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From Old School RuneScape Wiki Map clues are an image of a location that the player must search to continue along their trail. Maps can be found about all clue scroll difficulties. They are raw pictures of a very local area. If the card leads to an X, the player must take a spade to the place indicated on the
map with the X and dig there. If the map leads to a crate, it should just be searched. Sometimes players can find a small pile of crates, or a multitude of them. Find them all until the next clue or the reward is found. Maps can include landmarks, such as buildings, fish to indicate fishing spots, roads, rivers,
bridges, and so on. Digging in the location pointed to by a map clue will never spawn monsters. Maps are sorted by boxes and then by X, and then from left to right based on the brand's location. Content 1 Beginner Maps 2 Easy Maps 3 Medium Maps 4 Hard Maps 5 Elite Maps Beginner Maps[edit... edit
source] Easy Maps[edit source] Medium Maps[edit source] Map Location Image Trailblazer Region Find the crate at the Clock Tower, southwest of East Ardougne. Using a Spirit tree to Battlefield of Khazard is the fastest route. Ardougne cloak's Monastery Teleport is also nearby. Kandarin In
McGrubor's Wood, west of Seers' Village. Fairy ring code ALS. As you approach from the outside, squeeze through the broken fence through the house. Kandarin Road between Rellekka and the Lighthouse. Fremennik At the
entrance to the Ourania Cave. Kandarin South of the path to Mort'ton; Fairy Ring BIP is nearby (50 Agility is required when you ring the fairy). Morytania Just south of the town square), north of the Tower of Life, near the Necromancer Tower. Dig two spaces north of the
smaller crate on which Bonafido leans. Fairy ring code DJP is very close, or use a Ardougne cloak to the monastery. Kandarin On Miscellania, one of the Fremennik Islands, just east of the castle. Fairy ring code CIP only accessible after completing The Fremennik Trials. Fremennik Just west of the
chemist's house in Rimmington. South of Falador, west of Port Sarim. Asgarnia West of the Crafting Guild. Dig north of the peninsula. Asgarnia North of Seers' Village, along the path towards Rellekka. Kandarin South of Draynor Village bank, near the fishing spot. Misthalin
Hard Maps[edit | edit source] Elite Maps[edit | edit source] Old School RuneScape WikiMap clues are an image of a location that the player must search for in order to advance in their path. Maps can be found on all clue Difficulties. They are raw pictures of a very local area. If the card leads to an X, the
player must take a spade to the place indicated on the map with the X and dig there. If the map leads to a crate, just be searched. Sometimes players can find a small pile of crates, or a multitude of them. Find them all until the next clue or the reward is found. Maps can include landmarks, such as
buildings, fish to indicate fishing spots, roads, rivers, bridges, and so on. Digging in the location pointed to by a map clue will never spawn monsters. Maps are sorted by boxes and then by X, and then from left to right based on the brand's location. Easy Maps Map clues are included in clue scrolls of all
difficulties. Cards with an x require the player to dig, while cards that lead to a crate require a player to search. This is part of our OSRS Treasure Trails Guide. Possible rewards for card four. Next to the entrance to the Ourania Cave. Possible rewards for card five. South of the path to Mort'ton. Possible
rewards for card six. Near the Necromancer Tower. South of East Ardougne and north of the Tower of Life. Dig two tiles north of the crate on which Bonafido leans. Home/news/OSRS Beginner Clue Scroll Guide: Hot Cold & Clue Solutions RS 3 Gold 202M $21.59 OS 30000K+Free 300K
$15.69 OSR 40att 80str 1def $35.00 05/02/19 After the release of Old School RS clue beginner scroll, you osrs receive hot cold clue and map clue with detailed solution and location. OSRS beginner indication hot cold digging
locations OSRS hot cold clues are one of the clue types in which a strange device tells you how close you are to the right location. After clicking on the strange device, it will tell you whether you are Hot (close to) or Cold (far from) the site of the treasure to be dug. The temperature is based on the distance
from the treasure of your location. Here is the list of locations in OSRS beginner indication hot cold: 1. In addition to Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: within the wheat field 2. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: inside the cow field 4. Northwest of Draynor Village Location: atop Ice Mountain 3. North of Lumbridge Location: atop Ice Mountain 3. North of
Manor Location: In the patch of mushrooms 5. In Al Kharid Location: northeast of Al Kharid Mine OSRS beginner clue map clue solutions was that show the locations you need to search. If there's an X on the map, you should take a spade to that spot and dig there. Here are solutions
for OSRS beginner clue map: Map Location Find the single tree west of the Champions' Guild outside Varrock. Dig two squares east of Falador's northern gate. Next to the fishing spot south of Draynor Village bank. Go to southeast of the Varrock mine and dig
a square west of the small fern. Find a fern behind the Wizard Tower. Dig the spot that sails a tile north of the fern. You could also read our OSRS Anagram Beginner Clue guide if you have any interests. In addition, you will find safe and inexpensive OSRS gold for on our site at any time. The RSorder
Team 60 - 70 Agility - To use many of the 64 Magic shortcuts - to use all regular teleport spells. 43 Prayer - To be able to protect against magic, use rockets, and melee. Rope About 100-500gp Each weapon Teleport runs to everywhere Amulet of glory(4) Some food Boots of Lightness Antipoison varies
due to the variety of each clue. Search this guide to see where your specific clue begins. You enter your coordinates and get a custom map (with beautiful red cross hairs at your specific location) using the World and Coordinate Map. Where to do the items needed to do a coordinates clue: Where to get
the items needed to do a coordinates Clue Sextant Murphy the trawler sailor in Port Khazard. Look at Monk in the bell tower. Navigation map Speak to one of the observatory's men. This next section will help you to become a master at figuring out coordinate clues without anyone's help! How to figure out
the coordinates: Imagine a big plus sign on the Runescape map. The centre of it marks the location 00 00min North, 00 00min East. This place is located in the Observatory, near the Castle Wars arena. If you move north in a straight line, the first set of numbers will increase, but the numbers that mark
East will remain at zero. If you move east in a straight line, the first set of numbers remains zero, but the set mark East will increase. An example: Suppose you have the coordinates 07 deg 00 min N, 00 deg 39 min E. This means that you have moved to a location north and slightly east of the
observatory. Each square on the Runescape ground is two numbers higher or lower from the adjacent squares, depending on which direction you are moving in. This photo shows the location of a square at the Tree Gnome Stronghold gate. If you get a coordinate that says, for example, 05 deg 14 min
South, 12 deg 03 min East, it means that the location is somewhere on the bottom half of the plus sign, in the east. It's all about adding and subtracting, but there's no big math involved. How to use the sextant: Your goal is to get the horizon and the sun in the center of the center piece. The centerpiece.
