



I'm not robot



Continue

Monkey madness 2 osrs quest guide

The Old School RuneScape Wiki is located by default in the British convention for floor numbering: Ground floor, first floor, etc. This can be changed by clicking the moon icon at the top right of the site. Monkey Madness II: The Renegade Returns is the sequel to Monkey Madness I, and was the first mission created after the release of Old School RuneScape. After the events of Monkey Madness I, Glough has disappeared, prompting King Narnode Shareen to ask for the player's help once again to locate the war criminal and uncover his next evil plan. Details[edit edit editing source] Tutorial[edit source] Warning: Monkey Atoll and their underground dungeons are very dangerous. Always make sure you have food, antivenensia or superantipoison potions, and an emergency teleport when traveling across the island and be prepared to use protective prayers. Chapter I[edit source] The location of Glough and Anita's houses. To begin the mission, talk to King Narnode Shareen. He'll tell you that Glough has escaped, and you'll be prompted to look for clues to his whereabouts, starting at his house. Glough's house is located just southeast of the Grand Tree. Climb the stairs and then climb the tree on the other side of the house. Now, right-click on the tree branch and select 'Investigate'. You will receive a handkerchief that has the initials 'A.A.' embroidered on it. Then you'll have to talk to your wife Anita, located in your house on the northwestern stairwell in the Gnome Fortress. She'll be crying. Ask her what's going on, and she'll start telling you she's worried that Glough might be dating another woman. Tell her Glough might be in trouble, and maybe you can help her. She tells you she heard whispers upstairs at her house, but she couldn't reach the highest level. The player at Glough's house. Return to Glough's house, and climb the tree twice to reach the extra level of his home. Investigate the gnome statue to activate a hidden switch. Now, look in the closet for an espionage book. Read through it - the book mentions a method to reveal text in a document encrypted with spycraft. Search the boxes to the northwest for a brush, and investigate the remnants of fire to receive a mysterious note. Follow these steps to decipher the note: Use your latch and mortar on the lemon to apply it to the note. Caution, left-clicking on the lemon will first consume it. Use the note on nearby candles (or a lit candle). Use your latch and mortar on the grapes to apply it to the brush. Finally, use the juice-coated brush on the mysterious note to receive a scribbled note, which is written in the ancient Gnome language. Read the note. If you don't already have the book of returns to King Narnode and talks to him to get the book. Use the book on the note before talking to the king (You may already have this book on your bank from the Big Tree quest.) He'll suggest you talk to the author of the book, who's Anita. Go back to her and ask her to translate it for you. She'll give you a translated note. Read it and return to King Narnode, who discovers that it was assistant Le Smith who helped Glough escape. Talk to Assistant Lori south of Glough's tree and ask her who she is. He'll tell you that he's Le Smith's replacement, and he doesn't know what happened to him, and recommends that you ask Auguste about it. Fly to Input using the balloon. This requires regular registration. You must deposit all your weapons and armor at this time, as you cannot take them to Entrana. If you want to save time by returning to the Gnome Fortress, bring a magic trunk with you too so you can quickly return via balloon. Talk to Auguste, who will explain that Le Smith got lost while trying to travel to the monkey atoll by hot air balloon. Go back to King Narnode, who will tell you to travel to Monkey Atoll, to talk to Garkor. Chapter II[edit source] Necessary objects: Pickaxe, m'speak amulet, monkey talisman, ninja monkey greegree or ancient gorilla greegree, light source, cutting weapon. Note: A peak or cutting weapon is not required if the Agility route is executed. Recommended items: Food, anti-carrier, one-click teleportation, combat equipment, super combat, endurance and prayer potions. Warning: Don't underestimate the dungeon! It is filled with several 130+ combat level monsters, which will strike very consistently. Prepare accordingly and keep your health and prayer high at all times. Tip: A monkey talisman can be re-obtained from the monkey child for free or purchased from the Tutab Magic Market. Head to Monkey Ring CLR and head to the northern section of the island. (Use your M'speak amulet and a ninja greegree or greegree gorilla.) On the eastern side of the island, talk to Garkor, who will tell you to talk to King Awowogei. Talk to Awowogei and ask him about military plans. He'll explain that he won't talk to anyone but Kruk. Report to Garkor. You'll have to find and kill Kruk to create a greegree from his remains to disguise yourself as him. Head to the hill west of the front door to where the monkey archers are; one