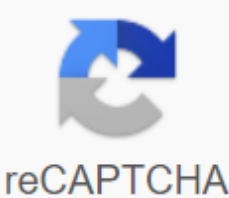




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Warning: This page is a copy of the 2007 backup and has not yet been checked. It is possible that the pictures are missing. Difficulty: Average Length: AverageStart point: Speak Brimstail in his small house west of Gnome StrongholdOnly for members: JaEisen: Grand Tree must be completed. You also need 5 Construction and 46 Magic. Level 13 Runecrafting and 45 Woodcutting can be useful, but you can also buy a maple stump and a mud rune of things that another player needed: 1 maple stump, 1 oak log, juice bucket, knife, mortar, 1 mud rune, hammer, saw. Watchtower's transporters (quest Watchtower required) are useful. Enter the cave on the mountain and ask Brimstail what white creatures everywhere mean. She says she has a pet and her name is Izzie. He doesn't know exactly what kind of animal he is, but he's cute. Brimstail is also conducting a magical investigation. Among other things, he explains, gnomes isn't interested in magic because of what happened in the past. There were problems with a big gnome wizard. He was one of the king's advisers, but was exiled after the Goblin Wars. Brimstail doesn't know exactly why or what happened to that consultant Glouphrie. Dear he was not among the gnomes, even called him Dangerous. He also got into a fight with Oaknock, the engineer and architect. There were a lot of fragments of the Castle. He wants to know if you want to see something more interesting. Of course, say yes. Continue to the Brimstail cave and see the strange machine and bowl. Then go back to Brimstail and tell him you're watching. Brimstail doesn't know exactly what happened. The bowl seems to be coming from the elfs and he knows about the machine made by Oaknock. Oaknock knows another gnome. You've met him before: Hazelmere. You don't need a dictionary to talk to him this time: Hazelmere probably knows another way to talk. You have to ask him what he knows about the weird machine. Walk to hazelmere islets. In the name of the east of Yanille, if you don't remember where you are. Beam to the watchtower or walk south from Ardougne. You can also take it with fairy rings next to your house. Get up the stairs Hazelmere.Je talk to him, you won't understand him, but tell him you're from Brimstail and you need information about the past. Hazelmere understands you're talking about Oaknock and he's going to tell you a story. You can skip this text - it is shown in videosOaknock shows a movie affecting your brain. Now you can understand Hazelmere with a special spell. Hazelmere, when Healthorg became king, To the west and leave Kandarín, the area around Ardougne. People weren't there yet, and Gnomes and the Goblins were fighting over who was responsible in the area. The Goblins were too strong for gnomes, but Glouphrie and the king came up with a plan: treat an army like a bullet, but in the meantime this army does. Glouphrie made some big fake peeling frogs and the goblins went on the run. Hazelmere was friends with a Spirit Tree in the Castle, a beautiful silver wise spirit tree. One day in a video you can see lightning strikes on the Spirit Tree. Hazelmere ran to the Big Tree, but no one noticed and the tree looked alive. Spirit Tree doesn't talk anymore. Someone hid his death. When Oaknock heard about it, Oaknock immediately blamed Glouphrie. They never saw each other and always fought but Hazelmere thought Oaknock were right this time. Glouphrie hid death with magic. Oaknock built an anti-illusion machine with the help of elf. He called some counselors and went to the spirit tree. Now you're going to see another movie. Oaknock turns on the machine and the spirit tree breaks again. Oaknock blames Glouphrie. Glouphrie walks away a little, but the king calls him to a standstst stop. Grouphie did it to serve gnomes. The King dismisses him, and Glouphrie predicts that without a counsellor, the empire will be torn apart. Glouphrie went with her friends to an unknown location in Arposandra and was never heard from again. Hazelmere thinks he's still alive. So the machine was built to show glouphrie's illusions. Hazelmere doesn't know how it works, but violet gives you a pentagon. Now go to the cave with the Pentagon and brimstail and talk to him. Tell me the story and show me the disc. At some point you hear an explosion and you see a ghost gnome walking towards the machine. You're going to check it out, and the machine's broken. Walk to the machine. You'll see two pieces of wood broken. You need maple and oak to fix this. It smells like pine and the gray dust and bright spots go up. Talk to Brimstail, he said you need tree water. You need to catch this from a tree. So find a tree (you should have a conifer, e.g. evergreen) and take the knife juice and put it in the bucket. Then grind the mud rune with fine mortar and mortar and put it in the bucket either. Then fix the machine. If the machine is a whole, talk to Brimstail, it gives you more disks. Go back to the machine. If you take a closer look at the machine, you can see that the machine consists of 3 different parts: on the left side of the machine panel. If you click on it, you will see a picture with colors and cubes, in order of value Colors. There's a machine in the middle. If you click on this you will see a machine with a window, a glass door and a number with your hand. Click a disc in your inventory and click on the coin slot. On the right, two arrows and a disc are placed in the machine window. If you put a disk with a value higher than the number below the number on the machine, the lower arrow turns green: you must insert