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The Old School RuneScape Wiki standard for the British convention for floor, numbering: Ground floor, first floor, etc. This can be changed by clicking on the moon icon in the upper right corner of the site. Monkey Madness II: The Renegade Returns is the sequel to Monkey Madness I, and was the first mission to be created after the release of Old School RuneScape. After the events of Monkey Madness, Glough disappeared, prompting King Narnode Shareen to ask the player for help once again to track down the war criminal and discover his next evil plan. Details[edit | edit source] Walkthrough[edit | edit source] Wanning: Monkey atoll and its underground dungeons are very dangerous. Always make sure you have food, anti-poison potions or superantipoison, and an emergency teleport when traveling around the island and be prepared to use protective prayers. Chapter I[edit | edit source] The locations of the houses of Glough and Anita. To begin the search, talk to King Narnode Shareen. He will tell you that Glough has escaped, and you will be instructed to look for clues to his whereabouts, starting with his home. Glough's house is located southeast of the Great Tree. Go up the stairs and 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. You will then need to speak to your wife Anita, located in your home up to the northweststair staircase of the Gnome Stronghold. She'll be in tears. Ask her what's wrong, and she'l start saying she's worried Glough may be in trouble, and that you may be able to help her. She says she heard whispers up at his house, but couldn't get to the highest level. The player at Glough's house. Go back to Glough's house. Go back to Glough's house, and climb the tree twice to reach the additional level of your home. Investigate the gnome statue to activate a hidden switch. Now, look in the closet to get a spy book. Read - the book mentions a method to reveal text in a document encrypted with espionage. Search the boxes to the northwest to receive a brush, and investigate the remains of the fire to receive a brush, and investigate the remains of the fire to receive a brush. on the lemon will consume it. Use the note on nearby candles (or a lighted candle). Use your pestle and mortar on the grapes to apply it to the brush on the mysterious note to receive a scribbled note, which is written in the ancient gnome language. Read the note. If you do not already have the translation book. return to King Narnode. and talk to him to get the book. Use the book on the note before talking to the king may already have this book in your bank of The Grand Tree guest.) He's going to suggest you talk to the author of the book, which is Anita. Go back to her, and ask her to translate for you. She'll give you a translated note. Read and return to King Narnode, who discovers that it was Assistant Le Smith who helped Glough escape. Talk to Assistant Lori south of the Glough tree and ask him who he is. He will tell you that he is Le Smith's replacement, and that he does not know what happened to him, and recommends that you ask Auguste about it. Fly to Entrana using the balloon. This requires a regular registration. You must deposit all your weapons and armor at this time, as you cannot bring them to Entrana. If you want to save time by returning to the Stronghold Gnome, bring a magical record with you as well 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 via air balloon. Return to King Narnode, who will tell you to travel to monkey talisman, greegree ninja monkey or ancient gorilla greegree, light source, cutting gun. Note: A pickaxe and a cutting gun are not required if you run the Agility route. Recommended items: Food, antipoison, one-click teleport, combat gear, super combat, resistance and prayer potions. Warning: Don't underestimate the dungeon! It is filled with various 130+ combat level monsters, which will hit 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 northern section of the island. (Use your M'speak amulet and a greegree ninja or greegree gorilla.) On the east side of the island, talk to Garkor, who will tell you to speak 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 will need to find and kill Kruk to create a greegree of his remains to disguise himself as him. Head to the hill west of the main gate to where the monkey archers are; one of them should have a conversation option. Talk to the monkey, ask where Kruk is. He will tell you that he would start tracking him from the bottom of the hill. Go back down the hill, and you should see some footprints/footprints. Follow them to a trapdoor hidden near a tree. (The trapdoor is south of the northern transport icon.) Open the trapdoor and enter Kruk's Dungeon. The greegree will lose its effectiveness when you enter. Kruk is located behind his hands north of the entrance. You will have to go through the entire dungeon that is full of traps, agility obstacles and monsters to reach it. There are two ways to get close to the