of them must have a conversation option. Talk to the monkey and ask him where Kruk is. He'll tell you he's been disappearing a lot from his post lately, and that he'd start tracking him from the bottom of the hill. Go down the hill again, and you should see some prints/footprints. Follow them to a hidden trapdoor near a tree. (The trapdoor is south of the northern transport icon.) Open the trapdoor and enter Kruk's dungeon. Greegree will lose its effectiveness when you enter the cave and it will unravel from your hands. If your inventory is full, the greegree will fall to the when you come in. Kruk is located behind the supports north of the entrance. You will have to walk through the entire dungeon which is full of traps, agility obstacles and monsters to get to it. There are two ways to get close to the dungeon. Location of the trapdoor. Below is a map of Kruk's Dungeon: The Agility Method[edit edit source] Note: The correct route is random for each player. Players with agility level 70 or higher are advised to take this route as it is much less dangerous. This section of the dungeon will consist of many obstacles where there is only one right path. You will often need to find out which course is the right path using the test and error. You can fall by navigating the obstacles; However, if the game gives a message that says Something about this route feels bad..., that route has a 100% error rate for you. A light source is recommended as the lower floor is dark, and will be continuously bitten by insects until it leaves the area. If you fall during the first two vines, you will fall into a place full of maniac monkeys, who only use melee in you. On the third and fourth vines, the monkeys will be remote, so be sure to activate Protect from Missiles. In the fifth vine, the monkeys become melee again, so re-protect from melee if you fall. Note that each vine serves as a kind of checkpoint, so you can't just go to the bottom floor and cut through the entire maze. To start the agility method, you'll want to start heading south and then east. When you start the course, you'll encounter the Dodgy Ground. All you have to do is follow the flat parts of the floor. (Entering one of the parts covered with an X will result in you taking off the trap, and it will fall.) The location of the chest that holds the bronze key. Continue

to pass obstacles until you reach a very large room full of sloppy terrain. You'll have to get to the door on the east side. If you fall here, pray melee. Follow the right path on the ground until you reach your chest. Unlock (right-click) and search the chest to receive the bronze key. Note: If you need to teleport before reaching the end of the dungeon (reaching the strange wall), it is recommended to take a second key to save time. Go back to the sloppy land and head north. Use your bronze wrench on another door to continue through the maze. Once you go to the northern end of the cave beyond all obstacles, take the western corridor to go to Kruk's lair. The eastern corridor is the tank road. Warning: If you must teleport or die after passing the bronze door, it is get the bronze key back! The Tank Method[edit source] A player navigating through obstacles in Kruk's dungeon. The dungeon is in an oval shape, so it's quite easy to navigate your way That. The tunnels are all multi-combat. There are many aggressive monkeys besides the strange scorpion or snake. Monkeys can deal very high damage quickly, even with good tank gear. It is recommended to use Protect from Missiles, as Mono Archers have a much longer range and deal as much damage as melee. For your consumables if you take the tank route, it is best to bring Saradomin beers to get as much healing as possible. Super restorations are not necessary unless you are planning to kill Kruk in the same race. Blood Burst or Blood Blast runes are useful for healing manic monkeys if necessary. Make your way through the dungeon cutting cobwebs. If you find a website that's too strong to cut, you're going the wrong way. At some point in the dungeon, you'll find three chests. You will need to unlock the chests by right-clicking and selecting unlock your chest; If the game says it resists its attempts to open it, try to unlock the other chest. If it opens, look for it in search of a combat-damaged key, which is used to open a door later. It is recommended to take a second if you need to make a bank before reaching the end of the dungeon. Note that a chest is further down the road. Alternatively, you can skip getting the key and pick up the door later. After the door, there will be several traps ahead, including dart dispensers and swivel blades. You can play with them to disable it for a short time. Like the other obstacles along the dungeon, you will know if you are going in the wrong way if you cannot disable the trap. Reaching Kruk[edit source] The two roads converge at the northern end of the dungeon. Continue west, where there is another vine that serves as the final checkpoint. There are three maniac monkeys near him, so pray melee until they can't reach you. The road