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Monkey madness 1 osrs guide

Monkey Madness Part 1 OSRS quest is a long search for master difficulties participating in the Gnome OSRS quests series. It also serves as the successor to The Grand Tree, and sees players help Narnode Shareen search for 10th Squad. In this guide we will outline the following: Quest RequirementsQuest GuideRewards Before we get started on the hunt itself, let's first take a look at the requirements needed for Monkey Madness. Monkey Madness 1 OSRS requirements to begin Monkey Madness, you must first have completed both The Grand Tree and Tree Gnome Village quests. You have to go in prepared from a match point of view too, as you will have to be able to overcome a level 195 Jungle Demon. There are also a few product requirements. These include a gold bar, a ball of wool, and either the body of Karamja that you can get in search yourself, or Monkey bones. You can expect to face off against many hard-hitting enemies too, so it's highly recommended that you have at least level 43 Prayer, and you should take some potions with you too, or at least some healing foods. Anything that will cure poison will be very convenient for you as well as will a lockpick and any weight-reducing clothing that you may have. Monkey Madness 1 OSRS Step-by-Step - Chapter 1 To get started, go to Tree Gnome Stronghold, and talk to King Narnode Shareen. You will be asked to check Glough's old shipyard to see if there are any clues as to where the 10th. You will get gnome royal seal, after which you must go to Karamja. Take the glider you'll find at the top of the Grand Tree to Karamja, then head to the shipyard and talk to G.L.O Caranock at the southern fence. You will notice that he is acting shifty, and will suggest that you go back to the king, then do it by glider. Then you will be asked to take Narnode's orders and then talk to Daero, who is the new main tree guardian and can be found on 1. If you're struggling to find him, head east near Blurberry Bar. When you find him, exhaust all the chat options and inform him that you are ready to leave. You will then be blindfolded and taken to an underground hangar. Talk to Daero again and you'll be introduced to Waydar before you solve a puzzle. You can do this by clicking on the southeast panel near the Southern Glider. Solving the puzzle First, move 1.2 and 3 into their right positions in the upper left corner. Then move 4 to the upper right corner and move 5 under 4. Then, slide 4 to the left and move 5 up to complete the first row. Repeat this technique with the next row while the row is retained over it. Finally, move the pieces that are in the last two rows to be worked from left to right, which will lead the last two columns to be two tiles it's a simple enough puzzle to complete, especially if you've made Treasure Trails' puzzle boxes. If you fight though, you can find Glough in the same place that he was in the Grand Tree quest, and pay him 200,000 coins. This will leave you with a single tile to slide to complete the puzzle. No matter how you complete the puzzle, talk to Daero and Waydar and you'll land at the last known location of the 10th. Talk to Lumdo and ask him to sail to Ape Atoll, though he will refuse because of orders from Garkor. Talk to Waydar again before you return to Lumdo, who will now agree to take you to Ape Atoll anyway. Monkey Madness 1 - Chapter 2 After arriving at Atoll, head west along the southern coastline until hit a mahogany tree. From here, go north, but watch out for the snakes, scorpions and jungle edder codes that can poison you. Protect against missiles is a conveniently varied prayer to have here as you will be bombarded with poisoned arrows when you get near the Ape Atoll gate. When you do that, you will be knocked unconscious and imprisoned. When you wake up, you'll be in a cell guarded by the prison officers Aberab and Trefaji. Talk to Lumo, but be careful not to stand too close to the northern cell wall or you'll take a shot. The pattern of the guards sees them patrolling a few times before leaving to change shifts. Use your lockpick when the guard has moved away from the cell door, then follow the guard as he goes out to get to the exit. Head north, then head east, where you'll find another member of the 10th U.S. Once you've found him, head south and head past the big door while you're staying in the grass. This will stop you from being hit by monkey archers, so continue this way until you pass the door. Then head east around the castle until you find yourself between the castle and the white building. You'll find the sergeant from the 10th. Get through all the dialogue options with Garkor until you are told to go and meet with Zooknock. Go west, walk through the grass again until you get to the door. Walk through the door, marked with a blue square, which will take you to an enclosed area guarded by a sleeping monkey. Walk through the door and stay on the ground that is dark brown, and be careful of spiders that can poison you. You will find bananas in the boxes near the ladder to the southwest. As for the guard, it's not a threat to you, provided you don't talk to him, otherwise expect more guards to appear. Anyway, go southeast, and search the box until you are asked to fall down. Make sure you are healed up and then head down. Once there, go to the northwest and check the boxes to find M'amulet mold inside. into the dungeon when you reach you will see a long path that you must follow. If you have it but protect against melee on then go down north passage. Remember to use only protect against melee when near enemies so you don't waste prayer. Try and avoid the rocks by taking shelter under the many overhangs you see along the way. There are claw traps too, but you should be able to