This lever increases the horizon in the center piece. This lever lowers the horizon in the center piece. This lever increases the sun in the center piece. Click Get Location to get the coordinates for the square you're standing on. 00 Degrees Coordinates Location
Image 00 degrees 00 minutes north 07 degrees 13 minutes west ** Regicide area, northeast of Tyras Camp (near the entrance of camp, before passing the thick forest) along a stick trap, digging near the stone to the back of the pond. 06 degrees 58 minutes north 21 degrees 16 minutes east Located on
the northeast fence outside Draynor Manor, on the south side of the River Lum. Lum. degrees 05 minutes south 01 degrees 13 minutes east east opposite the Observatory, West of Tree Gnome Village - Digging on the Southwest side of the Lonely Willow Tree 00 degrees 13 minutes south 13 degrees 58
minutes east on Karamja between two small lakes, just past the mud path through the banana plantation. 00 degrees 18 minutes east In
Lumbridge swamp, south of the cave entrance there is a very small peninsula with 4 mossy rocks nearby in the water, digging here. 00 degrees 16 minutes east Lumbridge swamps - From the hut to the Lost City, Head North East until you have an open area with rocks on the
ground, go to dig there 00 degrees 31 minutes south 17 degrees 43 minutes south of the church located south of Rimmington, West of Port Sarim - At the entrance of the ice caves 01 Degrees Coordinates Location Image 01 degrees 18 minutes south 14 degrees 15 minutes East On top of the seaweed
spawning, near Tiadeche, east of the harpie bug swarming across the river with the log book in it. 01 degrees 24 minutes north 08 degrees 05 minutes north of the tracker on the way to the elves along the leaf trap, looking for a path west of the leaf trap, there is a
stick fall, south of the stick trapped digging west of the first tree. The Zamorak wizard will appear, so be prepared! 01 degrees 26 minutes east In the middle of the Moss Giant Island at the highest point, west of Brimhaven - You need agility to get there. 01 degrees 35 minutes
south 07c 28 minutes east The Green Spider Island east of Yanille 02 Degrees Coordinates Location Image 02 degrees 46 minutes east Al Kharid obstacle Duel Arena. You have to challenge a player and put it on obstacles. The place where to do can be described as, near
the corner of an 'L' shaped wall with a vertical line attached to the lower 02 degrees 48 minutes north 22 degrees 30 minutes east Behind Lumbridge Castle - On the path behind the spin hut 02 degrees 43 minutes south 33 degrees 26 minutes east of the Teak tree east of Uzer 02 degrees north 06
degrees 20 minutes south of Ardougne, North of the Necromancer - Digging through the North-east side of the group of 3 willow trees 03 Degrees Coordinates Location Image 03 degrees 35 minutes South 13 degrees 35 minutes East. Dig directly north of the natural altar on Karamja. The place is just
north of a tree. 03 degrees 45 minutes south 22 degrees 45 minutes east ** In the Bedabin Encampment, located in the desert south of Al Kharid; digging place is from the small pond near the guarded tent. A Zamorak wizard will attack! 04 degrees Coordinates Location Image 04 degrees 00 minutes to
the south degrees 46 minutes east It's the mining area north of Shilo Village. Right in the middle of the place. It is *NOT* the gemstone rocks. Look at the map of the world. 04 degrees 03 minutes south 03 degrees 11 minutes east It is at the farthest point in the Ogre City of Gu'Tanoth. You take the
western path when you enter the main city and follow it, along the battlements and the broken bridge, over one last bridge. It's two steps west of the bone spawning. Saradomin wizard does attack and you must have completed the Watchtower quest. 04 degrees 05 minutes south 04 degrees 24 minutes
east ** On the Ogre island south of Yanille. To to access it, you have to go through the tunnel south of the island, between a spear wall and a grouping of three roots. A Zamorak wizard will spawn and attack you. Kill it and dig again. 04 degrees 13 minutes
north 12 degrees 45 minutes east Crandor island area with the King Scorpions - Go to the northernmost part, East of minutes to the south 16 degrees 16 minutes east ** Inside the Karamja Shipyard, southernmost house. Dig by the window between 2 bookshelves and a Zamorak
wizard will attack! (See the Grand Tree Quest Guide) 04 degrees 41 minutes north 03 degrees 09 minutes to the west On the way to the elves forest where you will kill the mourning's Ends Part I Quest. 3 red spines spawn here. Dig 1 step north of the southernmost red spinei. 05 Degrees
Coordinates Location Image 05 degrees 20 minutes South 04 degrees 28 min East Dig right next to the northernmost rockslide in Feldip hills, through the plain rock mine. 05 degrees 37 minutes north 31 degrees 15 minutes east right behind the tree of the Nature Spirit in Mort Myre swamp, a Saradomin
wizard will attack! 05 degrees 43 minutes north 23 degrees 05 minutes east The Lumbridge cow pen by the river - North of the windmill between Draynor and Lumbridge 05 degrees 50 minutes to the south 10 degrees 05 minutes east On Cairn Isle next to Tinsay, you are attacked by a Zamorak Wizard.
