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This short guide has an in-depth guide here. It contains a more detailed description of the dialogue, cutscenes, and storyline. Items needed: ghostspeak amulet, 35 ecto-tokens or buckets, pots and bones to get them. Tip: Nettle tea can be done in advance to save time later. Pray in Ectofuntus 7 or more times and talk to the Ghost Apprentice to get enough ecto-tokens for the quest. Bring 8 worth of bones/buckets/pots instead of 7, so you have enough ecto tokens to get back into town. Otherwise you have to go through Port Phasmatys again. Talk to Velorina in the house east of the gate to start the search. Talk to Necrovar in Ectofundus. Talk to Velorina again. (1) Tip: If you need a bowl, buy one of the charter ships before you leave. There is a water source to the south-east of Fenkenstrein Castle. The old crown and some nettle tea edit the source Items needed: a bucket of milk and nettle tea or items to do so: tinderbox, logs, gloves (should be closed with your fingers), and a bowl of water (bring extra just in case the water boils too much). A few steps east of the fighter master Mazchna in Canifis is a patch of nettles. Wear gloves and choose some of them. Combine nettles with a bowl of water and prepare it over fire (there is a dead tree southeast of the killer tower). Don't drink tea. Head to the old crown house by the water, east of the Slayer Tower. Talk to the old crown with nettle tea in your inventory. (1) Put the tea in a porcelain cup and add a bucket of milk to the tea, then talk to the old crown again. (1)Elements needed: ghostspeak amulet, model ship, silk, needle, thread, knife, three of each primary color dye, shovel, ecto-tokens, and food/combat gear to defeat the giant lobster (level 32) repair model of the ship. Head to the wrecked ship on the coast northwest of Ectofuntus and just north of the agricultural site. Climb the stairs to the deck of the ship. Then climb the other stairs to get to a quarter of the ship. Wait until the wind speed drops to a minimum, and look for the mast several times to find out what color the three components of the flag. Paint the model ship flag in the right colors, mixing the dyes as needed. (Push the dye on the ship toy and choose which part for the dye) Head down one level to the deck of the ship, talk to the Old Man. (3) Use the key on the closed chest inside the captain's cabin to get the first scrap of the card. Climb to the lowest level of the ship and be ready for battle. Search chests until you've attacked a giant lobster (level 32). Kill him, and then look for the breasts he came out of to get scrap card. Climb back up the stairs and go to the northwest side of the deck where there is a gangster plan you can get out on some cliffs. Jump on the path of the rocks. At the end, there will be another chest with the final scrap card. Fit Fit Map the pieces together to get a completed treasure map. The approximate location of the book. Important: Make sure you have a shovel and treasure map in your inventory, or you won't be able to complete the next part and will spend 25 ecto tokens. Head back to Port Fazmatys and head southeast to the docks. Take a small rowing boat to Dragontooth Island, which is southeast in the docks. Once there, use the map to find the treasure, starting with the statue (or use the image on the right to find it). Dig with a shovel and you will find a book haricanto. Items are required: about 400 coins and oak longbow. Return to Port Fazmatys. Talk to Ak-Haran around the docks. (1) Talk to Robin at the hotel. He challenges you in the rune-draw game. Beat it four times, so he owes you 100 coins. Note: you will never be able to play Rune-Draw again after this step. He'll give you a signed oak bow to pay off the debt. Take it back to Ak-Harana for a translation guide. Items needed: ghostspeak amulet, bucket slime (can be purchased during the quest) Ask the ghost of the hotel host if he has any jobs for you. He'll give you a sheet. Use a bucket of mucus on a sheet to paint it (you can buy it from the trader's crew members at the docks in the east). Talk to Gravingas, a ghost activist protesting at the gates of the city. He's going to ask you for 10 signatures. (1) Ask ghost residents around the city for signatures with a sheet equipped. You can alternate between two ghosts for eto-tokens, ignore them and ask others. With all 10 signatures, talk to Gravingas and then show the petition to Nekratar. Take the necrovar key drops and head upstairs. Use the key on the door