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Easy clue osrs map



Arena is your next destination. Talk to Jeed. Stand with your husband. Kill the level 2 man downstairs to get a key. Stop crying! Talk to the head. Talk to the Head Mourner, he's in West Ardougne, in the room top right, (the room with a range) and go down the trapdoor.\* You have to be in mourners gear to access this area Surprising? I bet he is.... Sir Pysin on the first floor of Varrock Castle. Thanks, Grandma Talk to Tynan at Tynan's Fishing Supplies at the Piscarilius House on the Northeast Corner. The beasts to my east snap claws and tails The rest in my west can glide and eat fish The northerly are stupid and jump and wail Count by my fire and make a wish Between the penguins and scorpions in the Ardougne Zoo - Dig by the torch. The cheapest water for miles around, but they react badly to religious icons. The Bandit Camp, south of the Bedabin Camp. Search the crates in the store. The crate on the ground floor of a church is your next location Ardougne church - Next to ladder The dead, red dragon looks down on this chest. He really needs to dig off the view. The coffin in the southernmost room of the Examine Center (south of the Digsite) with a Dragon's head above it. Kill a barbarian for the key The hand doesn't listen, speak to The Face in Port Sarim. Talk to The Face in Port Sarim, at the entrance to the Rat Pits. The keeper of Melzars... Reserve? Skeleton? Anar, what's going on? Talk to Oziach The Rune Plate seller - West of Edgeville There is no worthier gentleman. Lord Iorwerth in the Elfkamp They are everywhere, but they were here first, digging for treasures where the land is rich in ore. Dig at the entrance to the security stronghold in the Barbaric village. This aviator is at the height of his profession. Speak to leprechaun pilot at the top of White Wolf Mountain. This crate holds better than a broken arrow. A crate in the varying guild near the northernmost ranging store. This crate is mine all the way from me, even if it's in the middle of the desert. It is the mining camp in the middle of the desert. Search the crates there. This village has a problem with cartloads of the undead. Try checking the bookcase to find an answer. The bookcase in the antique shop in Shilo village. Village, the bookcase on the western wall. Try not to step on an aquatic nasties while searching this crate. In the Shack on the Fishing Platform you're going to during the Sea Slug quest. When there are no weapons at hand, now is the time to think in Saradomin's name! redemption is getting closer. Entrana in a drawer in the house with a glass blowpipe. If you get tired of fighting, go deep, deep into it until you need an antidote. In the Yanille Agility Dungeon you go down a floor where poison spiders then go to the stairs and search the crates next to them. You have all the elements available to resolve this designation. Elemental Workshop in Seers Village. Check the crates north of the East Anvil. You have to look for a city with a central fountain. Look for a locked coffin in the city chapel Find the coffin in the chapel in the northeast of Varrock (north of the museum). The coffin reads 'Ownership of The Monastery of The Bell Tower'. Go to the monastery southeast of the Bell Tower (south of Ardougne) and kill a monk for the key. You will need to cook to solve this. Search the crates in the basement of Lumbridge Castle. Fairy Ring Clues require Fairytale II to begin with. These clues are in the form of 'ABC 1234', with 'ABC' meaning the Fairy Ring code, and '1234' which means how many spaces you have to move to dig. The numbers match the Compass (NESW), also easily remembered by the Elementary School saying Never Eat Moist Waffles. In this particular case, this clue would mean that you should place ABC in the Fairy Ring code screen, that you would teleport to that area. From the exact point of landing, you would move 1 space North, 2 spaces East, 3 spaces South, and 4 spaces to the west. Below is a list of all the clues regarding this. Note: Steps: Image: AIR 2331 Go to code AIR. 2 steps North, 3 steps to the east, 3 steps to the south, 1 step to the west N/A AIQ 0440 Go to code AIQ. 0 steps North, 4 steps to the east, 4 steps to the south, 0 steps west N/A BJR 1123 Go to code BJR. 1 step North, 1 step to the east, 2 steps to the south, 3 steps to the west CIS 0009 Go to code CIS. 0 steps North, 0 steps to the east, 0 steps to the south, 9 steps west N/A DKS 2310 Go to code DKS. 2 steps North, 3 steps to the east, 1 step to the south, 0 steps west of N/A These clues require you to perform one of the many emotes at a specific location, while also equipping 3 specific items. You also equip other items, but you need at least the 3 specified by the designation. When you perform the right emote while resting the right items, Uri appears and give you the next clue or box. The table below gives the emote directions along with the specific locations and items needed for the designation. There is also a list of some ways to obtain the items. Of course, if you don't want to make the items yourself, you always buy from other players. In one of the clues that tell a Double Agent, you have to fight a look alike of