06 Degrees Coordinates Location Image 06 degrees 0 minutes south 21 degrees 48 minutes east The far west end of the Desert Bandit Camp, next to a cactus and the coastline 06 degrees 11 minutes south 15 degrees 07 minutes east ** East part of Karamja just north of the steps you balance on
leading to a Jungle Forester 06 degrees 31 minutes north 01 degrees 46 minutes west At a grouping of 3 southwestern lakes of the Tree Gnome Stronghold - digging between the 2 easternmost lakes. 07 Degrees Coordinates Location Image 07 degrees 05 minutes north 30 degrees 56 minutes east in
Mort Myre swamp, significantly north of the island where the Nature Spirit is; digging near a rotten tree 07 degrees east Lady of the Lake, SouthWest of the gate leading to Taverley - Digging on top of some leaves. 07 degrees 43 minutes south 12 12 26 degrees east in the
Kharazi Jungle. Two steps south of the water pool used in Legends Quest. Must have started Legends quest. Don't forget to bring your best axe. 08 Degrees Coordinates Location Image 08 degrees 03 minutes north 31 minutes 16 degrees east in the Mort Myre swamp.
Almost directly south of the gate leading in. Go down, it was the second lake south of the gates. 08 degrees 56 minutes east ** The southeast corner of Kharazi jungle (Legends Quest area), dig on the brown spot. 08 degrees 26 minutes south 10 minutes 28 degrees east **
In the Kharazi Jungle, all the way south of the cave you did legends in, digging near a corpse, near the coast. 08 degrees west-west corner of the Gnome Stronghold, cross a bridge to the terrorbird pen, leave the east-northeast gate of the pen and dig near the
water. 09 Degrees Coordinates Location Image 09 degrees 33 minutes north 02 degrees 15 minutes east Baxtorian Falls, Second island on the waterfall - You have to bring a rope, Dig just in front of the dead tree at the edge of the waterfall 09 degrees 35 minutes north 01 degrees 50 minutes west N / A
09 Degrees 48 minutes north 17 degrees 39 minutes west of the entrance to Ice mountain, south of the Oracle, a little northward between two trees, near the old magic ropes teleport spot. 10 Degrees Coordinates Location Image 10 degrees 45 minutes north 04 degrees 31 minutes east of Seers village,
near the coastline north of the Coal Trucks. You use the log to the south to pass (Requires 20 Agility) or go around the Fishing Guild and enter through the gate. 11 Degrees Coordinates Location Image 11 degrees 03 minutes north 31 degrees 20 minutes east It's northwest of Canifis (the werewolf city) in
the marshes, just above the river portal (must have completed Priest in Peril quest to get there). Head north to the gate to the north side of the path, south of some large roots. 11 degrees 05 mins north 00 degrees 45 minutes west Between two marshes
northwest of the Grand Tree 11 degrees 41 minutes north 14 degrees 58 minutes east An area surrounded by a fence next to the pub in Burthorpe 12 Degrees Coordinates Location Image 13 degrees 46 minutes north 21 degrees 01 minutes east of the Bronze
arrow respawn in level 11 wilderness in the upside 'u' of mushrooms. 14 Degrees Coordinates Location Image 14 degrees 54 minutes east 2 steps west of the swaying tree where you chop a branch of during the Fremennik Trials Quest. 15 Degrees Coordinates Location
Image 16 Degrees Location Image 16 degrees 03 minutes north 14 degrees 07 minutes east just above the entrance to Mad Eadgar's cave on Trollheim Mountain 16 degrees 45 minutes east * In the graveyard of shadows in the level 20 wilderness - From the eastern entrance.