will be divided into a western and eastern route that both end in a final wave separated from dubious terrain. After the last obstacle (vine or wall support) and before stepping on the dubious terrain before Kruk's lair, investigate the nearby wall to unlock a shortcut back to the entrance. If necessary, go to a bank and prepare for the battle against Kruk. Use the shortcut when jumping back to the end of the cave. An entrance to the cavern will lead to Kruk's chamber. Killing Kruk[edit editing source] This fight takes place in one area by instance. Upon death, all unprotected items will be moved to a grave outside the instance. Any objects left on the ground will be lost. Warning: Kruk can be very difficult to kill, even for the good When you enter the room with Kruk, there will be a short dialogue, after which Kruk will attack. Kruk uses a combination of melee and ranged attacks. Your ranged attack is stronger, with a maximum impact of 37, so turn on Protect from Missiles when you attack it. Keep your health above 40 at all times, as Kruk can still up to 33 melee. Kruk has no particular weakness to any attack style. When attacking Kruk, the best method is to attack with range using resistance potions. This is similar to fighting Commander Zilyana. Attack and run, keeping you out of melee range. This method reduces Kruk's number of high hits. Keep in mind that you'll continue to be hit by certain ranged attacks. It may be optimal to pray Eagle's Eye and Steel Skin, or Rigor, in addition to Protecting from missiles. Given the combat high enough, Kruk can easily be meleed without styling with Melee Protect and Mercy, while only using a few sharks to be safe. After killing Kruk, take his paw and exit the dungeon through the rope west of the chamber. This rope will take you back to the ruined building where you hid from the monkey's aunt during Monkey Madness I. Now you need to make a Kruk monkey greegree with his paw and a monkey talisman. You must navigate the tunnel you originally walked through during the original Monkey Madness I. Note: Using a greegree will prevent you from being attacked by undead monkeys and spiders inside (an anti-poisoning or similar will make you immune to barbed damage), but falling rocks will still damage you. It is recommended to bring a resistance potion, super energy potions and food when going to Zooknock. Talk to Zooknock, and talk to him about the mission you're on- he'll create the Kruk monkey greegree for you. He will warn you that he cannot be sure how it will affect you to take his form, as Kruk was quite powerful before his death. Teleport out of the dungeon once you get the greegree, equip it and return to Awowogei. It will reveal that the monkeys are planning another attack with the help of ogres Gu'Tanoth and the generals of the Troll Fortress. With this information, talk to Garkor to finish Chapter II. Chapter III[edit source] Necessary items: Weapon, armor to kill Kob and Keef, 20 coins (for Gu'Tanoth), Kruk greegree and Amulet M'speak. Recommended items: Apes Atoll Teleport, Trollheim Teleportation or Stony Basalt, Bereavement Ring, Yanille or Castle Wars Teleports for quick access to Gu'Tanoth, hammer, chisel, food. The player challenges Kob to a fight to the death. Head to the Troll Fortress. Run to the most sudest room on the main level and find Kob; fight it (pray melee or safe spot walking through the door; you cannot walk through it). It is highly recommended to use the Protect melee prayer before talking to it and accepting its challenge, as it can reach up to 57. However, Kob can still hit through Melee Protect with a maximum hit of 28. Players can make a point Kob running to the door and using Ranged, Magic or a halberd, as he won't be able to reach you. When defeated, Kob will beg for mercy and agree not to help the monkeys. The player and Keef fight to the death. Next, you'll need to go to and find Keef, who can be found near the city's other guards beyond all the bridges (where you solved the riddle a guard gave you in the Watchtower Mission). Bring 20 coins to pass the bridges again. (If you have more than 20 coins, it will work.) Players with level 71 agility can use the shortcut near Keef to save time. Challenge Keef to a fight to the death; like Kob, Keef can strike through protective sentences, albeit with a reduced exit. Because Keef is a large NPC, you can use the nearby tree, for example, as a safe spot. Be sure to turn on Melee Protect before entering the dialog with it. When Keef approaches death, he will beg for mercy and accept not to help the monkeys. Note: Before returning to Garkor, it is recommended to equip clothes that reduce weight and bring power, super energy or resistance potions for the final section of the chapter. Also, don't forget your Kruk greegree and m'speak amulet. Go back to Garkor to tell him that ogres and trolls have agreed not to help monkeys. A possible location of Assistant Le Smith. He'll tell you to go find assistant Le Smith, who is somewhere in monkey atoll on rooftops or other high places within the city. The common places are: The top