dungeon. Location of the trapdoor. Below is a map of Dungeon: The Agility Method[edit | edit source] Note: The correct path is random for each player. Players with level 70 Agility or higher are recommended to take this path as it is much less dangerous. This section of the dungeon will consist of many obstacles in which there is only one correct path. Often you will have to figure out which way is right using trial and error. You can fall by navigating the obstacles; however, if the game gives a message saying Something about this route seems wrong..., this path has a failure rate of 100% for you. A light source is recommended because the area. If you fall during the first two vines, you will fall into a place full of manic monkeys, who only use Melee on you. On the third and fourth vines, the monkeys will be creaked, so be sure to activate Missile Protection. On the fifth vineyard, the monkeys return to melee, so come back to protect from Melee if you fall. Be aware that each vine serves as a kind of checkpoint, so you can't just go to the lower floor and cut through the entire maze. To start the method of agility, you will want to start going south and then to the east. When you start the course, you will come across the Dodgy Land. All you have to do is follow the flat parts of the floor. (Stepping on one of the pieces covered with an X will result in you detonating the trap, and you will fall.) The location of the chest that holds the bronze key. Keep passing obstacles until you reach a very large room full of dodgy terrain. You're going to need to get to the east side door. If you fall here, pray melee. Follow the correct path on the ground until you reach your chest. reaching the end of the dungeon (reaching the strange wall), taking a second key is recommended to save time. Go back to the dishonest terrain, and head north. Use your brass key on another door to continue through the maze. Once you reach the northern end of the cave past all obstacles, take the western corridor to go to Kruk's lair. The east corridor is the path of the tank. Warning: If you must teleport out or die after passing through the brass door, you need to pick up the brass door, you need to pick up the brass key again! The Tanking Method[edit | edit source] One Navigating through obstacles in Kruk's dungeon. The dungeon is in an oval shape, so it's guite simple to navigate your way He. The tunnels are all multi-combat. There are many aggressive monkeys besides the strange scorpion or snake. Monkeys can cause very high damage quickly, even with good tank equipment. It is recommended to use Protect from Missiles, as monkey archers have a much wider 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. Runes for Blood Blast or Dam are useful for healing manic monkeys if you need them. Make your way through the dungeon cutting tees. If you find a web that is too strong to hack, you are going in the wrong direction. At some point in the dungeon, you will find three chests by right-clicking and selecting the unlock chest; If the game says it resists your attempts to open it, try unlocking the other chest. If opened, look for a damaged combat key, which is used to open a door further ahead. Taking a second is advisable if you need to bench before reaching the end of the dungeon. Note that a chest is further down the path. Alternatively, you can skip the key and open the door later. After the door, there will be several traps in front of you, including darts dispensers and rotating blades. You can mess with them to disable it for a short period of time. Like the other obstacles throughout the dungeon, you'll know if you can't disable the trap. Arriving at Kruk[edit | editing source] The two paths converge at the northern end of the dungeon. Continue west, where there is another vine serving as the final checkpoint. There are three manic monkeys near him, so pray melee until they can't reach him. The path will split into a western and eastern route that both end in a separate final wave of dodgy ground. After the last obstacle (vine or wall support) and before stepping on the dodgy floor in front of Kruk's lair, investigate the next wall to unlock a shortcut back to the entrance. If necessary, go to a bank and get ready for the battle against Kruk. Use the shortcut when you return to jump to the end of the cave. A cave entrance will lead to Kruk's chamber. Kill Kruk[edit] edit source] This fight takes place in an instance area. With death, all unprotected items will be moved to a grave outside the case. All items left on the ground will be lost. Warning: Kruk can be very difficult to kill, even for the well prepared. When you enter the room with Kruk, there will be some short dialogue, after which Kruk will attack. Kruk uses a combination of melee attacks and range. Your range attack is stronger, with a maximum strike 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 with melee. Kruk has no particular weakness in any attacking style. When attacking Kruk, the best method is to attack