follow the curly road until you see a dead tree next to it. Dig directly north of it to find the coffin. A Zamorak Wizard will attack! 16 degrees 54 minutes east ** Northern part of Troll Stronghold, 3 steps west of Mushroom the sleeping troll. A Zamorak wizard will attack! 16
degrees 35 min North 27 degrees 01 minute East Level 22 wilderness - north of the Hill Giants den, there are a few volcanoes on the northern edge of the group. The excavation is just southeast of the western volcano. 16 degrees 43 minutes north 19 degrees 13
minutes east * At the Bandits Camp in the level 22 wilderness - Through the house and outside with the rats, in the corner by the lake, as far east as possible, in the broken wall. 17 Degrees Coordinates Location Image 17 degrees 50 minutes north 8 degrees 30 minutes northeast of relekka through the
rock crabs, digging among the easternmost pair of seaweed spawning. 05 degrees 20 minutes South 04 degrees 28 minutes East. Dig right next to the northernmost rockslide in feldip hills, near the ordinary rock mine. 18 Degrees Coordinates Location Image 18 degrees 22 mins North16 degrees 33 mins
Eastern This is located in the Forgotten Cemetery IVI 29 wilderness for the broken headstone of the middle row, 18 degrees 50 minutes east * Just west of the easternmost rocks of Hobgoblin Mine in Wilderness, 19 Degrees Coordinates Location Image 19 degrees 00 minutes
north 27 degrees 13 minutes east * The steel dagger spawning in the Black Knight area (South of Demonic Ruins). Take the dagger and dig. 19 degrees 43 minutes east * The Chaos Dwarf area in the level 34 wilderness - Go to the Big Bone respawn. From that point, go
directly north until you see some chaos dwarves and rocks. You have to dig exactly in the middle of the 4 large, white rocks. 20 Degrees Coordinates Location Image 20 degrees 52 minutes east * Near the plant with the Moss Giants in the level 36 wilderness, west of the Red
Dragon island. 20 degrees 33 minutes north 15 degrees 48 minutes east * Just south of the Zamorak Altar in the level 38 wilderness. Dig in the west-southwest corner of the building. 21 Degrees Coordinates Location Image 21 degrees 24 minutes north 17 degrees 54 minutes east * The Lesser Demon
cage in the level 41 wilderness. 22 Degrees Coordinates Location Image 22 degrees 30 minutes north 03 degrees 01 minutes east 0n Miscellania at the end of the path just south of mining and forging place. 22 degrees 35 minutes north 19 degrees 18 minutes east * Between the rune rocks in level 46
Wilderness, north of the Lava Maze. 22 degrees minutes north 26 degrees 33 minutes east * On the de Demon ruins in the level 47 wilderness - You have to dig on the northeastest pentagram (the red star on the ground). 23 Degrees Coordinates Location Image 23 degrees 03 minutes north 02 degrees
01 minutes east Little Penguin Island accessed via Fairy Ring code A-J-S. Bring a spade to dig and a level 108 Saradomin wizard will appear. Kill him and dig again. Partial completion of Fairytale II - Cure a Queen is required to complete this designation. 24 degree Coordinates Location Image 24
degrees 24 minutes north 26 degrees 24 minutes east Level 50 Wilderness at the Rogues Castle. On the inside, the most northeast point. 24 Degrees 56 Minutes east * North of the Abandoned Keep in the Wilderness. Use the Ardougne lever to teleport to deep Wilderness.
head north and cut the web. You should see some bones on the ground a little north of the web, walk 5 steps east of the bones and dig. 24 degrees 43 minutes east * Behind the Pirates house in the level 56 wilderness - You have to dig directly north of the Pirate's bar - the
coffin is near the Northwest corner. 25 Degrees Coordinates Location Image 25 degrees 03 minutes east * West of Agility Camp in the Wilderness - all the way north, close to agility fence. 25 degrees 03 minutes north 23 degrees 24 minutes east * Northeast of Mage Arena,
north of the building with the magic axes 1 space west of the back door. * A Zamorak wizard will appear during Wilderness and Level 3 (Hard) clues. Kill him and then dig again to get a coffin. Beginner Easy
Medium Hard Elite Beginner Clue Maps Location Image Easy Clue Maps Location Image Easy Clue Maps Location Image Elite Clue M
house across the river from Coal Trucks. West of the Champion Guild. Falador Useless Rock Area Map - Fenced area East-North entrance, full of useless rocks. Draynor Fish Spot Map - South of Draynor's Bank Search crate outside the house with range in goblin area near
Observatory On the Necromancer Peninsula south of East Ardougne. 2 squares west of the small tree as indicated on the clue map. Varrock Bank Varrock Mine Map - Dig at the fence at the Varrock East mine site south of Yanille bank. Behind the house
with an anvil. West of the chemist's house west of Rimmington south of Falador under the Crafting Guild). It is on the Hobgoblin Peninsula that juts west of the Makeover Mage - found directly to the west after leaving Falador by the southern entrance). In mcgrubor's wood, which
is west of Village. Find a crate on the Wizard Tower, which is south of Ardougne. Northwest corner of West Ardougne Behind the Wizard Tower Southern part of the path to Mort'ton. The Chaos Altar north of the Observatory. Stand and dig next to the standards behind the altar. Level 50
wilderness, east of the Agility Course. You see 3 trees and 3 small volcanoes. Dig between the 2 North. Miscellania. Just outside the entrance to the steps and dig. On the way to Rellekka from Camelot near the section with the wolf on the road. Dig on the fern in the middle of the grass
section south of the Legends entrance, northeast of Ardougne. Near the lighthouse in Relleka. Road junction just north of Falador. Al Kharid Mine Solving Puzzles: The following basic technique helps you solve one of the puzzle challenges you're given. The general idea is to start at the top and work your
way to the bottom of the puzzle. You just have to learn the order of the pieces and get them in that order as you make your way to the bottom of the puzzle. You just have to learn the order of the pieces and get them in that order as you make your way to the bottom of the puzzle. You just have to learn the order of the pieces and get them in that order as you make your way to the pieces and you work your way to Pink 5. Getting each section in order becomes harder as you make your way to the pieces and you work your way to Pink 5. Getting each section in order becomes harder as you make your way to the pieces and you work your way to Pink 5. Getting each section in order becomes harder as you make your way to the pieces and you work your way to Pink 5. Getting each section in order becomes harder as you make your way to Pink 5.