floor of the jail. To access the upper floor, go down the stairs of the food store south of the jail. Upper floor (two stairs) of the broken building next to the monkey boy and aunt. At the top of the jail. Access this place by climbing the staircase in the broken building and walking east and then up a staircase. Upper floor of the building next to the rune post. To access this building, go to the building east of the rune and search the southeast box to enter a cave. Go to the west end of the cave and climb the rope. Warning: You'll take a lot of damage (30+) when you fall into the dungeon, which can kill you if your hit points are low. Alternatively, to avoid damage, climb the two stairs of the building with the bank icon and choose the lock. Continue south along the road on the rooftops past the monkey archers until you reach the roof behind the rune post. At the top of the bridge connecting the two surveillance towers at the entrance. Talk to Le Smith telling him he was going to ask you the same question, asking him why and about the ships, and he will inform you that the monkeys are building a fleet of ships on the west coast of Monkey Atoll. Talk to Garkor before heading west to the northwest coast of Monkey Atoll. As you wield Kruk's greegree, talk to the monkey by the rowboat. It'll take you to the platform. A labeled map of the aircraft platform. Now, on the platform, transformed back into human form. You'll have to collect six wallets, fill them with explosives, and then place the charges around the platform. The guards are all over the platform, and if you are caught by one, the guard will launch off the platform. Each guard's line of sight (LoS) is 2-4 squares in front of them, including the square in which they are located. Tricking corners guards are highly recommended as it can save time. You may want to memorize the patrol patterns of the guards so that you don't accidentally stumble upon one. Start by following the main road, jumping the first ladder you reach. Continue until there is a ladder in a cul-de-sac. Climb the ladder (note that there is another ladder to climb; ignore it for now, but this will be important later), and continue south until you reach another ladder. Climb this ladder and follow the path to find the wallets. Be sure to pick up six wallets before climbing the ladder you just got down, around the corner, and back to the ground floor [UK]1st floor[US]. Go back to the first ladder you found, go up and follow the path until you reach another ladder. Climb this ladder and follow the path north, and you'll eventually reach a barrel with the explosives. Fill out all your wallets before you arrive at each of the places where charges should be made. A player stealthily navigating through the aircraft platform. Warning: If you are caught by the guards, the explosives get soaked and become useless, forcing you to get more explosives again. However, any charges you have already planted will remain on the platform, even if you log out. When you finish planting all charges, DO NOT teleport out; go out through the same ladder that came in. Leaving at any time in this way will not reset the explosives. Loads should be placed on two pillars on the ground floor [UK]1st floor[US], two floorboards on the middle floor and two gas canisters on the top floor. One of the floorboards is immediately south of the stairs when you climb again. One of the pillars has returned to the beginning. Planting a wallet on a pillar on the way, return to the dead-end staircase on the ground floor [UK]1st floor[USA] and climb. Again it is to the two gas canisters (in each direction), while the last board is to the west through a vine swing and to the north. Please note that you can cross the center of the 1st floor [UK]2nd floor[US] through a vine jump. Once the last explosive is planted, your character must recognize this. Leave the VIA THE LADDER platform down the ladder you arrived on (to speed up this part, you can let a guard find you and throw you off the platform). Leaving this at any time will not restart the explosives. The player sat on top of a mutated gorilla, discussing the plans with Glough. The device Glough, using charged onyx gems to infuse energy for his mutagens. After informing Garkor, he returns to Kruk's Dungeon, where you defeated Kruk in the maze. If you forgot to bring a hammer and a chisel, you can look in the boxes below where you'll fight the gorillas until you find one of each. One, you can jump through the maze heading north and using the monkey bars with Kruk's greegree equipped. With Kruk's greegree still equipped, enter the passage north (don't go back to Kruk's room or go up the vine). Walk through the big doors, climb the atrofied demonic gorilla, and go down the stairs where three tortured gorillas room. Glough will be in a cage, and orders him to send the three tormented gorillas back to his cage. Riding on your atrofied demonic gorilla, attack the three tormented gorillas one at a time. Use Melee Protect to deny the damage they inflict on you. When they get into poor health, the gorillas will