with range using resistance potions. This is similar to combat with Commander Zilyana. Attack and run away, stay out of melee range. This method reduces the amount of high hits from Kruk. Keep in mind that you will still be hit by certain range attacks. It can be ideal to pray eagle eye and steel skin, or Rigor, in addition to protecting from missiles. Given the combat high enough, Kruk can easily be mesamado without flinching with Protect from Melee and Piety, while using only a few sharks to be safe. After killing Kruk, take his paw and get out of the dungeon by 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 greegree monkey kruk with your paw and a monkey talisman. You must navigate the tunnel through what you originally walked during the original Monkeys and undead spiders inside (an anti-venom or similar will make you immune to spike damage), but falling rocks will still harm you. It is highly advisable to bring a resistance potion, super energetic potions and food when going to Zooknock. Talk to Zooknock. Talk to Zooknock, and talk to him about the guest you're in - he'll create the Kruk monkey greegree for you. He will warn you that he cannot be sure how taking his form will affect him, as Kruk was guite powerful before his death. Teleport out of the dungeon once you get the greegree, equip it, and return to Awowogei. He will reveal that the monkeys are planning another attack with this information, talk to Garkor to finish Chapter II. Chapter III[edit | editing source] Necessary items: Weapon, armor to kill Kob and Keef, 20 coins (for Gu'Tanoth). Kruk greegree and Amulet M'speak, Recommended items: Monkey atoll teleports for guick access to Gu'Tanoth, hammer, chisel, food. The player challenges Kob to a deadly match. Go to the Troll Fortress. Run to the southwest room on the main level and find Kob; fight it (pray melee or spot safe walking through the door; he can't walk through the door; he can't walk through Protect from Melee prayer before talking to him and accepting his challenge, as he can reach up to 57. However, Kob can still hit through Protect from Melee with a maximum hit of 28. Players can kob security by running to the door and using Ranged, Magic, or a halberd, as he won't be able to When he is defeated, Kob will beg for mercy and agree not to help the monkeys. The player and Keef fight to the death. Then you'll need to go to Gu'Tanoth. Gu'tanoth. Find Keef, who can be found near the other municipal guards after all the bridges (where you solved the puzzle that a guard gave you in the Watchtower Search). Bring 20 coins, it will work.) Players with level 71 agility can use the shortcut near Keef to save time. Challenge Keef to a deadly match; Like Kob, Keef can knock through protective prayers, albeit on a reduced exit. Because Keef is a large NPC, you can use the next tree, for example, as a security point. Be sure to turn on Protect from Melee before entering the dialog with it. When Keef approaches death, he will beg for mercy and agree not to help the monkeys. Note: Before returning to Garkor, it is recommended that you equip weight reducing clothing and bring energy potions, super energy, or resistance to the final section of the chapter. Also, don't forget your Kruk Greegree and your talking amulet. Go back to Garkor to tell him that the ogree and trolls have agreed not to help the monkeys. A possible location of assistant Le Smith. He will tell you to go find assistant Le Smith, who can be found somewhere in monkey Atoll on rooftops or other high places are: upper floor of the prison. To access the top floor, take the stairs at the food store south of the chain. Top floor (up to two stairs) of the broken building next to the monkey child and aunt. At the top of the chain. Access this place by climbing the stairs in the broken building, go to the building east of the rune and search the southeast box to enter a cave. Go to the west side of the cave and climb the rope. Warning: You will suffer heavy damage (30+) when you fall into the dungeon, which can kill you if your Success Points are low. Alternatively, to avoid damage, go to the two stairs of the building with the seat icon and tie the lock. Continue south on the rooftops past the monkey archers until you reach the roof behind the rune tent. At the top of the bridge connecting the two watchtowers at the entrance. Talk to Le Smith telling 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. While wielding Kruk's greegree, talk to the monkey in the rowboat. He's going to take you to the platform. A map labeled the airship platform. Now, on the platform. Now, on the platform. Now, on the platform. with explosives, and place the loads around the platform. Guards are all over the platform. And if you get caught by one, the guard (LoS) is 2-4 squares in front of them, including the square in which they are. Corner tricks the guards are highly advised as it can save time. You may want to memorize the patrol patterns of the guards so that you don't accidentally sbar on one. Start by following the main path, jumping the first ladder in a no-way alley. 