Uri Molotov. The Double Double Level for clues leading to the wilderness will level 65 and for clues leading to all other areas, it will be level 108. After you fight the Double agent, you must re-run the emote and Uri Molotov appears instead. Clue Location Dance at the cat-doored pyramid in Sophanem. Watch out for double agents! Rest a ring of life, an uncharged amulet of glory and an adamant two-handed sword. Klenter's pyramid in Sophanem. These are enemies known to drop clues. It is also possible to get a clue from a Mort'ton dungeon breast (see the Shades of Mort'ton Quest Guide for the first info). Enemy: Combat Level: Where to Find: Reward Level: Gem Rocks 0 varies spots in the game. Clue Geode Man /Woman 2 Almost in every town Low Rock Crab 13 North of Relleka Low Goblin 2 Different Places - near Lumbridge, Goblin Village, Goblin Cave near Fishing Guild Low Goblin 5 Different Places - near Lumbridge, Goblin Village, Goblin Cave near Fishing Guild Low Barbarian 7 Barbarian Village Low Farmer 7 different areas Low Barbarian Woman 9 Barbarian Village and Varrock Castle Low Al Kharid Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M Member N/A H.A.M. Village Low Thugs 10 Wilderness and in some towns - Varrockprimarily Low Rogues 14 Rogue House in level 51-53 Wilderness Low Thief 16 In some towns primarily - Varrocky Ogre Coffin N/A Check the Fleshgre Eater Quest for more info. Low Guards 21 In almost every major city Medium Cockatrices 37 Fremennik Slayer Dungeon Medium Tribesman 32 Karamja Jungle Area Medium Jogre 53 Karamja Jungle Area Medium Ice Warriors 57 Ice Cave close to Rimington and Wilderness Medium Paladin 62 Ardougne Medium Dagannoth 74 Dagannoth Area Under Lighthouse Medium Cyclops 76 Warrior's Guild High Jelly 78men Frenik Dungeon High Green Dragon 79 Wilderness - South Lava Maze High Greater Demon 92 Level 45 Wilderness and Entrana Dungeon High Blue Dragon 111 Taverley Dungeon and Hero's Guild High Hellhound 122 Family Crest Dungeon and Taverley Dungeon High Red Dragon 152 Red Dragon Area of Wilderness (Lava Lake Area) High Black Dragon 227 Taverley Dungeon and Wilderness Lava Maze Dungeon High Steel Dragon 246 Karamja Dungeon 246 Karamja Dungeon , southwest of Brimhaven High King Black Dragon 276 KBD Lair, near Lava Maze in Wilderness High Use a world with a low number of players. Avoid taking valuables, take as few valuables as you do (and remember to use protect item if it looks like you're going to die). Bring antipoisons. Bring a teleport (I recommend a spell with runes no something like glory ammy, as runes are cheaper and tele spells are a bit use). Have Prayer 43 or higher so you use protect prayers. If you see someone coming, sign up and change your world. Think of the 3-way triangle of power. If you attack a magician with a warrior, your chances of winning are drastically reduced. Reduced. A good idea to have a reasonable amount of levels in each skill so that you change between them when needed. Bring the best food you can afford. You never know when you're going to need it. If you are under 45 fights it is advisable that you are behind the 20 level wilderness if you teleport here and do not lose your items. If you're not there to pk then try to choose a good route by missing all the top PKing spots. If low energy, plug in your tracks and wait a while while doing so keep an eye out and the cursor over the sign-out button in case of emergency. If your clue goes past 40 in the wild, then the best way out is through the portal. But there's the axe hut nearby. If you go right next to the lava on the side close to axe hut, you're just barely out of the map range, but it's safer to go the long way around the portal. Avoid multi combat zones! If you are being chased in a non-multi-zone, attack an NPC like this will stop the attacker from being able to attack you. Move slowly away, rising up energy; When the NPC dies, walk, then after 10 seconds opt out and switch worlds. Make sure you have full health and prayer before you get the wildy. Never open a box until you get out of the wildy, in case it contains more than 1 good item. When you are attacked by another player and he has used teleblock on you, click on your mini card deep in an area of trees and you will encounter it, but the person following you will last a little longer, this usually gives you a bit of a head start and sometimes 10 seconds to log out. When you log out to get away and in another world make sure your private chat is turned off or on friends that way as the PKer you added he won't know what world you are in. If it's a deep wildy clue, don't bother walking the magician arena down, just cut through the webs and pull the lever. The same goes for the abandoned hold: if you're not teleblocked, just walk in and pull the lever. Another trick is for people with 52+ Agility, if a team or a person chases you, walk into the agility arena, go through a few obstacles and log out, because even if the other person attacks you, they will have to come all the way through the obstacles giving you those precious 10 seconds. If a team comes after you and doesn't teleport, don't run into non-multi, so it limits the attackers. Attackers.

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