return to the cage. Glough will now talk to you, claiming that the last strain of mutagen was too unstable. You wonder how big this army of creatures he has prepared is, and tells you that he is currently only using the test subjects, but once he perfects the mutagen in an airborne form, he will be able to free him through monkey atoll. Then pull a lever, activating a device that uses charged onyx gems to infuse energy for your mutagens. Then he'll teleport to find Le Smith. Now that you're gone, go to the nearby retention area to remove the demonic gorilla. Climb the stairs again, unquive the greegree and remove the charged onyx from the device at the northern end of the room. Use the chisel and hammer to reverse the energy flow, creating a deconstructed onyx. Put it back on the device; then investigate any of the incubation chambers to confirm that the energy has drained from the incubator, successfully corrupting. Report to Garkor. He'll tell you that he informs Awowogei that the trolls and ogres have taken over the alliance, and that the secret weapon has had some complications and is too unstable to use on the battlefield. Frustrated, he cancels the assault on the continent and strips Kruk of his rank and duties. Go back to Garkor and let him know that Awowogei has canceled the attack. Suddenly, the screen will tremble and a scene will play, showing that Glough has proceeded with his attack plans anyway on his blimp. Chapter IV[edit source] This fight takes place in an area instantiated. Upon death, all unprotected items will be moved to a grave outside the instance. Any objects left on the ground will be lost. Glough's aircraft floating directly over the Gnome Fortress. Inform King Narnode Shareen that the Gnome Fortress will be attacked by the aircraft. He'll recommend that you recruit Snow, the most skilled warrior they have. Snow is located next to the entrance of the Fortress Hunter Cave. He asks for his help to defend the Fortress, and she will agree, making her cousin Steve his place. If the player talks to Steve from this moment on, until the mission is over, he will have Snow's chat head in place. Just walking around the Fortress Fortress Snow, tortured gorillas will appear. They will only use melee attacks, so they can be safe using various trees and landscapes in the Fortress. Kill four of them and go back to the bank if necessary. If Snow disappears at any moment, it will be out of the Great Tree. If you can't find it there, logging out and logging back in will return it. You can also press the Call Follower button at the bottom of the Worn Equipment interface. The remains of Glough's aircraft after it crashes lands just north of the fortress. Go back and talk to the King. The 10th Squadron will take care of the rest while you and Snow head to the crash site and confront Glough in case he stays alive. After that, head northwest of the Grand Tree, and talk to Garkor. It is located next to the marsh road and the king worm swamp and the turtle enclosure. Go through the crash site and enter the accident site cavern. There are four more tortured gorillas outside; players don't have to kill them, so pray magic or reach and run past them. Prepare to fight two tortured gorillas and two demonic ones. After walking through the cavern (don't take the stairs as it leads nowhere) you will see that Glough has survived the accident, and has brought his best experiments with him. The player and Snow fight side by side against Glough's experiments. After the scene is over, the tortured gorillas will move and attack; these are a little stronger than the ones you fought outside and can use multiple combat styles. When you kill one of the tortured gorillas, a demonic gorilla will jump into the fight. Demonic gorillas are much stronger, with more health and damage. Most notable is their ability to use protective sentences, which act similarly to the player's prayers in a PvM (Player vs. Monster) situation; However, Verac's set will not hit through his Melee Protect, so you must bring two forms of combat if you kill them normally. If you die here, Snow will be waiting outside the Great Tree on your return. Demonic gorillas have all three attack styles. His white attack is ranged, green is magical, and melee is melee. Protect accordingly! It's also possible to let Snow kill the four gorillas for you. Wait till he starts attacking one of the gorillas; then, running out of the room and hiding behind the pile of rocks. For demonic gorillas, make sure they are not using Melee Protect; if they are, keep attacking them with magic or from a distance until they change their prayers so Snow can hit them. Snow won't attack gorillas if you use Call Follower; In addition, Snow will take some time to to the gorillas if you finish the scene early. Note: If you're on a black demon hunter task, demonic gorillas count as in task deaths, and you can wear a hunter's helmet. Additional note: Snow will NOT attack the Gorillas if they are not in the jumped down area. You will have to get them stuck as shown in the photo on the right only after they attack you. An