and enter the room. Take his robes out of the coffin. Items are required: mystical robes, a Haricanto book, a translation guide and a haunted amulet. Go back to the old crown. (1) Go back to the ectofundus and talk to necrovar. (1) Once you have spoken to Necrovarus, you will be able to enter Port Fazmati freely. Enter Port Phasmatys for the last time and talk to Velorina. Congratulations! The quest is complete! Reward (edit source editing) Required to complete the edit source Dragon Slayer II Morytania Medium Diary This old school quest guide was written by MuH-K0o0o. Thanks to Scamfighter, Chaosblade77, Andro_Girl, Fireball0236, Pingu Head, Xtarminator0, Watsermetjou, fieldy409, DeadCorpse99, Giac Jr, meowmix686, Im4eversmart, sheep01, Firk, trekkie, Blaol_tride, Tim8607, carduel, jubala, Cjdead, Jarkur, Super fly, 2003 Veteran, Haines, Kneeling, Mentos Fresh, NoxOwl, HC SUMMER, and Yumm This old school quest guide has been introduced to the base By Wed, February 16, 2005, at 04:11:39 am by pokemama, and it was last updated on Wed, May 24, 2017, at 03:55:15 pm DarkPyroNinja.If you see this guide to any any please let us know so we can take legal action against anyone who found stealing our content. This guide is copyrighted by RuneH and its use on other sites is expressly prohibited. Don't ask if you can use our guides or images, the answer is and there will always be NO! Print this page with images - Back to the old school quest Guide Index Page - Back to the top of this quest has a quick guide to find here. It summarizes briefly the steps needed to complete the quest. 15 February 2005 (Update) Details Talk to Velorina in Port Fazmatys. The intermediate east of Kanifi is a ghost port. That doesn't mean he's deserted. It's full of ghosts! For some reason, they are stuck in RuneScape, but some are not happy with it. Can you help? Medium-long (no dyes/energy potions) Recommended: Level 58 agility (may be upgraded) to save time on Ectofuntus A certain number of Ecto-tokens: Ghost amulet 400 Coins Bucket Milk Silk 3 color dye (color dye you need are random. If you want to keep the trip, there are 3 red, 3 blue and 3 yellow dyes. So you can mix any colors you end up needing.) Spade Oak longbow knife (available at the general store Canifis) Needle (available at the general store Canifis) thread (can be purchased in a common store Canifis) One extra bucket of slime for coloring sheets. (you can purchase from a charter crew member at the port) Nettle tea (prepared in advance) or items to make nettle tea: Extra giant lobster (level 32). Maybe it's safe. Step-by-step Guide Important Tips: The bank can be obtained in Port Fazmati, with or without your Ghostspeak amulet. However, it would be ideal to bring the items needed to create ecto tokens (as mentioned in the E- tokens section of this guide). Make sure you keep your e-token at all times to travel to and from the city. The nearest bank outside the city is located in Kanifi. If you have access to fabulous rings, you can instead use the fabulous ring in the west and enter code cks to reach Port Phasmatys or Canifis. Preliminary quest: Getting ecto-token Items are needed: Ghostspeak amulet, 7 empty buckets (available during the quest), 7 empty pots (available during the quest) and 7 bones (you can get during the quest) must have at least one pot and bucket before the quest begins. Then you can worship Ectofuntus once to get the tokens needed to get into the city. Then you can purchase further buckets and tanks from the Port Phasmatys store in general. Level 1 undead chickens can be killed near farm to from Ectofuntus to get the necessary bones. To start the search, you will need to talk to Velorina, located in the northeast corner of Port Fazmati. However, to enter the Port of Phasmatys you will need to exchange 2 e-tokens every time you enter the city walls. Ecto-tokens can be obtained by worshipping worshipping north of the north entrance. Each bone used will yield 5 ecto-tokens; It is recommended to make 35 ecto tokens to complete the quest - a total of 7 bones, 7 empty pots and 7 empty buckets (or 20 ecto tokens when using charos (a) ring - a total of 4 bones, 4 empty pots and 4 empty buckets). Several trips can be done with 1 empty bucket and 1 empty pot at a time. NOTE: Ghostspeak amulet must be equipped to qualify for ecto-tokens. The charter ship in Port Fazmatys allows hacking into the city without paying ecto-tokens, and chartering back to Caterby allows quick access to the bank, costing 1300gp per trip. In addition, those who have access to