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## In aid of myreque rs3

After vanstrom Klause's attack on the Myreque - and with the deaths of both Sani and Harold - Veliaf is counting on you to help. Now that the Myreque Freedom Fighters' base camp has been unveiled, they must move on and set up the base elsewhere. Veliaf has heard of a little known village south of Mort'ton, referred to as 'Burgh de Rott'. This could be the place to mount operations to retaliate against the evils of Lower Convict Vergidiyad Drakan and his vamp Syrian overlordship in Morytania. And who knows what other secrets about Morytania and his dark past will be revealed? Start with a conversation with Veliaf Hurtz in the Myreque shelter under the hair of the Dog Inn in Canifis. Required Skills: 7 Magic, 15 Mining, 25 Crafting Quests: In Search Of the Myreque, Nature Spirit Items: 10x Bronze Hatchet, 5x Bucket, 1x Coal, 1x Cosmic Rune, Food, 1x Hammer, 10x Mackerel/Snail, 1x Mithril Bar, 20x Nail, 1x Pickaxe, 11x Plank, 1x Rope, 1x Sapphire, 1x Silver Bar, 1x Silver Sickle (b), 1x Soft Clay, 1x Spade, 2x Steel Bar, 1x Swamp Paste, 4x Tinderbox, 1x Water Rune Recommended Ratings Difficulty: Intermediate Length: Medium Getting started Here's the route to the quest starting point: Red is the route of Varrock, Blue is the Fairy Ring teleport (code CKS), Yellow is the route after Ectofuntus teleport, Purple is the Canifis Lodestone teleport, Green is after Canifis teleport (Ancient Magicks). Go down the trapdoor behind Canifis pub, then push the Strange wall, walk a little south-east and squeeze past stalagmites. To start the search, talk to Veliaf. Go through the whole conversation and he'll tell you to find a new hiding place. According to him, this can be found in Burgh de Rott, a village south of Mort'ton. Go through the wooden doors a little south-east, over the bridge in the south, then take the boat to Mort'ton. Walk south through the city, over a bridge and you've found Burgh de Rott: If you try to enter the city, people throw rotten tomatoes at you. Talk to them and you still won't be able to get in. Search a nearby table and search the box next door. Put some food in the chest and that's your key in the city. They seem to trust you now. Talk to one of the villagers and ask if there is no 'out of the way'. They'll tell you about a trapdoor you could enter in the pub. At the end of the conversation it becomes a little clear: You have to help rebuild the city. For the next part you need a pickaxe to clear the debris on top of the trapdoor. Climb into the pub over 'Broken down wall' and use your pickaxe on the pile of debris. A little west of the pub is a pit with a bucket re-spawn next to it: Take a bucket before entering the basement. Now through the trapdoor and into the basement. Bring a spade. You must now have 15 debris. Make sure you have at least 6 free inventory spots to carry it. In everything you will 5 buckets or 5 trips to free the basement from its rubble. Use your pick-axe to 'mine debris' (gives 30 exp per stack) then use your spade on debris to fill the bucket and retrieve other 'debris' consisting of different types of nails, broken glass and a rock. Do this with three piles of rubble, then fill your bucket with the debris. Now you have to empty the bucket(s). This can be done in the village in only one place: On the rubble pile behind the pub (you also right-click the bucket and choose the empty option). Once erased you will find a plaque on the wall: Find it and it will show: Two items you will have found are a Dusty Scroll and a Plaster fragment. The basement has now been cleared. Go back upstairs and talk to Razvan (or a villager) and you will now be asked to help rebuild the city. Rebuilding the village For the shop is necessary: 6 shelves and 24 nails the type of nail does not matter, use the one you picked up cleaning the basement of the pub. Shelves can be purchased from Mortton when you're done shades of mortton quest. Find the hole in the wall, then climb the ladder out and find the hole in the roof. Use the boards on both holes and go back to talk to Aurel. He will now ask you to help stock the store. To do this you need to collect some items for him. Everyone needs to collect 10 bronze bees and 3 Tinderboxes. You also need to collect 10 Mackerel or 10 Snails. You also get a crate to store these items in order to store some stockrooms. Fill the crate with the necessary items and return it to Aurel. You will then be asked to help repair the bank. You need 2 shelves and 1 Swamp paste to fix it. Both can be purchased from Builders store in Mortton. Use the shelf with the bench cab and it's done. Talk to Cornelius and he'll tell you to fix the wall. For this you need 3 planks and 18 nails (of any kind). Talk to Cornelius again and he'll tell you to recruit someone, ask him if he's ready for the job and he'll say yes. You now have access to your bank. Talk to one of the villagers and they'll tell you to fix the oven. You will find the oven in the southeast corner of the village. Find the broken oven: You need two steel rods to repair the hole, a coal and a tinderbox to light it. Use the steel rod with the broken oven and this will repair the hood. Find repaired oven and you'll find it without fuel. Use a coal with it, and then use the tinderbox on the oven. A cut scene follows... And you end up with more problems ahead. Gadderanks