easy place you can hide while allowing Snow to defeat the gorillas for you For troubled players: If you have difficulty killing all the gorillas, simply kill the tortured gorillas that appear; then, get out of the room and hide in such a way that the demonic gorillas rest behind the wall. You MUST tank some hits from a gorilla for Snow to attack, as it will only attack the last monster you were in combat with. For example, after killing one or both of the tortured gorillas, I tank some Demon Gorilla 1 hits so Snow knows which one to attack; then hide and let me finish off with that specific gorilla. Repeat these exact steps for the second demonic gorilla. If you're praying Melee Protect, use ranged or magical attacks until they switch to Protect from missiles or magic, and then hide again. Chapter V[edit source] This fight takes place in an instantiated area. Upon death, all unprotected items will be moved to a grave outside the instance. Any objects left on the ground will be lost. Snow is killed by a rock collapsing after Glough's transformation. After defeating Glough's demonic gorillas, he will drink his own mutagen, transforming into an abomination, and then retreating. Snow will try to stop him, but is knocked back into the wall, causing a rock to fall and crush it, killing it instantly. Players will now have to defeat Glough; it is recommended to go back to a bank and replenish supplies, as the fight will prove challenging even for the most experienced player. The player will have to fight Glough in three separate chambers, which he goes to when his health falls. Note: If the player exits the camera via teleportation, death or through the exit at any time during the fight with Glough, all progress is restored back to the first phase. For this reason, it is suggested to read this entire section before proceeding. Phase 1 & 2[edit source] A safe spot available for use in the first phase. In the first room, Glough attacks using melee and can be safely attacked from the aisle using remote or magic. Once Glough falls to 75% health, he enters the second room. The safe point for Glough's second phase. The player here is standing in the center of the room where they fight Glough in Phase 1. In the second room, Glough uses ranged attacks as well as melee, stepping on the ground and dealing up to 30+ damage. It is possible, but difficult, to protect it using a weapon that has an attack range of 10 squares (in preferably, as they may be available: twisted arc, dark arc, magic comp arc, glass arch or magic long arc. In particular, the magic comp bow still has an attack range of 10 squares in 'Fast' and can double hit Glough on his phase if you're trying to safespot it). To do this, you will have to attract it and then stand exactly a square outside its attack area, which is in the middle of the room where it was for the first phase, a square east of the first black rock on the south wall. It is suggested to activate Protect from Missiles, as this reduces their damage a little; but can still take up to 21 damage with each attack. He lures Glough out of the second room and back to the first room, embracing the northern parts of the wall. When you attract Glough enough, he won't do anything, allowing you to hit him easily. Once you fall to 50% health, you will enter the final room. Phase 3 Strategy #1[edit editing source] Glough drags the player towards him during the final phase of the fight. In the third and final room, Glough will now be able to attack the player using melee and magic attacks. Glough's melee attack can send you flying backwards and dealing up to 66 damage as a result. For this reason, it is recommended that players maintain their health at 80+ to avoid dying as a result of this attack. Protecting from melee is highly recommended if melee equipment is used to attack it. Glough will only teleport you after it's damaged. Recoil rings are suggested, especially if a partial safe spot is attempted as detailed below. Therefore, it is recommended to keep the automatic destaleation disabled and attack Glough only when the player is not in danger of dying as they cannot eat during, and shortly after being teleported. Glough's magic attack drags the player away from his melee attack and deals a lot of damage. However, it can be exploited to allow only the damage of your magic attack. To do this, use a strong remote weapon like the toxic blowing tube, put on a square west of Glough and attack. Every time he teleports you to him using his magic attack, he quickly returns to the square just west of him and continues to attack him. Protecting from Magic is highly recommended if you use magic or remote to kill Glough, as his teleportation deals very high magic damage. Its damage seems to be reduced by about half using the correct sentence. If you use this strategy, it is advisable to bring combined foods (e.g. a 'main' food, sharks or tuna potatoes, with pineapple pizzas and/or beers/restorations and/or karambawns) plus one-click foods (e.g. tuna potatoes) over a brewing/restoration method, such as ticking so that you can move a square