Arceus spelling can teleport directly outside Fenkenstrein Castle. You can purchase buckets of slime from members of the sales crew at the docks of Port Fazmatys. You can learn how to use Ectofuntus by visiting the Ectofuntus page. Start the quest Beginning of the quest. Items are required: Ghostspeak amulet and 4 Exo-token Pay 2 ecto-tokens (right click the entrance to the Energy Barrier, located north of Port Fazmati) and head to the house directly to the east to talk to Velhorina. She will explain the sad ghost story of Port Fazmati. She will ask you to talk to necrovar in the temple of Ectofuntus to allow any ghost to move into the next world. File: Velorina Ghost.png Velorina Ghost Head west of Velorin's house and pass

the Energy Barrier again to be outside the city walls. Talk to Necrovar, located in the Temple of Ectofuntus. The necrovar is furious that you have mentioned Velhorina and demands that you remain silent, refusing to listen to any reasoning. Jump the energy barrier back into town and talk to Velhorina again. She mentions a different approach: talking to an old friend who can be used as an aid without the involvement of Necrovarus. When asked where she might be, Velorina explains the vision of a small wooden hut in Moritania, where the sea is very close and the castles loom to the west and east. Old crown and nettle tea items are needed: Nettle tea (or ingredients to make: tinderbox, magazines, gloves, a bowl of water) and a bucket of milk. Leave Port Fazmati from the Energy Barrier and head west towards Canifis. If you need to make nettle tea, follow the directions below, heading to Canifis: Fill an empty bowl with water using a bowl at a water pump located west of the farm highlighting patches. (Empty bowls can be purchased from charter ships in Phasmatys docks, buy 3 to be safe) Continue west to Canifis until you reach the killer master Mazchna. To the east there will be a patch of nettles. Wear gloves and choose some: it is recommended to choose some spare nettles, as nettle-water can boil when Tea. Note: Gloves that cannot be used to pick up nettle include Slayer gloves, mystical gloves, Ranger Ranger gloves, Moonclan gloves, granite gloves and moon gloves. Use nettles in a bowl of water. Squeeze the fire using tinderbox and logs and use the bowl to fire. Avoid accidentally drinking the bowl. The bowl can also be boiled on the range, however there are no ranges in Canifis. Note: The water in the bowl may boil, causing the bowl to be lost. Be sure to have extra bowls and nettles on you or in your jar if this happens. Places for Aha's Ghosts. Head northwest of Machna's killer master to the Old Crown house (the map shows the house east of the Fighter Tower). Talk to the Old Crown. When asked if she was a student of Blekratar in the Temple of Phasmatia, it would be difficult for her to remember her because of her old age. She will mention that nettle tea will help refresh her memory as well as where you can find nettles. If you have nettle tea already made, she will exclaim that she only drinks from her special cup. It will give you a porcelain cup to pour nettle tea in. Talk to the Old Crown again where she will give up tea again because of not adding milk. Add a bucket of milk to a cup of tea. Avoid accidentally drinking a cup of tea. Talk to the Old Crown again, this time she will remember how she was a disciple of The Blemar. When the name Velorina is mentioned, she will remember her as a very good friend and ask how she is doing. After being told she was now a ghost, she regretted running away rather than stopping what was happening. She knows a way to help those who want to move into the next world using the Ghostspeak amulet. She explains that the charming amulet will give the power of command over ghosts; One charge will allow you to command Necrovarus to let the ghosts pass on. She explains that Necrovar must have a magic robe that can be used to perform charm. She will also need his book of rituals called Harikonto, written by an ancient sorcerer from the East, and a book to translate these rituals. Ask her if there's anything else you can do for her. She would talk about her son, and at the age of 12, he escaped with some pirates to be a cabin boy. She asks if you see him, give him a toy model of the boat that he did. She'll give you a model of the ship. Adorable amulet Book Haricanto Elements required: Ghostspeak amulet, model ship, silk, needle, thread, knife, dyes (3 red, 3 blue, and/or 3 yellow, color used will be random for every person), shovel, 27 