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Osrs lunar magic imbue

Table of Contents 1.0 - Introduction 2.0 - Spells 1.0 - Introduction To a brand new set of spells are available for those with level 65 magic or higher, completing the Lunar Diplomacy quest. Lunar spells are a special kind of magic crafted by the people of Moon's island who have been isolated from civilization for quite some time. Their Astral Altar and Rune Essence mines have been attributed to their quest to refine such magic, ending not only in new spells, but in a new rune as well: astral rune. The waves of Moonclan Island people are many different – from baking pie to making glass without the need for an oven, and even healing and teleporting groups of people. Swap the magics of the moon from your usual magics, just head over to Moonclan Island and pray at the Astral Altar. To change back to regular, pray at the Astral Altar again. 2.0 - Spells in this table will outline the impacts and requirements of each lunar spell. Note: All spells that can be passed on to other players (e.g. energy transfer, tele-switch, potion part, heal another, etc.) cannot be cast in one fight wilderness area; only multi fight wilderness areas. Picture Level Spell Effect Runes Required Base Exp 65 Bake Pies Without Cooker 60+ Cooking XP 66 Cure Plant Cures Disease Agricultural Patch. 60 66 Monster Examine Reveal Battle Stats for a Monster. Requires completion of Dream Mentor quest. 61 67 NPC Contacts Talk to different NPC. You will be able to talk to more NPC after completing the Dream Mentor quest. 63 68 Cure Others cures other players' poisons. Moisturized Fill some dishes with water. Requires completion of Dream Mentor quest. 65 69 Moonclan Teleport Teleports you to Moonclan Island. 66 70 Tele Group Moonclan Teleports players on Moonclan Island. 67 71 Cure Me Cure Venom. 69 71 Hunter Kit Get a set of hunter gear. Requires completion of Dream Mentor quest. 70 72 Waterbirth Teleport Teleports you waterbirth island. 71 73 Telegroup Waterbirth Teleports for Players waterbirth island. 72 74 Cure Group Cure Venom players. 74 75 Barbarian Teleport Teleports you barbarian outpost. 76 75 Stat Spy Cast to another player to see their skill level. Requires completion of Dream Mentor quest. 76 76 Tele group Barbarian Teleports players to barbarian outpost. 77 77 Superglass Make Make Glass without oven. 78+ 10 Crafting XPper Glass 78 Khazard Teleport Teleports for you in Port Khazard. 80 79 Tele Group Khazard Teleports players in Port Khazard. 81 79 Dream Take a rest and restore hitpoints 3 times faster. Requires completion of Dream Mentor quest. 82 80 String Jewelry String Amulet Without Wool. 83+4 Crafting XPper amulet 81 Stat Restore Pot Shares a potion with up to 4 nearby players. 84 82 Magic Imbue Combine runes without a mascot. 86 83 Fertile soil Fertilize agricultural patch with Compost. Compost. Agriculture XP 84 Boost Potion Share Shares Potion (Attack, Defense, Strength, Fishing, Starting, Agility, or Magic Potions) with up to 4 nearby players. 88 85 Fishing Guild Teleport Teleports you Fishing Guild. 89 86 Tele Group Fishing Guild Teleports members of the Fishing Guild. 90 86 Boards Make Turn Log Boards. Requires completion of Dream Mentor quest. 90 87 Teleport Catherby Teleports you Catherby. 92 88 Tele Group Catherby Teleports players catherby. 93 89 Ice Plateau Teleport Teleports you Ice Plateau. 96 90 Tele Group Ice Plateau Teleports players ice plateau. 99 91 Energy transfer lowers your hitpoints and special attack energy, and gives special offensive energy and run energy to your target. 100 92 Heal Other transfers up to 75% of your hitpoints your target. 101 93 Comeback Others allows another player to rebound the injury to the opponent. 108 94 Comeback Rebound about 75% of the injury to the opponent. 112 95 Heal Group Transfers up to 75% of your hitpoints to the group around you. 124 96 Spellbook Swap Change to another spellbook for 1 spell cast. Requires completion of Dream Mentor quest. 130 From Old School RuneScape Wiki This article is about the lunar spell. For imbuing some items with Nightmare Zone Points, see Nightmare Zone #Upgrades. Magic Imbue allows castor craft combination runners, eliminating the action against opposing talismans to be in stock for 12.6 seconds. In order to craft a combination of runes after casting Magic Imbue, players must use opposite scarps on the runecrafting altar. For example, to create lava rustal at the ground altar, players could use fire rusts on the altar after casting Magic Imbue. This spell can only be cast once in 12.6 seconds (21 game ticks). You will still need to pure essence. Note: Spelling does not increase the 50% chance of success when crafting a combination of runners. For a 100% chance of success, a binding necklace is still needed. Using steam battlestaff or mystic steam workers greatly reduces the cost of Magic Imbue, as well as reducing the effort of crafting a combination of sneer, because some mascots can be quite expensive. On a related note, the difficulty of crafting dust, smoke and fog scars is reduced as it becomes economically viable to craft these rustlings at the air altar outside Falador, in the vicinity of the bank. Magic Imbue can also be cast without at the altar, and still provide a Magic experience. This can be a useful way to train Magic while training other skills such as Agility, Mining, or Hunter. That's about 23k experience per hour, uizing magic imbue repeatedly. In theory, the max amount is 24,571 assuming that spelling is cast consistently for every 21 ticks. For