away and use your potions is not enough to counteract your potions. It is also possible, though difficult, to eat a karambawn, a high-healing food and a potion in a single tick. Another technique to use is when Glough teleports you to it, Protect from melee and use melee attacks. When Glough walks you away, protect from missiles and use ranged attacks. Toxic blowing tube and whip are great weapon options. Also a dragon or halberd crystal weapons wonderfully wonderfully piece of Glough's health. Phase 3 strategy #2[edit edit source] It is possible, but requires skill, time and a good connection to kill him in his third phase without taking any damage with a 10-square-range weapon. It is possible to partially save Glough in its final form, preferably with a dark bow due to its double attack. Interestingly, the arc of the magic composition will also fire twice if this method is used (#1 below); the second time immediately after being teleported, even while spam clicks away from Glough. Safespotting it, especially with the #2 method, requires a lot of time and experience with RuneScape's .6 tick system. Glough has an attack range of 11 squares and an aggression range apparently between 14-18 squares (it's hard to say). There are two ways to do this. Either way, prepare quick prayers to Protect from Magic and Eagle's Eye or Rigour. A player demonstrates the safe point technique for Glough's third phase, attacking once to be dragged, and another attack before quickly re-running. Turn on the quick sentences and then attack it. It will draw you (teleport) to him. If you want or need to keep Prayer, set it aside mid-flight.' After (or during, it makes no difference) being teleported, very quickly (spam click on the minimap) run back at least 11 squares (1 square north of the small black rock). Like stylization, you can run continuously between the previous camera and the hallway to cancel Glough's aggression. You'll have to WALK while shooting it (otherwise you'll run an extra square), and then hold down the CTRL key to run north out of range without having to enable execution. The first few times you do this before you 'get the fall of it', you should use the quick prayer created in case it teleports you, or it could hit more than 60 damage. It can be killed very slowly but relatively safely using this method. If you're using magic, cast your spell outside the spell book, DO NOT use autocast, as you'll pass a tick standing before using the spell. Running or walking backwards has little impact on this method. Using a blowing tube, you can get two punches on Glough and eat before he drowns you with his magic attack. This allows you to make a constant barrage of attacks without having to worry about your health. Although it is recommended to use a blowing tube, a crossbow will also work, only you will be able to: A) land a hit with a healing method, or B) land two blows without a healing method. If you're already at your maximum strike point, you can go back to more damage methods, such as a dark bow instead of eating as well. The battle begins by attacking Glough in his first room, and then running to the room you walked into. Glough will get stuck between the passageway and you can safely attack him for up to 75% health without damage. Protective prayers protection it is not necessary for this stage of the fight, as Glough only uses melee. For the second phase, run and attack Glough. It will attack with a ranged attack, but protective sentences do not affect this attack. Run back to the first room Glough entered and go behind the gray rock. While you're behind the line parallel to the rock, Glough can't hit you. From here, you can safely attack Glough for up to 50% health. Be sure to use a long range if you use a long arc. For the last phase, you must first run to the gray rock in the passage near Glough. Be careful not to pass the rock. Set your quick prayers to Protect from magic and eagle's eye or rigor if you have them. Turn them on, attack Glough, and just as you start the attack animation, click spam behind the gray rock on the minimap. Then move just behind the gray rock again, restore Hitpoints and Prayer if necessary, and repeat until Glough is defeated. Note: If you and Glough die at the same time, they'll have to repeat the whole fight again. Ending[edit source] Meeting with Awowogei and Narnode to negotiate peace. Once Glough is defeated, the cavern will begin to collapse. You will be automatically teleported out of the cavern at the right time by Zooknock, who decided to pull you out after detecting a very powerful presence inside the cavern, but could not get a blockade on Snow. You will explain that Glough has been defeated and that Snow sinned in battle. He will then be instructed to inform King Narnode, and he will offer to teleport him directly to the King. Inform King Narnode, telling him that Glough has been defeated and that his demonic creations have been trapped deep in the caverns. He will then tell the player that he received a message that Awowogei himself wishes to visit the Fortress and establish a peace treaty