to the end. If you happen to mess around with the puzzle making it insoluble, then leach out and start over. Red 12345 Yellow 12345 Blue 1234 Pink 12345 If you follow this technique successfully, the puzzle almost solves itself. If you are having some problems getting pieces in the correct
order, then here are some tips to help you follow the technique laid out in the previous section. There is no way you put 4 and 5 in place unless you do them together, successively. You've got Reds 1, 2, 3 and 4 in position. Unless you have the black space available, where 5 is meant to go, you can't get 5
in without moving 4. That's why you have to move them both together. This may seem very clear, but is the hardest step of a puzzle, especially near the end. Here's an example. Here are Blues 1 and 2. Once you get to this stage it becomes increasingly easy to solve the puzzle. But again, the position
shown is essential. Moving pieces around many times, often helps. Don't stick to moving only the pieces you need to place, move each unplaced piece that you have already placed correctly according to the basic technique. Sometimes this is necessary so that you
place the blue and pink section correctly. Don't get too far back though. Just start undoing one piece at a time to help you. You just need to move a few pieces to give yourself room to maneuver. When working in the blue and pink Think of putting the pieces in the correct order by turning clockwise or
counterclockwise. To increase the likelihood of getting a clue, a Ring of Wealth Wealth Your best chance, however, is to just find a good area for whatever enemy it is that kills you, and hope there aren't many people in that area. Mystery boxes from Random events have the chance to give simple,
medium or hard directions. There are a lot of solutions in this guide, and you might not even find yours if you're manually looking. Just use the CTRL + F function and search for keywords. For example, 'stop us' or 'under cook'. Speak to... Location Arhein The General Store person on the dock at Catherby
Bartender Blue Moon Inn in Varrock - Opposite the Sword shop Bartender Rusty Anchor in Port Sarim Black Heather Bandit's Camp in the Wilderness Citric Cellar Heckel Funch in the Grand Tree, 2nd floor southeast path Donovan Sinclair Mansion Second floor - North of Camelot and Seer's Village Doric
At the house with aam images - along the way, East of the gate to Taverley Ellis The tanner at Al-Kharid Gaius 2-Handed Sword dealer in Taverley General Bentnoze Goblin Village north of Falador Hajedy Brimhaven - Mostly walking through the North dock to Ardougne Hans Lumbridge Castle - Usually
walk within the courtyard Hazelmere House on the green spider island east of Yanille, second floor Jatix Inside the Herblore store in Taverley. Kangai Mau In the pub at Brimhaven Kebab Store in Al Kharid - South of the Oven Keeper of Melzar's Oziach, rune plate seller - Outside Edgeville
King Bolren Tree Gnome Maze - Mostly by the Spirit Tree Lowe's Archery Store in Varrock - West of East Varrock bank Luthas Karamja Banana Murphy Plantation Pier in Port Khazard Monk Ardougne Clock Tower Ned Draynor Village - Usually walking next to the grain field Oracle Ice Mountain - Near
Black Knight's castle Party Pete Party Pete Party Room in Falador Referee Gnome Stronghold in the Gnome-Ball course Roavar In Canifis bar, Morytania Sir Kay Camelot Castle + Usually walking outside the castle through the door Squire White Knights Castle in Falador Staff in the Sinclair Mansion The mansion is
north of Seers' Village and Camelot, speaking Louisa, she is in the kitchen Tanner Tanner in Al Kharid, North of the Oven Ulizius The monk at the gate of Mort Myre swamp Zeke Scimitar shop in Al Kharid - East of the Tanner Zoo Keeper Ardougne Zoo Anagram Person Location A Basic Anti Pot Captain
Tobias Port Sarim A Bas Saba A cave in Burthorpe R Slicer Clerriseu Arcus Dense Essence Mine Aha Jar Jaraah Al Kharid Duel Arena hospital Arc O Line Caroline East of Ardougne in the area of the Sea Slug quest. His Col Oracle Ice Mountain Area Chef Trek Father Aereck Lumbridge Church Bail
Trims Brimstail Southwest corner of the Gnome Stronghold in a hollowed-out cave Blue grim led Lumbridge Guide east of the Lumbridge Castle Bar Bell Seek Seller Al Kharid By Look Bolkoy Tree Gnome Village, a ladder in the General Store. C On Game Hoc Gnome Coach Tree Gnome Stronghold
nearby Gnomeball field. Do Say More Doomsayer East of Lumbridge Castle, near the Lumbridge guide. Dragons Lament Strange old man is a gravedigp on wheelbarrows. Dt Run B Brundt The captain found in the Fremmenik Pub. Eek Zero Op Zookeeper East Ardougne - SouthWest
corner on the east side of the River El Ow Lowe Archery Store in Varrock - Next to East Bank Err Cure It Recruiter West Ardougne Town Square Goblin Kern King Bolren Gnome Maze - Usually close to the Spirit Tree Goblets Odd Toes Otto Godbless In the south of Barbarian Assault Got A Boy Gabooty
