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## Runescape meg answers

Meg is an aspiring adventurer, can be found in your players have a southwest corner of the port. Once a week (a week of substitution Wednesday) she will ask for your advice on how to deal with some of the situation she has met her adventure. To her she will be sent on his adventure. At the end of the week she will give you a treasure, a reward, depends on the quality of advice to give her. When Meg is to return next week, players get chat-boxing news in the magazine, you get the news, Meg back her latest adventure. Meg she wants to fight the undead and asks for the appropriate method to defeat them. Magic spells (seems right). She wants to fight goblins and wants advice on the best way to deal with them. Hit them before they hit you. She wants to fight the chickens in Lambridge and asks for advice. Stab them (seems right). She wants to connect with divine powers, and she thinks Lambridge would be a good place. Tell her to talk to Xenia (seems right) She has heard of powerful demonic power and wonders if you have any idea how to stop it. Tell her to look for the ritual of expulsion (seems right) She asks if you have ideas for dealing with magic traps. Believable: Remote detonation (possible link to the Love Story quest) She wants to know how to pass some people undetected Tell her to wear dark clothes and stick to the shade (seems right). She wants to know where to find 4 Golem under the swamps of Lambridge. Tell her to scout the area first (seems right). She needs advice on how best to steal the treasures of the Duke of Lambridge. Tell her to steal a little at a time (seems right) She wants to know how best to start runecrafting believable answers: The Air Altar east of the Lama, the Goblins drop mascots. She wants to come down from the waterfall Tell her to tie the rope around the top (seems right). She wants to deal with an angry mob. She needs advice on shrimp fishing. Tell her to use the net She wants to know which animals are safe to ride. She wants tips on how to catch Imps Make sure you use the right trap. She wants to fight a pirate. Keep your distance (seems right). She wants to know how to get the sorcerer out. Use a long-range weapon (seems correct). She wants to catch the fish. Make sure the line is safe (seems correct). She wants to know how to fight insects Something about smoke (seems right) She wants to know what the best armor to wear while studying she wants to break into the Thieves Guild. The practice of stealing from kiosks (seems correct). She wants to know the best way to deal with golems. She wants to sneak past some scary-looking people. Stay in the shade and cover up dark (seems right). She wants to discover something that, frankly, she doesn't have the keys. Make sure the place is empty first (ssems correctly). She tries to charm her her but it doesn't seem to work. Go to the Tower of the Wizards for help (seems right). From RuneScape Wiki, wiki for all things RuneScape Offered method of navigating this table looking for phrases in question using the Find feature (CTRL-F, or ⌘-F on Mac). Not to be confused with Megan, Megan (Party Room), or your-meg. Megata Christie, commonly known as Meg, is an aspiring adventurer who describes himself as the player's biggest fan. Meg can be found in the player's player port in the southwest corner. Once a week, reset on Wednesday at about 00:00 UTC, Meg will ask the player for advice on how to deal with the three situations she expects from her adventures. Hearing some advice, she teleported to her adventures. While interaction with Meg is a member-only feature, Meg appears inside the player-owned port on game-free worlds. Main article: Meg's case during a Mega May event in 2016, players assisted Meg, as well as Mega Christie, with her detective agency investigating cases for her. One case was unlocked every day, and the rewards included experience lamps, pets, and gear. Kindred Spirits (edited source) Main article: Kindred Spirits During the investigation of various thefts and abductions Meg herself was kidnapped by a dragon creature. It was used as bait along with Major Mary Rancourt, Linza and brother Samwell to force the World Guardian to play a series of games developed by Sliske featuring the Burrows brothers. Brother Samwell was killed, while others were forced to help the World Guardian win the game. During the trial of Ahrim, she may have been tortured, and during Verak's trial, she may have been hurt to make a key. During Guthan's trial, she misjuddyed herself as the World Guardian, which investigated Slyske's secret lab. Slisk saw through the guise and when the World Guardian arrived, beat them and turned Linz into Wight. Meg, along with Major Rancourt and the World Guardian, fled to the surface after the Burrows brothers refused to kill them. She then returned to her post at the player-owned ports. The player-owned source port of advice given by Meg serves as a bonus to her skills. It is always better to give the best advice from the options on offer; however, even she could not fail to have the perfect result, regardless of whether she received the best advice on all three issues. Excellent answers only give great boosts to Meg's own skills - if the mission is above her league, it's still not his, although excellent answers ensure that the player will be rewarded with at least an average lamp. Players do not need to meet the skill requirements for the player's ports to speak to Meg and advise her. Leaving the conversation and offering to help her once before the force's dialogue is completed Start the dialogue again from the beginning, allowing the player to choose another tip to give, but Meg will teleport away after she has responded three times. When Meg returns next Wednesday, players receive a chatbox message when they log in: You get word that Meg is back from her latest adventure. The next time a player talks to Meg, she will tell them how well she has done and