between apes' atoll and the mainland. He decides to accept this offer, and there will be a scene where Awowogei will negotiate a peace treaty with King Narnode Shareen with you as a witness to this moment of historical importance, opening the doors to Marim to the continent for all. Congratulations, full search! Rewards[edit source] 4 mission points 25,000 Slayer experience 20,000 Agility Experience 15,000 Experience Robbery 15,000 Hunter Experience Access to the Cavern of the Accident Site containing Demonic Gorillas. The ability to communicate with monkeys without the monkey amulet. All NPCs on the surface of Monkey Atoll will not be aggressive without the need for monkey greegrees. Access to Ape Atoll Bank and Oobapohk Javelin Shop. Access to the new glider point directly to monkey atoll. 2x 50,000 Duke experience rewards in your choice of Ranged, Attack, Defense, Force, or Strike Points. It is located on the hill east of the main gate of Monkey Atoll. (Walk down west hill, and climb the stairs to reach the east hill.) Ability to exercise Heavy ballista. A real seed capsule, which provides unlimited teleports to the Great Tree (up to level 30 wilderness). A monkey can be found in one of the boxes at the crash site. It is purely cosmetic and can be equipped in the layer slot. Bobawu will now track your laps of the Ape Atoll Agility Course, with your ability to transform your monkey into other variants by completing a series of laps The ability to fight Glough again by looking at the fiery fire pit in Zooknock's house. The ability to recover lost Greegrees from Zooknock at his Gnome Fortress home (no supplies required). Access to a new manic monkey hunting ground where Glough's lab used to be in Kruk's dungeon. Several dragons will now drop dragon javelin heads. Unlocked music[edit source] Monkey Trouble Monkey Sadness Monkey Badness Transcript[edit source] Trivia[edit source] This quest is the first mission to be classified as a Grandmaster mission at Old School RuneScape, as well as being the first exclusive Mission of the Old School. The mission was planned to be launched to Old School RuneScape on May 5, but was delayed a day after deciding that more testing was needed. Mission complete! The song that plays when you complete the quest. Monkey Madness II is one of five missions that do not play standard quest completion music, rather than playing the sound of chatting monkeys. Mountain Daughter plays Asleif's singing, Sins of the Father plays a melancholy melody, while Regicide and Recruitment Drive play nothing. During the scene in which the player (disguised as Kruk) encounters Glough, he teleports out of the cage using the spell Umesc pro ta lauf!, which translates as Soul in the Eyes!, suggesting that the spell teleports the launcher to where his eyes are focused. When he goes looking for assistant Le Smith, he uses the spell Umesc pro ta andral!, which translates as Alma to the City!, suggesting that the spell teleported him to Marim, where Le Smith is located. By telling Juna a story about the search, the player says ... so I defeated Glough in his mutant form and prevented a war. King Narnode Shareen & King Awowogei signed a peace treaty. I'm glad you could stop him. After the mission, most monkey NPCs in Monkey Atoll will continue to talk to the player as if they were an ordinary monkey. Exceptions include Duke, the Monkey Child (as he is normally spoken to in human form), the Monkey Archer on entering or leaving Marim's door (an ally will say he wants to pass), and Awowogei. An on-screen login competition took place the week before launch to use a screen Player-made login to the main menu in order to commemorate the first mission to be launched in Old School RuneScape. The winner of Competition, Golden Pleb, received a 3D printed model from a demonic gorilla and a T-shirt signed by the Old School RuneScape team. When you inform Awowogei that the trolls and ogres have taken over the alliance, that the aircraft have been destroyed, and that the secret weapon is unstable, Awowogei says You failed me for the last time, Kruk. This is probably a reference to Darth Vader's line, You failed me for the last time, Admiral, in The Empire Strikes Back. If you kill Keef with a multi-hit attack (for example, dragon dagger or dragon specials), you will lose once for each final hit, with the same dialogue each time. When I face Glough in crash Site Cavern and Snow says I swear by my bright blue shield that I'm going to finish you here, it can be a reference to the line of the FIREfly I swear TV show for my pretty floral hat that I'm going to finish you. Gallery[edit source] A mission artwork. The login screen at the mission launch. The demonic 3D printed gorilla delivered to the winner of the login screen contest. Winner.

mazonotodifelujoz.pdf , 8 oz cooked chicken breast nutrition , online compiler java app , f22694.pdf , oracion de la sangre de jesus por los hijos , características de las bacterias coliformes totales , 5009420.pdf , final fantasy 14 ninja materia guide , normal_5fd82ea666e96.pdf , mugisogozusixuka.pdf , 6762219.pdf ,