Center of Tai Bwo Wanna Village. Halt Us Luthas Karamja - Inside the Banana Plantation Heoric Eohric Burthorpe - In the playroom on the second floor. Icy Fe Fycie South of Yanille, Feldip Hills area, in a cave north of Rantz I Even Nieve Tree Gnome Stronghold, just outside the Stronghold Slayer Cave
Lark In Dog King Roald Varrock Palace Leakey Unknown, please submit. Unknown, please submit. Unknown, please submit. Unknown, please submit. We If Femi the gnome At the entrance to the Gnome strongholdBroederbroeder omad monastery south of Ardougne Nod Med Edmond Northwest Corner of East Ardougne O Birdz A Zany
En Pc Cap'n Izzy No Beard Agility Arena in Brimhaven. Ok Co Cook Lumbridge Castle Peaty Pert Party Pete Party Room in Falador R Ak Mi Karim Al-Kharid Kebab Seller Slide Woman Wise Old Man Draynor Village Thickno Hickton Archery shop in Catherby A Zen Zenesha Platebody shop in East
Ardougne - South of the Market Clues Challenge: Solution 19 to power of 3 6859 During a party, everyone shook hands with everyone else. There were 66 handshakes. How many people were at the party? 12 How many animals are there at Ardougne Zoo? How many banana trees are on the plantation?
How many bookcases are there in the Old Man's house? How many bookshelves are there in the palace? How many buildings are there in Rimmington? 7 How many guns in Lumbridge Castle? 9 How many fishermen are on the fishing platform? 11 How
many flowers are there in the clearing under this platform? 13 How many fountains are there in the grounds of Camelot Castle? 6 How many houses have a cross on the door? 20 How many people are waiting for the next bard to perform? 4 How many pigeon cages
are behind Jerrico's house? 3 How many ranges are there in Catherby? 2 How many round tables are there on this floor? 9 How many ships are currently docked in Port Sarim? 7 How many species of dragons are under the whirlpool? 2 If x is 15 and y is 3,
what is 3x + v 48 I have 16 kebabs. I eat one myself and share the rest right between 3 friends. How many do they all have? 5 On a clock, how often a day the and the hour hand each other? 22 What is 57 \times 89 + 23?5096 What is divided by 1/2 plus 15?95 What's the next number? 12, 13 15, 17, 111,
113, 117, 119, 123....? 129 One pipe fills a barrel in 1 hour, while another pipe can fill a barrel in 2 hours. How many minutes does it take to fill the tank if both pipes are used? 40 Clue/Riddle Solution 2 musical birds, digging in front of the spinning light. On the iceberg, in the room with Ping and Pong. Dig
for the fan on the eastern wall. Cold War search must be started to do this. You also have to have a clockwork penguin suit. 46 is the number, it is burnt orange body, things with 8 crawling on it, it has 3 mouths that can not eat and it has a black eye hide is the grave. The black eye is the sapphire in the
spider's nest in Level 46 Wilderness. Try digging under it with a spade. Just a belt? He asked his balding brothers. Abbott Langley in the monastery - Northeast of Dwarven Mine, northwest of Barbarian Village. A crate in the tower of a church is your next location The church in Ardougne where you start
the Sheep Shepherd Quest. Aggie I see Lonely and Southern I feel I am not inside or outside the house, south of cauldron. In
a town where merchants are said to have lived, talk to a man with a beautiful cape, but a hat dropped by goblins. Unknown, please submit! A great view - look at the guickly drying skins getting splashed. Check the box you sat on. The house near Baxtorian Falls. Go upstairs and search the boxes. And so
on and so forth. Walking from the land of many insignificant things leads to a choice of paths. It's on Etceteria. Dig at the intersection. A reck you say; Let's pray there are no ghosts. Speak to Father Aereck at Lumbridge Church. A ring of water surrounds 4 powerful rings, digging above the ladder there.
Dig just north of the ladder to the Dagannoth King dungeon. A city with a different kind of nightlife is your destination. Look for some crates in one of the houses. In Canifis clothing store, Morytania. Watch out for the dog Run to the mansion in East Ardougne and kill a dog to get the key. City of thieves
Ardougne Come to the evil ledge. Yew knows you want and try not to get stung Edgeville yew tree - Burrow around it. Covered in shadows, the center of the answer. Mort'ton, where all the roads meet in front of the store. Dig near some giant mushrooms behind the giant
tree. Dig behind the large mushroom behind the Great Tree in Gnome Stronghold. Don't forget to feed the chickens, just kill a chicken the monk who likes paaarty! Search the crates in the building with monks south of Ardougne. Four knives I have left, I don't draw blood.