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 the other ladder. Go down this ladder and follow the path to find the bags. Be sure to collect six backpacks before climbing the ladder you just went down, turn the corner, and back to the ground floor [USA]. Go back to the first ladder you just went down, turn the corner, and back to the ground floor [USA]. other ladder. Go down this ladder and follow the path north, and you will eventually reach a barrel with the explosives. Fill in all your backpacks before going to each of the places where the loads should be placed. A player sneaking through the airship platform. Warning: If you are caught by the guards, the explosives will become drenched and become useless, forcing you to obtain more explosives again. However, all charges you've already planted will remain on the platform, even if you leave. When you have finished planting all the loads, DO NOT teleport; go out by the same ladder you entered. Leaving at no point this way will not restart the explosives. Loads must be placed on two pillars on the ground floor [UK]1st floor[US], two floors on the middle floor and two gas canisters on the top floor. One of the pillars is back to the beginning. Planting a bag on a pillar along the way, go back to the no-way staircase on the ground floor [UK]1st floor [US] and climb. Up again is for the two gas canisters (in each direction), while the last floor is to the west through a vine jump. Once you plant the last explosive, your character should recognize it. Leave the VIA LADDER platform by the ladder you arrived on (to speed up this part, you can let a quard find it and throw it off the platform). Leaving like this at no time won't restart the explosives. The player sat on top of a mutant gorilla, discussing plans with Glough's device, using charged onyx jewelry to infuse energy into his mutants. After reporting back to Garkor, return to Kruk's Dungeon where you defeated Kruk in the maze. If you From bringing a hammer and a chisel, you can search the boxes downstairs where you will fight the gorillas until you find one of each. You You Jump through the maze going north and using the monkey bars with Kruk greegree equipped. With Kruk's greegree still equipped, enter the north-to-north passage (do not go back to Kruk's room or go to the vine). Walk through the big doors in front, climb the atrophied demon gorillas back to their cage. Riding on your atrophied demon gorilla, attack the three tormented gorillas one at a time. Use Protect from Melee to deny the damage they deal to you, claiming that the last strain of mutagen was too unstable. You ask how big is this army of creatures he has prepared, and he says he is currently only using the guinea pigs, but once he perfects the mutagen in an aerial form, he will be able to free it through the Monkey Atoll. He then pulls a lever, activating a device that uses charged onyx jewelry to infuse energy into his mutagens. He will then teleport to find Le Smith. Now that he's gone, head to the nearby detention area to dismantle the demongorilla. Go up the stairs, diseguip the greegree, and take the loaded onyx from the device; then investigate any of the incubation chambers to confirm that the energy has been drained from the incubator, successfully corrupting it. Report to Garkor. He will tell you to report to Garkor. He will tell you to report to Awowogei that the trolls and ogres have given up the alliance, and that the secret weapon has had some complications and is too unstable to use on the battlefield. Frustrated, he cancels the attack on the mainland and removes Kruk from his post and duties. Go back to Garkor and inform him that Awowogei has called off the attack, showing Glough proceeded with his attack plans anyway in his airship. Chapter IV[edit | edit source] This fight takes place in an instance area. With death, all unprotected items will be moved to a grave outside the case. All items left on the ground will be lost. Glough's airship hovering directly over the Gnome Fortress. Inform King Narnode Shareen that the Gnome Fortress will be attacked by the aircraft. He will recommend that you recruit Nieve, the most skilled warrior they have. Nieve can be found at the entrance to the Fortress, and she will agree, causing your cousin Steve to take his place. If the player talks to Steve from this point, until the mission is finished, he will have the nieve's chat in his place. Simply walking around the Fortress with tortured gorillas will appear. They will only use melee attacks, so they can be saved using various trees and scenarios in the Fortress. Kill four of the Big Tree. If you can't find her there, go out and come back, she'll come back. You can also press the Call follower button at the bottom of the Worn Equipment interface. The remains of Glough's airship after it crashed lands north of the rest while you and Nieve go to the crash site and confront Glough in case he's still