ecto-tokens, and food/combat gear to defeat the giant lobster (level 32) Poor man! Go to the Canifis bank and retrieve the necessary items. You can buy a needle, thread and knife from a nearby Canifis General Store. Make sure to still have your Ghostspeak and ecto-tokens. Repair the model of the ship with silk, needle, thread and knife. Head east towards Port Fazmati. Port Fazmati. You pass by undead cows and undead chickens, go to the wrecked ship on the north coast (link to the map, the boat will appear as water on the mini-map). Climb the ship's stairs to the ship's deck. Head east and climb the ship's stairs near the small room with the Old Man and the Pirate Captain to reach a quarter of the ship. Wind speed will be displayed on the top right; Wait for wind speeds to change at low levels. Search the mast in the center of the deck to find what color the flag consists of. Different parts of the flag and the emblem of the skull of different colors. Make sure you paint the right parts of your toy ship with the right colors. You will need to check the mast at least 3 times to get all 3 colors needed. Now mix what dyes you need and paint the model of the ship to match the colors of the mast. Red - yellow - orange red - blue - purple blue - yellow - green file: Ghost ahoy 3.png Old Man (boy) after you gave him a toy boat. Return down the ship's stairs to the ship's deck and talk to the Old Man. Ask him if the model ships him and he recognizes him. For bringing back his model ship, he'll give you a chest key. Use the key on the closed chest inside the captain's cabin to get the first scrap of the card. Head to the northwest side of the deck, where there is a gangster plan, you can walk to the rocks. Jump on the path of the rocks. Each jump costs 5% of your energy startup. You can fail jumping. When you get to the end, there will be another chest with a second scrap card. If you have a second scrap card, head back to the ship. The lobsters are fighting. Go down the ship's stairs. When you open the next chest, you will be attacked - be prepared for battle. Search chests until you are attacked by a giant lobster (level 32) with a flashing yellow arrow above it. Once you kill him, look for your chest again for the final scrap card. You can safespot lobsters by standing west of the stairs (one closest to the chest) and using Magic or Ranged. However, if you don't kill the lobster fast enough, it will disappear and you will have to fight it again from full health. File: Ghost ahoy 5.png Boat to the island. Once you've got all the pieces, use one piece on the other to get a completed treasure map. It marks where to find treasures on Dragontooth Island. Head east to Port Fazmatys. Navigate the energy barrier to enter the city and go to the bank. If you haven't already, take 25 ecto tokens (or 10 if you have an activated charos ring), a shovel and a treasure map. The approximate location of the book. Head northeast from the shore to the dock and find the ghost captain next to a small rowing boat. Ask him to drive you. Dragontut Island, and it will oblige for 25 ecto-token fee. Once there, use the map to find the treasure. You can go to the square in the photo on the right. You will stand in the only grass less less in a clearing. If you follow the instructions with the map you will start standing west of the Saradomin statue. From there, walk 6 steps to the south, 8 steps to the east, 2 steps to the north, 4 steps to the east, and 22 steps to the south. Dig with a shovel and you'll find the Hariconto Book. Translation guide Elements required: About 400 coins and oak longbow. After finding the Book of Hariconto, head north to the ghost captain and head back to Port Fazmatys. Head ashore southwest of the boat and take about 400 coins and oak longbow. Head north of the bank. Head to the docks east of the pub/hotel and talk to Ak-Haranu. He's a merchant from the east. After being asked if he had a book to translate. He'll tell you he's got a guide, but in exchange for it, he wants Robin's signature on the oak longbow. Head to the pub/hotel west of Ak Harana and talk to Robin. He challenges you in the game Ruedraw. Kick it on him a few times until he owes you 100 coins (the goal of the game is to get as many points as possible, rewarded when you draw a run before you draw a death run, leading to an automatic loss; if Robin draws a death run in front of you, you win). He will give you his signature to pay off the debt. Take him back to Ak-Harana, and he will give you guidance as promised. Clothing Items required: Ghostspeak amulet and a bucket of mucus (available during the quest) Head back to the pub/hotel and talk to the hotel host. Ask him if he has a job for you, and he'll give you the sheet he wants you to take Robin. Instead of doing this, keep a sheet; You will use it to disguise yourself as a ghost. Ghosts do not look like sheets, so to make it passable, you need to paint it with Ectofuntus slime. A quick way to get slime by trading with one of the trader's crew members on the eastern docks and buying a bucket of mucus to dip the sheet in. Once you get a bucket of mucus, dip the leaf into it. Enter the town square at the northern entrance to Port Fazmati and talk to Gravingas, a ghost activist, protester and sign-er. He will ask if you will take part in the protest, which you will gladly take. He will give you a petition to collect signatures of citizens. Get a painted sheet and collect 10 signatures. Talk to any ghost villager nearby for signatures. As long as you don't talk to the same person twice in a row, you can ask for the same two or three ghosts for all 10 signatures. If they ask for ecto-tokens, move on to the next ghost that doesn't require payment. In addition, you can ask the same people by switching worlds. until they say yes enough time to have 10 signatures. Talk to Gravingas with all 10 signatures. He'll ask you to come back. Necrovare and show him the petition. Head north from Gravingas and drive through the Energy Barrier. Talk to Necrovar and show him the petition form. He will ask you to continue explaining the petition, which states that the people of Port Fazmatia should have the right to choose whether they move to the next world or not. He sarcastically says he understands, and then goes into a rage, forcing him to drop the bone key. Take it and head upstairs. Use the key on the locked door to get into his room. Open and search the coffin to find its clothes. Get out of the room and head down. Using the necessary elements of the spell: Mystical Clothing, The Book of Haricanto, a guide to translation and amulet Ghostspeak. From Ectofunt, head back to old Krone, north of Kanifi. Give her robes, a book, a guide and an amulet of Ghostspeak at your disposal. The old crown will perform a ritual of charm - dancing - on your amulet, empowering it. Head east to Ectofundus and talk to Necrovar; Make sure your ghost amulet is equipped. Team Necrovarus to release all the ghosts it holds. You can nail it to tell you a joke in the first place or make a chicken impersonation; both of which do not deplete the charge of the ghost amulet. A ray of green light will radiate from the amulet, enveloping the Necrovar in its power. He seems to become much softer in the eyes and look into the never. It will then allow the ghosts to pass on their own will. After completing the conversation with Necrovarus, go through the energy barrier (it will not consume any ecto-tokens from that time) and talk to Velorina. She will tell you that she felt the mental barrier of Blemar was being removed. She will then give you a bottle of ectoplasm as a thank you in response and explain the use of this newly acquired item: Ectofia. Congratulations! The quest is complete! Rewards Notes Your character will top up ectophial automatically when teleporting, but if you click away before it is replenished, it will not be replenished and you will have to do it manually. The Ectofuntus teleport is close enough to the fairytale ring network, running west through Mort Myre Swamp. It's still much further away than the killer ring and the quest of Cape Teleports, however. You can get a few ectophials by asking Velorin for another. Little things If you talk to an old man after he gives you a key to your chest, he will tell you that his mother is on her way to get it. You can give Robin sheets if you want to do it. The hotel owner will give you another sheet to give robin again. The drop trick method can be done to get a few sheets, in case you want a brown sheet as well as a ghost green sheet. If you talk to Gravingas after the quest, your character will ask him why he's still protesting, what he replies: There is always a need for a healthy interest in politics. Required to complete Dragon Dragon II Moitania Medium Diary Diary pizza hut menu canada deals. pizza hut menu canada 2019. pizza hut allergy menu canada. pizza hut buffet menu canada. pizza hut gluten free menu canada. pizza hut canada nutritional menu. pizza hut online menu canada. pizza hut eat in menu canada

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