a disk with a lower value. If you put a block on the machine with a very low value, the top arrow turns green. If you do it right, the square turns green. There will not be the right cubes with the correct value immediately, so there is a modifier that can change the machine as well as the cubes. Now you can start to understand the value of each disk, find logic, and start counting, but that's a lot of work. So here's a list:Orange Circle = 2 Triangle = 6 Frames = 8 Pentagon = 10Geel Circle = 3 Triangles = 9 Frames = 12 Pentagon = 15 Green Circle = 4 Triangles = 12 Square = 16 Pentagon = 20Blue Circle = 5 Triangles = 15 Square = 20 Pentagon = 25Indigo Circle = 6 Triangle = 18 Square = 24 Pentagon = 30Violet Circle = 7 Triangle = 21 Square = 28 Pentagon = 35This is now fully appropriate and measure the disks you need to use to get a block with a value listed on the machine. You can use disks by clicking on the disk in your inventory and clicking the money slot again. You can put more than one disk on the machine at the same time. Then press the button. You'll then see which disks you can restore for the disk you put in. You can press this button a few more times and get other possibilities. If you accept, click the button that contains the check mark. You'll get the cubes back. If you have a disk with the correct value, stop it on the machine. Open the machine by clicking on the green square. Talk to Brimstail again, it will give you more cubes and the circus will restart: re-evaluate how much value it will get when you use the cubes and put them in the machine. Now sometimes you need to split the cubes, so you need to use 3 cubes, for example, to get the value listed. When all frames return to green and press such a frame, the machine will work. Brimstail praises you, but then her sweet pet suddenly turns into a bad creature! Again there is something wrong ... Kill the monster in Brimstail and talk to Brimstail again. You have to go kill all these creatures and tell the story to the king. There are six monsters in total. Izzy, brimstail's pet gnome strongholdat the spirit tree south of the main gate, north, swamp, gnome glider, horse above the highest floor of the tree Gnome Glider: if the creatures are still zijn, I met je vergeten nog een keer Brimstail te praten. From Doe dat. Keer, als je alle beesten dood hebt, terug naar de koning. Hij zegt dat hij weer een beroep op je zal doen als dat nodig en geeft je de beloning. Beloning: 250 Construction, 12,000 Magic, 2,500 Woodcutting's 6,000 Runecrafting xp. Een crystal seed. De grot van Brimstail Bij de crystal bowl nu een brug verschenen, hier kun je de seed laten omzetten een Crystal Saw. Ga Hazelmere met praten als je wil weten waar deze voor dient. I also saw verhoogt je met construction level 3. De zaag is 28 keer te gebruiken, daarna moet je hem opnieuw opladen bij de quest. Je kunt met deze zaag alleen spullen maken van een hoger level dan dat jij bent waar een zaag voor nodig is: dus geen kamers, monsters en planten. Mission points: 2Quests waarvoor je deze quest nodig hebt: GeenOver deze paginaHeb je een verbetering voor deze pagina? Stel een wijziging voor! RuneScape een handelsmerk van Jagex Ltd uit Groot-Brittannië © Lunagang 2004 - 2020 Old School RuneScape Wiki This quick guide here has an in-depth guide. This dialogue contains a more detailed description of cutscenes and storylines. Talk to Brimstail in the cave at the southwest corner of Gnome Castle. ( 1•1•1•1) Examine the singing bowl in the western part of the cave. Up north, try to unlock Oaknock's Machine. Talk to Brimstail. ( 1•1) Talk to Hazelmere, located upstairs in his house (east of Yanille, the fairy ring code cls goes directly to his house, nightmare zone minigame teleport or Watchtower Teleport). There will be a few cutscenes, the last being King Healthorg and the white Spirit Tree argento. Go back to Brimstail. (1) Use Mud Rune on Pestle and Mortar to make Ground Mud Runes. Add Ground Mud Runes to the Handle Bucket. Repair Oaknock machine (click on the machine twice). Talk to Brimstail. (1) Speak Brimstail again to get more discs. ( 1) Optional: Release the disks and talk to Brimstail to get more disks. (1) Unlock the front panel by adding a disk with a value equal to the green number. (When finished, click the green box next to the number.) Talk to Brimstail for more discs. (1) Complete three puzzles within the unlocked machine that must fill all the slots. To replace disks with disks of different values, add them to the modifier (see full grid here). Talk to Brimstail. (1) Talk brimstail. (1) Kill All Evil Creatures: Wait for all the death animation that will end before running or teleporting away!) Brimstail's, if you've never killed before. Outside a main door (south-east from brimstail cave). Note: The castle must be killed within its walls. If he's out there, just kill him, let him lay eggs, and kill again for credit. A gnome of agility by the course entrance (next to the spirit tree). A King Narnode The Big Tree. If you are stuck behind a trapdoor, wizard or range, or kill with hop worlds. Be sure to wait a few seconds after killing before using the ladder. One on top of the Big Tree, next to the prison. Be sure to wait a few seconds after killing before using the ladder. One by giant turtles in the north-west of the Great Tree (in the pen north of the swamp). Talk to King Narnode. Optional: Use the crystal saw seed to bowl the song by Brimstail to get a magical crystal saw and complete the daily task of the Mid West Provinces. Mission accomplished! Awards[edit | source edit] source]

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