alive. After that, head northwest of the Great Tree, and talk to Garkor. It is located near the swamp frog and the swamp of the worm king and the turtle enclosure. Go to the crash site and enter the Crash Site Cave. There are four more tortured gorillas out there; Players don't have to kill them, so pray magic or range and pass them. Get ready to fight two tortured gorillas and two demonic ones. After walking through the cave (do not climb the stairs, as it leads nowhere) you will see that Glough survived the accident, and brough this best experiments. After the end of the cutscene, the tortured gorillas will enter and attack; these are slightly stronger than the ones you fought off and can use various combat styles. When you kill one of the tortured gorillas, a demongorilla will jump into the fight. Demonic gorillas are much stronger, boasting more health and damage. Most notable is their ability to use protective prayers, which act similarly to player prayers in a PvM situation (Player vs. Monster); however, the Verac set will not hit through your Protect from Melee, so you must bring two forms of combat if you kill them normally. If you die here, Nieve will be waiting outside the Great Tree when he returns. Demon gorillas have all three attack styles. His white throwing attack is Ranged, Green is Magic, and melee fighting is Melee. Protect accordingly! It is also possible to let Nieve kill all four gorillas; then run out of the gorillas; then run out of the gorillas; then run out of the gorillas; then with magic or varied until they change the prayers so that Nieve can reach them. Nieve will not attack gorillas if you use Call follower: also, nieve some time to aggro the gorillas if you are on a black demon hunter task, the demongorillas as in deaths by tasks, and a slaver helmet can be worn. Additional note: Nieve will NOT attack the Gorillas if they are not in the room they they down on. You will need to put them trapped as shown in the photo to the right just after having them attack you. An easy place you can hide while allowing Nieve to defeat the gorillas for you For struggling players: If you're having trouble killing all the gorillas, simply kill both the tortured gorillas that appear; then leave the room and hide in such a way that the demonic gorillas, tank a few blows of Demon Gorilla 1 so that Nieve knows which to attack; So hide and let her finish off that particular gorilla. Repeat these exact steps for the second demongorilla. If they are praying to protect from the Melee, use varied or magical attacks until they change to protect from missiles or magic, and then hide again. Chapter V[edit] edit source] This fight takes place in an instance area. With death, all unprotected items will be moved to a grave outside the case. All items left on the ground will be lost. Nieve is killed by a collapsing stone after Glough's transformation. After defeating Glough's demongorillas, he will drink his own mutagen, turning into an abomination, and then retreating. Nieve 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 return to a bank and replenish supplies, as the fight will be challenging even for the most experienced player. The player will need to fight Glough in three separate chambers, which he will go to when his health drops. Note: If the player leaves the camera via teleportation, death or through the exit at any time during the first stage. For this reason, it is suggested that you read this entire section before proceeding. Phase 1 & amp; 2[edit | edit source] A safe point available for use in the first phase. In the first room, Glough attacks using Melee and can be safely attacked from the hallway using Ranged or Magic. Once Glough. The player here is in the center of the room where they fight Glough in Phase 1. In the second room, Glough uses range attacks as well as melee, stepping on the ground and causing more than 30 damage. It is possible, but difficult, to assert it using a weapon that has an attack range of 10 squares (in order of preference, as they may be available: twisted bow, dark arc, magic comp arc, crystal arc or Magic. Notably, the magic comp arc still has an attack range of 10 squares in 'Rapid' and can double-beat Glough in its third stage if it are trying to save him). To do this, you will have to lure him in and then stand exactly one square outside of his attack range, which is about half the room where he went to the first stage, a square east of the first black rock on the south wall. It is suggested to activate Protect from Missiles, as this reduces its damage a little; but it can still achieve up to 21 damage with each attack. Lure Glough out of the second room and back to the first, hugging the northern parts of the wall. When you draw Glough away enough, it won't do anything, allowing you to easily hit it. As soon as he drops to 50% health, he'll enter the final room. Strategy phase 3 #1[edit | editing source] Glough drags the player in his direction 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 him