navigate around them easily, by stopping a square behind them then continuing to drive through. The area is inhabited by spiders, monkey zombies and skeletons, at levels 1, 98 and 142 respectively. When you get to the end, you'll find squad members Zooknock, Waymottin and Bunkwicket, then use your M'amulet Mould at Zooknock after talking to him, as well as your gold bars and monkey probes. Do this to get the enchanted bar, and make sure you don't leave without it. You must now head down the trapdoor, which you will find to the east. Once there, you must protect against melee again to protect yourself from monkey guards. Heading upstairs is the best route to take together, then climb the ladder to get you as close to the trapdoor as you can. Make sure you are free of any guards before you go down. Keep your protection prayer on as you head down the trapdoor, walk past monkey zombies then use the enchanted bar on the wall of flames. Go back up the ladder to get away, then use the ball of wool with the amulet to create the M'speak charm. Now head west to find a banana garden with a monkey child, who is guarded by the monkey's aunt. Notice her pattern and make sure you don't go into the garden while she's there, as she'll call the guards. When she leaves, talk to Abebarn and tell him you're his uncle. He will then tell you that he needs to collect 20 bananas, but don't worry as five will actually do. Head to the nearby trees and choose five bananas, then save yourself again if Auntie returns. Talk to Monkey Child again and ask if you can borrow its Monkey talisman. Drop the talisman, tell Monkey Child that you've lost it and won't replace it, which made him start crying. You can also buy the talisman from Tutab's Magical Market if you have 1000 coins extra. Collect a talisman for every greegree you'd like, at least four if you want to continue making Recipe for Disaster, then head out of Ape Atoll. This is a good time to knock all things you want, then you have to go back to Zooknock via the tunnel. Go through and use monkey talisman and monkey bones at Zooknock. You will then get a greegree reacting to the bones you used, so repeat this process to make another. Monkey Madness 1 OSRS - Chapter 3 Now that you have to ape greegree, use it to become a monkey. This will stop you from being attacked by the wildlife you encounter. In monkey form, walk and talk to Garkor before equipping M'speak to speak to the oldest guard nearby who will tell you to talk to Kruk. Next head west past the main gate and go into the village of Marim until you hit the water. Head south along the path until you reach a hill, then head up the ladder and cross the bamboo bridge. Walk down the eastern ladder to talk to Kruk, who will escort you to King Awowogei. Talk to Awowogei to propose forming an alliance. You will then be tasked with rescuing a monkey from Ardougne Zoo. So our next step is to travel to Ardougne and go to the zoo. Take the form of a monkey again and talk to monkey memories that will put you in a cage. Talk to the only monkey with the option to Talk and he will be added to your inventory. Now unequip your greegree and talk to the rather confused monkey memories that will release you. Our next destination is Gnome Stronghold, so go there and up to the first floor to talk to Daero before again traveling back to Ape Atoll. Equipment greegree when you arrive, talk to Awowogei again. Here you will notice the monkey leaving your backpack, encouraging Awowogei to think of an alliance. To get the next chapter started, talk to Garkor. Monkey Madness 1 OSRS – Chapter 4 Garkor gives you a 10. Before you equip it, it may be worth your while banking to prepare you for the battle with Jungle Demon. Make sure you have plenty of potions, prayer points, and health before diving in. When you're ready to start, equip the sigil, which takes you to the Jungle Demon's arena. You will have 10th squad gos to help you in battle, but it will have to be you dealing with killing blows, otherwise it will regain a quarter of its health. A good method is for you to focus on varied attacks, and even lure the demon to where the goes. Protect against Magic is a must, so make sure you have that equipment before you go to the arena. Around the edge of the arena there is actually a safe place over the bridge. From here you can use varied attacks, or run up to it and use a melee attack before running back again. If you want to use melee attacks, then rings of recoil will help when he uses heavy attacks. Once you've killed Jungle Demon, talk to Garkor, who would suggest talking to Zooknock to teleport out of there. This will take you to Ape Atoll, or you can choose to stay and look around the banana plantation. When you're ready, escape from the island using a teleport or walk through the main gates in monkey form, and then head back to Gnome Stronghold. Once you've arrived, go to the Great Tree and talk to King Narnode. This will complete the hunt and you will be directed to Daero to start your training as a member of the 10th. Monkey Madness 1 OSRS Quest Rewards to complete quest, player Receive three quest points, 10,000 coins, and three diamonds. If you talk to Daero when the chase is over, you will have the choice of having 35,000 experience in attack and defense, plus 20,000 experience in strength and hitpoints, or you can get it the other way around. If you want to return to Ape Atoll at any time after the hunt, start Daero's training as mentioned earlier. There you have it, you have completed the Monkey Madness OSRS quest. It's a long haul, and one that's not easy to implement, with many tough enemies to face along the way. But with this guide you need to be well equipped to handle the monkey antics that awaited you. You.

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