Asylum surgeon's ring is a reward for completing broken home 37 minutes after the first completion of the mission and completing all other challenges set in advance. This level requires you to wear the 85 Defense and give strength, ranged and magic bonuses. Wearing a ring gives the player a ring; When using threshold abilities (with 30 seconds of cooling), there is a 10% chance of preventing adrenaline loss. [1] There is a 40% chance of saving 25% of the original cost of a special attack (60% is 45%). The ring, along with the Sixth Age circuit, hazelmere's signet ring, and the Onyx ring (i), after the death ring, depend on any all-class ring for the second highest power jackpot. If it disappears in the ground, it disappears. Nothing can be seen for the killer and cannot be taken by the victim. This element is required for a master hint. Name Levels Cost Bonuses Notes Ring of death None 28,860,701 25 3 Two passive effects: 5% chance of adrenaline back up when a target is killed; At a cost of 15% (effective cost 692,260.2 tokens), rays wearing all their items to their respawn point when they die: battle has 100,000 hits, and can be charged by 50% with a cut onyx (100% charge cost 4,615,068 coins) Asylum surgeon ring 85 All Broken Home Challenges 500,000 (reclaim) 21 Two