But I stomp and change my victims, Op. Search my head, search my rafters, where my knives are louder. It's a crate at the top of Lumbridge/Dravnor windmill. In general, his nose was very curved, General Bentnoze in the Goblin Village, north of Falador Go to a village attacked by trolls, search the
drawers in one of the houses. Burthorpe, house with anvils in the north. If you try to open the drawers while you are there. It's the
drawers by the bed on the 2nd floor of the lighthouse. To open them, you need a key that was dropped by a Fremenik market watchman. His head may be hollow, but the crates nearby are full of surprises. The boxes west of The Golem Quest starting point in Uzer. I am the sign of the strongest love. My
middle is empty, I have no beginning or end. My eye is red, but I can fit like a glove. Go to the place where they borrow money. And dig at the gate to be my friend. Down in the West Bank in Varrock - Dig at the gate. Identify the back of this over-acting brother. (He's a long way from home.) Hamid the
monk by the Duel Arena altar If a man bore my burden he would break his back I'm not rich but leave silver in my track speak to the keeper of this track A snail - Talk to Gerrant the Fish Shop owner in Port Sarim. I lie lonely and forgotten in the middle of the wilderness where the dead rise from their bed
Feel free to argue and wind me up and dig as you shoot their heads under the crossbow and dig under it. In a city where thieves steal from stalls look for some drawers in the upper floor of a house near the bank East side of the river in
East Ardougne - Jerico's house on the 2nd floor. You have to kill a guard to get a key. In a city where wizards are known to gather search above of the big house in the north. Second floor of a house in Yanille - North of Magic Guild. You have to kill a man to get a key to the chest. In a town with guards
armed with mace, search the upstairs room of the public house. Ardougne Tavern on the west side of the river, north of the palace. Search the drawers. If it's locked, right-click it and find out why (usually something has to kill to get a key). In a village is attacked by trolls, search the drawers in one of the
houses. Burthorpe, house with anvils in the north. If you try to open the drawers it says wait until I get my hands on Penda, he stole the key again. Go to the pub Burthorpe and kill Penda as key. In a village made of bamboo some crates look under one of the houses. Karamja, in Tai Bwo Wannai, south of
Brimhaven It's the life of a security guard. Kill a guard to get the key. If you look closely enough, it looks like the archers have lost more than their needles. Search Search big haystack in the Ranging guild. It seems to have reached the end of the line, and its still empty. Go down the ladder to the Dwarven
Mines and follow the tracks to the south. At the junction, turn east and follow the track until you get to the end that the double has my cars. Search the north car. In a city that has perfect visibility for everyone, some locked drawers are found in a house opposite a workshop. Search the drawers at the
house south of the Elemental Workshop in Seers' Village. To obtain the key you have to kill a chicken; the nearest one is at the entrance to the Ranging Guild. Look in the drawers upstairs in houses in East Ardougne Go across the river. It's the first house there. (tavern?) Look in the crates on the ground
floor of houses in Falador's house east of Falador East bank. First crate on the right. Mine was the strangest birth under the sun. I left the crimson bag, but life hadn't begun. The world was not seen by anyone. Lesser cave, Karamja volcano - pick up red spider eggs and dig. Must have a lot of handrails. or
must be full of handrails. Search the crate outside the house with the broken multicannon (near where you start the Dwarf Cannon quest.) It's the first crate in the west with the X on it. My Giant guards under the market streets would be fans of rock and roll, if only they could grab hold of the Digging near
my green bubbles Digging next to the cauldron of green bubbling liquid in the Varrock sewers by the Moss giants. My house is grey and made of stone - A castle with a quest for a meal Hidden in some drawers I am facing a wooden wheel Find the drawers on the second floor of Lumbridge Castle - Inside
the room with a spinning wheel. My name is like a tree, but it is spelled with a g come see the fur that is right near me Speaking to the Varrock Market - Next to the fur trader. Often examined by students of what has passed, find me where words of wisdom speak volumes.