flying back and cause up to 66 damage as a result. For this reason, it is recommended that players maintain their health at 80+ to prevent death as a result of this attack. Protecting yourself from Melee is highly suggested if you use melee equipment to attack you. Glough won't teleport him until he's damaged. Recoil rings are suggested, especially if you try to partially security it as detailed below. Therefore, it is recommended to keep the Auto-Retaliate disabled and only attack Glough's magical attack drags the player away from his melee attack and deals a great deal of damage. However, it can be explored only to allow damage from your magical attack. To do this, use a strong-range weapon, such as the toxic tube, stand a square just west of him and continue attacking him. Protect from Magic is highly recommended if you use ranged or magic to kill Glough, as your teleport causes very high damage to the magic base. Its damage to the magic base. Its damage appears to be roughly halved using the correct prayer. If using this strategy, it is advisable to bring combo foods (e.g. a 'main' food, sharks or tuna potatoes, with

pineapple pizzas and/or beers/restorations and/or karambwans) plus one-click food (e.g. tuna potatoes) over a beer/restoration method, as the tick for you to move a square away and use your potions is not enough to counteract your damage. It is also possible, although difficult, to eat a karambwan, a high-healing food and a potion all in a tick. Another technique to use is when Glough teleports you to protect yourself from melee and use melee attacks. When Glough pulls you away, protect yourself from the missiles and use ranged attacks. The toxic tube and the whip are great weapon choices. Also a dragon or halberd crystal works wonderfully for piece piece Health. Strategy phase 3 #2[edit | edit source] It is possible, but requires skill, time, and a good connection to kill you in its third phase without taking any damage with a 10-square range weapon. It is possible to partially secure the Glough pot in its final form, preferably with a dark bow because of its double attack. Interestingly, the magic comp arc will also fire twice if you use this method (#1 below); the second time immediately after being teleported, even while clicking spam away from Glough. His safety, especially with the #2 method, requires great time and experience with RuneScape's .6 ticking system. Glough has an attack range of 11 squares and an assault 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. One player demonstrates the safety technique for Glough's third stage, attacking once to be dragged, and another attack before running back quickly. Turn on the quick prayers and then attack him. It will attract you (teleportation) to it. If you want or need to keep the Prayer, turn it off in the middle of the flight. After (or during, it makes no difference) to be teleported, very quickly (spam click on the minimap) run back at least 11 squares (1 square north of the small black rock). Similar to the falter, you can run continuously between the previous chamber and the corridor to cancel Glough's assault. You will have to walk while shoot at it (otherwise you will run an extra square), and then hold CTRL to run back north out of your range without having to allow execution. The first few times you do this before you get the hang of it, you should use the guick prayer set up just in case it teleports you, or it can hit more than 60 damages. It can be killed very slowly, but relatively safe using this method. If you are using magic, cast your spell out of the spell book, DO NOT use autocast, as you will pass a tick still before actually using the spell. Running or going back has little impact on this method. Using a blow pipe, you can hit two blows at Glough and eat before he lures you back with his magical attack. This allows you to make a constant flood of attacks without having to worry about your health. Although it is recommended to use a blow tube, a beast will work too, only you will be able to: A) land a blow with a healing method, or B) land two hits without a healing method. If you are already at your maximum points, you can revert to more methods of selling damage, such as a dark arc in place of feeding as well. Start the battle by attacking Glough in his first quarter, then to the room you entered. Glough will be stuck between the passage and you can safely attack him for 75% health without taking any damage. Prayers of protection are not necessary this stage of the fight as Glough only uses melee. For the second phase, run and attack Glough. He will attack with a ranged attack, but protective prayers do not affect this attack. Run back to the first room Glough was inside and go after the gray rock. As long as you're behind the line parallel to the rock, Glough can't hit you. From here, you can safely attack glough up to 50% health. Make sure you are using longbow if using a long bow. For the last stage, you must first run up to the gray rock in the