has turned up to collect blood from the people of the city. Talk to Gadderanks who are in the General Store. want you to give blood. Talk to the others around and Gadderanks will speak to you. Attack him and he'll be down, but not dead. He'll tell you his Vampire Juvيناتes will do it. Do. Him. Now use your Silver Sickle (b) and with Veliaf's help you'll kill the Vampire Juvيناتes. Once they are dead talk to Gadderanks and he will tell you about a drink. He'll also drop his Gadderhammer. Talk to Veliaf and he'll tell you to meet him at the old hideout in the Hollows. Go over there and talk to him again. Now talk to Polmafi or Radigad and they'll go to the new hide-out in Burg de Rott. Talk to Veliaf again and he'll ask you to accompany Ivan Strom to the temple. Talk to Ivan and you'll have a choice of two routes. Route 1 is described as the hard route, leading through Canifis, and you must beat two level 68 Vampire Juvيناتes. Route 2 is the longer route through Mort Myre Swamps and you'll face four weaker Vampire Juvيناتes. Note: Before you go, you have the option to equip Ivan with steel legs, chain mail, a steel medium helmet and a sickle. You also give him up to 15 pieces of food (he only accepts snails, salmon, slimy eels or stews). The best option is route 1. Wield your Silver Sickle (b) and prepare to be ambushed. You must protect Ivan Strom as he will flee back to the hide-out if he is up to half the health. The trick is to use the environment so that the Vampire Juvinate can't reach Ivan when you're fighting them. Ivan will follow you everywhere and you'll have a little time to find the right place. Should Ivan Strom flee you should go back to the hide-out and try again. There is a way out that will teleport you near Canifis: an escape route on the south side of the 'room' in which you are located. The faster way to come back is to log out and log in again. Now go to Drezel and talk to him. Either go through all options or immediately choose the option: the people of Morytania rely on this and he gives you a 'Temple library key'. Use this with the keyhole between the planks on the eastern wall. A trapdoor opens and you go into the library. Now search through the bookshelves and you end up with three books in your inventory: an 'Old Book' a 'Battered tome', and a 'Textbook'. Read all three and go back to the Hollows. A little north of the entrance to the hide-out is a boarded up cave entrance. Use a hammer with the wooden board and enter the cave. Walk south then east and you come to Ivandis Seergaze's grave. Use soft clay on it and you will end up with a mold. Now find an oven with a Mithril bar, Silver bar and a sliced Sapphire in your inventory. Use the Mithril or Silver Bar on the oven to make a 'Silvthrill rod'. Cast 'Enchant level 1 Jewelry' on it and return to the temple where Drezel is. Go through the gate past Drezel to a larger room. With a rope in your inventory, use the 'Silvthrill rod' with the well in the middle of the room and you get a 'Rod of Ivandis(10)' Go back to the shelter in the basement of the Burgh de Rott Pub and indicate the Rod Quest complete! Rewards 2 Quest Points 2,000 Attack experience 2,000 Defence experience 2,000 Strength experience 2,000 Crafting experience 2 spins on the Squal of Fortune Ability to make Guthix Balance Potions and Rods of Ivandis You get to keep the Gadderhammer. The Gadderhammer The Gadderhammer will be dropped by Gadderanks if you kill him. It's a two-handed weapon with speed like a long sword. If you lose it, you can buy it back from the Burgh de Rott store for 3,000 coins or buy it from another player. Rod of Ivandis As explained in the guide, these can be forged using a silver bar with a furnace with a mithril bar and a carved sapphire in your inventory, before you spell Level-1 enchant and attach a rope to it, and finally using it on the well in the Paterdomus Dungeon. The special attack can only be used on vampires, and will freeze them in the air, so you use Guthix Balance Potion on it. For more information, see the Vampire Hunting Guide. Fast Quest Walkthrough [\*] Talk to Veliaf [\*] Find the table and chest [\*] Put food in the chest [\*] Talk to one of the villagers [\*] Use pickaxe on the rubble [\*] Clear the rubble [\*] Find the plaque [\*] Talk to one of the villagers [\*] Find the holes in wall and roof [\*] Fix the holes [\*] Talk to Aurel [\*] Give him the necessary items [\*] Fix the Bank Booth [\*] Talk to Cornelius [\*] Talk to any of the the villagers [\*] Fix and light the furnace [\*] Talk to Gadderanks [\*] Talk to other people around [\*] Attack Gadderanks [\*] Kill the Vampire Juvيناتes [\*] Talk to Gadderanks [\*] Talk to Veliaf [\*] Talk to Veliaf in Hollows [\*] Talk to Polmafi or Radigad [\*] Talk to Gadderanks [\*] Talk to Veliaf [\*] Talk to Veliaf in Hollows [\*] Talk to Polmafi or Radigad [\*] Talk to Gadderanks [\*] Talk to Gadderank [\*] Talk to Veliaf [\*] Talk to Ivan [\*] Bring Ivan to the Temple [\*] Talk to Drezel [\*] Use Library Keyhole [\*] Go down the trapdoor [\*] Find the bookcase [\*] Read all the books [\*] Use hammer on the wooden planks [\*] Enter the cave in [\*] Use Soft Clay on the tomb of Ivandis [\*] Make a Silvthrill Rod [\*] Cast Lvl-1 Enchantment on the [\*] Use Unblessed Rod on Well (with Rope) [\*] Give the Rod to Veliaf [\*] Quest Complete! Full

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