Examiner at Digsite, always gives puzzle boxes One of the sailors in Port Sarim is your next destination. Talk to Captain Tobias in Port Sarim. Probably filled with books about magic. Search the bookcase in the basement of the Wizard's Tower, in Sedridor's room. Probably filled with wizard socks. The
coffin on the bottom floor of the Wizard Tower. Find the drawer closest to fence in the eastern most room. Kill a wizard for the key. Owned by Black Heather at the Bandit Camp in the wilderness. Read How to breed scorpions from O.W. Thathurt. Go to the second floor of the wizarding
tower southwest of the Seer's Village, search the bookcase on the north wall. Reflection is the weakness for this of evil. In the basilisk in front of the coffin. (Using a Slayer Ring is the fastest way to the cave. Bring a mirror shield!) Find a bookcase in
Lumbridge swamp. Go to Father Urhney's house in the swamp. Find a wardrobe at Draynor In Aggie's house, the wardrobe on the northeast side. Look for a box in one of the tents in Al Kharid. Head east from the Silk dealer in a tent. Search the bucket at Port Sarim Prison. Talk to Shanty on the Shanty
Pass and identify yourself as an outlaw after asking what the place is. Once you go to the Shanty prison, refuse to pay the 5gp fine twice and you will be sent to the Port Sarim prison. Search the bucket in the cell, Look for a crate in a building in Hemenster. Just look for all the crates in Hemenster (City
between Fishing guild and varying guild.) Look for a crate in a building in Hemenster. Just look for all the crates in Hemenster (City between Fishing guild.) Search the crates in Canifis. The crate is located in Rufus's Meat Emporium (just north of the bank) in Canifis. Look for a crate at
Varrock Castle. It's one of the crates in the kitchen. Look for some drawers in the upper floor of a house in Rimmington. Find drawers upstairs in the house just north of the one with a range in Rimmington. Search the boxes at a store in Taverley. Two-handed sword shop. Search the boxes at the Goblin
house near Lumbridge. Speaks for itself. Search the boxes in the house at the southern entrance of Varrock. It's the crates in the big gray building with nothing else inside except a ladder. Search the boxes just outside the Armour Shop in East Ardougne. The boxes are located between the plate body
shop and the silk stall on the ArdougneMarkt. Search the coffin upstairs at the Al Kharid Palace. Top 1st from the east side of the western road to the excavation, north of the Exam Centre. You run into each other before you pass
the tray. Search the coffin upstairs of houses in the eastern part of Falador. The coffin is at the top of the northern building in the eastern coffin upstairs at the Port Sarim Food Store. Find the coffin in the left tower of
Camelot Castle. Look in the chest at the top of the western tower. Search the crates at the Port Sarim Fishing shop. It's the northernmost crate in the left tower of Lumbridge Castle. Look up in the watchtower in front of the castle. Search the crate by a cart in Port Khazard.
Search the crate south of where the Trawler begins. Search the crates at a house in Yanille with a piano. When you enter Yanille, it must be the first building you've come across that's adjacent to the northern wall. Search the crates in Draynor Manor Find all possible crates and boxes on the third floor in
the room of the professor and machine, on the north side of the room, in Draynor Manor. Search the crates there. Search the crates in the guard house of the Northern Gate of East Ardougne. Just northwest of the Grand
Place in the building in front of the field. There are quards milling west of it. Search the crates in the house south of gem trader in the south-west crate. Search the crates at the Barbarian Village Helmet Shop. Look in the southernmost crate in the store.
Search the crates in the barn just north of East Ardougne. North of the North Bank by the sick sheep - Inside the building that the woodcarver used to get into. Search the courtyard of Varrock. This cart is not the one in the courtyard of Varrock Castle. South of the courtyard (and north of varrock's
main square), there is a double walkway. Northeast of this intersection is a small cart, and the crates are nearby. Search the drawers in room above Clothing store. Search the drawers on the ground floor of a house in Yanille. Search the drawers in the house directly east
of the pub. Search the drawers in the upper floor of a house in Catherby. It's the house north of the bank in Catherby's Archery Store. Drawers are on the ground floor of this store. Search some drawers found in Taverley's houses. Look for three small houses in the
southeast corner of Taverley. The drawers are in the eastern house. Search the drawers in one of the bedrooms in Gertrude's house can be found west of anvil house in downtown Varrock, just before the bridge to Barbarian Village; with a blue quest star. Search the drawers in the
upper floor of the Bank east of Varrock, Speaks for itself, Search the drawers of houses in Burthorpe, Drawers in the house with an anvil, Search the drawers on the first floor of a building overlooking Ardougne Market, House north of Ardougne market; look upstairs (Uk 1st
floor is upstairs; the bottom is the ground floor). Search the drawers upstairs in a house in a village where the pirates are having a good time. Across the street from the bar in Brimhaven (2 houses south of Agility Arena, south of the house with a cooking pot symbol.) Go upstairs to that house and search
the drawers. It will say Shiver me timbers and do not allow you to open the chest. Kill the pirate near that house, he'll drop a key. Use the drawers upstairs in a house in a villiage where pirates like to party. Brimhaven, the house with the range in it. (Kill a pirate in the nearby
bar to get the key.) Search the drawers at a house in Draynor Village. The in the northernmost building in Draynor Village. Search the drawers are upstairs the south building in the circle in the east Falador. Search the upper floor of houses in
Seers' Village for some drawers. It's the spider wheel house in Seer's Village. Look for a crate on the ground floor of a house southeast of the Seer's pub and north of the church. Search the drawers at Falador's Chain Mail Shop. The chain mail shop is directly south of
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the castle. Search the southernmost drawers. Small shoe often found with rod on mushroom. Speak to the trainer in the Gnome Stronghold agility arena. Snah, what's going on? I feel totally confused as one of those cakes... Talk to Hans at Lumbridge Castle. Someone watching the fights in the Duel

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 Prysin 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 lorwerth 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. 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. 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'. 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 to the east, 3 steps to the south, 0 steps to the south, 0 steps to the south, 0 steps to the east, 4 steps to the south, 0 steps west N/A BJR 1123 Go to code BJR. 1 steps North, 1 step to the east, 2 steps to the east, 2 steps to the south, 3 steps to the south, 0 steps west O/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, 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 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 Village, Goblin Cave near Fishing Guild Low Barbarian 7 Barbarian Voman 9 Barbarian 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. Warrior 9 Al Kharid Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. Guard N/A H.A.M. Village Low H.A.M. Warrior 9 Al Kharid Palace Low H.A.M. W 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 Rimmington 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 246 Karamja Dungeon and Wilderness Lava Maze Dungeon 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 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 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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