passage near Glough. Be careful not to go through the rock. Set your quick prayers to protect from magic and eagle eye or rigor if you have them. Connect them, attack Glough, and when you start the attack animation, click spam 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, you will have to repeat the whole fight again. Ending[edit | edit source] Meeting with Awowogei and Narnode to negotiate peace. As soon as Glough is defeated, the cave will begin to crumble. You will be automatically teleported out of the cave at short notice by Zooknock, who decided to take it out after detecting a very powerful presence inside the cave, but failed to get a padlock on Nieve. You will explain that Glough was defeated and that Nieve died in battle. You will then be instructed to report to King Narnode, and he will offer to teleport you directly to the King. Report to King Narnode, telling him that Glough was defeated and that his demonic creations were trapped in the depths of the caves. He will then tell the player that he has received a message that Awowogei himself wishes to visit the Fortress and establish a peace treaty between monkey Atoll and the mainland. He decides to accept this offer, and a cutscene will follow where Awowogei will negotiate a peace treaty with King Narnode Shareen with you as witness to this moment of historical importance, opening the gates to Marim to the continent for all. Congratulations, full search! Rewards[edit | edit source] 4 Search Points 25,000 Slayer experience 20,000 Agility Experience 15,000 Thieving experience 15,000 Hunter experience Cave Access of the Crash Site containing Demon Gorillas. The ability to communicate with monkeys without the monkey amulet. All NPCs on the surface of the Monkey and Cobapohk Javelin Store. Access to new glider point directly to the Monkey Atoll. 2x 50,000 Duke experience rewards on your choice of Magic, Ranged, Attack, Defense, Strength or Hitpoints. Found on the hill east of the monkey Atoll. (Climb the west hill.) Ability to wield heavy heavyweight 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 cover slot. Bobawu will now follow your laps of the Monkey Atoll Agility Course, with you being able to turn your monkey into other variants by completing a series of laps The ability to refight Glough looking at the Burning brazier at Zooknock's house. The ability to recover Lost Greegrees from Zooknock in his Stronghold gnome home (no need for supplies). Access to a new manic monkey hunting area where Glough's lab used to be in Kruk's Dungeon. Several dragons will now release dragon darts heads. Music unlocked[edit | editing source] Monkey M mission was planned to be launched at The Old School RuneScape on May 5, but was postponed for a day after the mission is complete. Monkey Madness II is one of five missions not to play the standard mission completion song, instead of playing the chattering monkey sound. Mountain Daughter plays Asleif's singing, Sins of the Father plays a melancholy melody, while Regicide and Recruitment Drive play nothing. During the cutscene in which is translated as Alma to the eye!, suggesting that the spell teleports the caster to where his eyes are focused. When he goes out to look for assistant Le Smith, he uses the umesc pro ta andra! enchantment, which is translated as Alma to the city!, suggesting the teleported spell to Marim, where Le Smith is found. When 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 & amp; King Awowogei signed a peace treaty. to which she answers Glough's evil plans always threaten to disturb the balance of our world. I'm glad you were able to stop him. After the search, most of the monkey NPCs in monkey Atoll will still talk to the player as if they were an ordinary monkey. Exceptions include Duke, the Monkey child (as he is usually spoken in human form), the monkey archer when entering or leaving Marim's gate (he will say an ally wishes to pass), and Awowogei. A login screen competition was held the week prior to launch to use a of the player's login to the Main Menu in order to commemorate the first mission to be launched in the Old School RuneScape. The winner of the competition, com have given up the alliance, that the airships have been destroyed, and that the secret weapon is unstable, Awowogei says, You failed me for the last time, Vou 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 finish Keef with a multi-hit attack (e.g., the special dragon dagger or dragon halberd), he will lose once for each final, with the same dialogue each time. When confronting Glough at Crash Site Cavern and Nieve says I swear by my bright blue shield that I'll end up with you here., it may be a reference to the line of the TV show Firefly I swear by my beautiful floral beanie that I'll finish you off. Gallery[edit | editing source] A work of mission art. The login screen after the mission launch. The demonic gorilla printed in 3D given to the winner of the login screen competition. Winner.

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