give them a treasure chest, with a reward that depends on the quality of the advice she has received. If players have allocated 100 quest points to the Hub track in May's Caravan quest, then in addition to the lamp players can receive a reward from this treasure chest from the same drop table that Wythien uses when the player gives him 10 crystal fragments of motherlode. Players will always get at least a small lamp experience (Ports version, gives the equivalent of Treasure Hunter average lamp experience) no matter how bad Meg is made. Answer Meg Rewards Oh, wow! I can't believe how amazing it was. Nothing went wrong. I didn't fall to my feet - not that I do that much - and no one threw stones at me or anything like that. I even found some amazing treasure. Here, you deserve a big share, I couldn't have done it without you! Huge lamp XP and Coin Oh, it was amazing! I followed your advice and - while I ran into a few problems - I prevailed. I gave you back some of my treasure, just like I promised. A large XP lamp and coins that didn't go as well as I expected. I'm sorry, but I couldn't get the loot I was going to get. That's what I found though. I'm sorry, next time I'll do better. Medium XP lamps and coins Oh, good Guthix, it was awful! I barely escaped with my life. I must have mixed up your advice, I'm so sorry. Oh, I'm such a fool. I'll do better next time, I really will. Please don't give up - I know I can be the best adventurer. I just need practice. Small XP Lamps and Coins Home article: Calculator: Meg First question will have four answers to choose from, while the remaining two questions will have three. The answers available to you depend on your level of skills to question, with the best answers available only at higher levels. Possible types of answers are excellent, good, bad, neutral or terrible. Some questions have two possible answers for each type, a total of ten possible answers to the question, while for others there is only one possible choice for each level of response. If any of your levels are lower than their baseline levels, the best possible answers may sometimes be unavailable. This includes prayer and call levels that have been drained from the maximum. The proposed method of navigating this table is to find phrases in the Find (CTRL-F, or ⌘-F on Mac). Transcript for Meg Says in: Updating Project History Project - not all updates on this topic can be covered below. See here how to help! Patch 7 September 2020 (Update): Fixed typo for the first time Meg Player Owned Ports Dialogue. Patch 24 February 2020 (Update): After struggling to say green salamanders, Meg returned to calling them marsh lizards. The text shown now coincides with her voice-over. Patch 13 January 2020 (Update): Updated meg dialogue say green salamanders instead of swamp lizards. Patch 12 September 2016 (Update): The direction of the breadcrumbs trail has been moved to enter Meg on the DEL tracker closer to the Ports portal. ninja 4 July 2016 (Update): Meg's adventure recommendations are now tracked using the DHS tracker. October 8, 2013 (Update): Some minor problems with Meg's chat after she plucked a bit of confidence were fixed. Patch 29 August 2013 (Update): Meg now gives Herblore lamps instead of Hunter lamps to help players with unlocking the Biologist Adventurer. Patch 14 January 2013 (Update): Meg award lamp is no longer dependent on XP enhancement mechanics. The fourth option when talking to her is Shut Meg., which is a reference to the repeated lines in the American animated comedy Family Guy. Choosing this option has no effect on your position with Meg. One of her descriptions also mentions Family Guy, stating that during the first four years of her life, her parents thought she was a domestic cat, like Peter, sending the guy a letter saying so. Meg's question about how to travel the terrain faster may be a reference to the fact that players often request riding skill or mounts. Until now, RuneScape does not have a system of fastening or riding. When Meg asks about the best way to steal money because the Duke is rich, while his subjects are poor, most likely a robin Hood reference. Options for Meg traversing the waterfall from bad good are a reference to the waterfall quest where you take the raft before using the rope to come down from the cliff. Riding the crop she holds in her hand is a possible reference to Indiana Jones. The issue of rare lobsters in Moritania that are deeply obsidian black is a reference to a rare Black Lobster scam where players will try to sell burnt lobsters for big money. One of the answers to the link reference is cutting the gem of a scam. The issue of El Pisque Demon Fish of the Lambridge River may be a word of turning on El Fishii, as pisc is the Latin root for fish as well as Elpis, the Greek spirit of hope. The answer to Dig the Tunnel with a spoon is a reference to Alcatraz's escape in June 1962, when three prisoners escaped from Alcatraz, breaking the pit through the cell wall with steel spoons. The answer is: Poke it with spoons. Witches hate spoons. in the question of stealing the book of Moritan witch spells a reference to a popular internet meme about the sympathy of female dog dogs The question of how to handle a rare shark that walks on land, and the answers They probably use sound to track prey and Keep Above the Ground, may be a possible reference to the 1990 film Tremors. Meg's name and study text during Mega May are references to crime writer Agatha Christie. During the Mega May event, she was replaced by Seasinger Jamie for her usual weekly adventurer role, where she asks questions to the player, although her voiced dialogue is still said by Meg. The answer is Run and punch him in the face. Chances are a reference to a Japanese anime called a Certain Magic Index, where the main premise of the show is the main character running up and punching magicians in the face to defeat them. Their. help meg runescape answers

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