this method, it is highly recommended to use personnel who provide runes, especially variations of steam combat personnel, or personnel water and to save on the runes. This reduces the spelling cost by up to 70 coins per cast. As with all lunar waves, the quest for Lunar Diplomacy has to be filled to cast this spell. Cost[edit | edit source] Spelling costInputCost277324Kombo race2771.689277324277828276952771.591GalaAlt28927Alt2892254Main and off-hands272892Alt254 Trivia[edit source] This spell animation is similar to the bones of bananas and bones peaches. Magic Imbue is a lunar spell that allows castor craft combination ritas without the need for opposing mascots. This spelling effect lasts about 12 seconds. At a time when this spell is active, the player can use the opposing runes on the runecrafting altar to create a combination of runes. For example, fire rusts can be used on the earth's altar for lava sniff. This spell can only be cast every 12.6 seconds, approximately. This spell does not increase the chances of success by making a combination of runners. To increase the chances of a 50% to a 100% chance of success, a binding necklace is required. Magic level 82 is required to cast this spell, giving 86 experience. It requires 2 Astral runes, 7 Fire runes, and 7 water runes to pass. Magic Imbue Level: 82 Members?: Yes Experience: 86.00 Spellbook: Moon Type: Skill Runes: 2 7 7 You can calculate max hit any battle spell by visiting our Magic Max Hit calculator. in: Lunar Waves, Lunar Diplomacy Share player using lunar spells to teleport. Lunar spells are a spellbook such as Ancient Magicks, which is available to players who have completed lunar diplomacy quest. They use astral rune, and there are several teleportation waves as well as waves that support non-combat functions, reducing or eliminating the need for certain items and equipment to perform certain tasks. The astral altar of Magic is a separate spellbook, and is swapped out with a normal set of spells by praying at the Astral altar southeast of Moonclan town. Players who are level 80 in construction (or 75 with a 5 Spicy Stew boost) can build a lunar altar in their Achievement Gallery, allowing you to freely switch between standard and lunar spellbooks. It is here that astral sidewalks are also developed using runecrafting skills. You can't craft astral runes through the Abyss. One interesting feature of runecrafting astral runes is that when done with a friend or two, using Tele Group Moonclan makes it more efficient in terms of spells and runes than simply running itself and using Moonclan Teleport, and the castor teleport does not use additional runes when ground staff are wielded. Spell summary lunar spellbook. Spells marked with an asterisk (*) require the completion of the quest for Dream Mentor. Icon Spell Magic Level Runes Required Experience Notes Lunar Home 0 None No Teleports next to the bank Lunar Isle for free. It takes about 10 seconds to and is unlockable with the fight. In addition, it can only be transferred every 30 minutes. Bake Pie 65 154 60 This spell automatically bakes all the uncooked pies in the player's inventory without burning risk. Gives the player a cooking experience as well. Geomancy 65 338 60 This spell allows the status of every farmable patch runescape to be seen except for those used in quests. Cure Plant 66 18 60 Cures Sick Farming Patch. Monster Examine* 66 111 61 Casting this spell on a monster gives you a monster's combat level, hitpoint level, and maximum hit, as well as whether a monster can be a killer task. NPC Contact 67 112 63 screen comes up asking you what NPC you want to talk about. The choice is Honest Jimmy, Bert Sandman, Advisor Ghrim, Dark Mage, Lanthus, Turael, Mazchna, Vannaka, Chaeldar, Nieve, Duradel, Murphy, and Cyrisus. This can be very useful because you can repair your runecrafting bags, manage your kingdom of Miscellania, collect sand from Bert, find out when the next Castle Wars game starts, and get a new Slayer task without having to move out of the bank. Cure Citi 68 1110 65 cures targeted player who has been poisoned. The target player must be turned on to accept support. Moisturize* 68 113 65 Fill all containers of your equipment with water. Moonclan Teleport 69 122 66 Teleports player at the bank of Moonclan city. Tele Group Moonclan 70 124 67 Teleports player along with everyone in the 3x3 square area (including standing on the player's field) at the bank of Moonclan city. Players must have Accept Aid turned on to be teleported with this spell. Cure Me 71 122 69 cures player poison as if he/she had made an anti-poison potion. Ourania Teleport 71 126 69 Teleports castor on red salamanders outside Ourania Cave. Players must talk to Baba Yaga with a spellbook equipped to unlock the ability to pass this spell. Hunter Kit* 71 23 70 Gives you a hunter kit that contains a loop wand, butterfly net, bird trap, rabbit trap, teasing stick, unlit torch impling jar, and box trap. Waterbirth Telebirthport 72 121 71 Teleports player next to Jarvald board waterbirth island, right snape grass spawns. Tele Group Waterbirth 73 125 72 Teleports player along with someone in the 3x3 square area (including standing on the player's field) next to Jarvald's board on Waterbirth Island. Players must have Accept Aid turned on to be teleported with this spell. Cure Group 74 222 74 Features like Cure Me spell, except it cures all players in the 3x3 square field of the player casting it (including standing on the player's square). Players need to take support turned on to benefit from this spell. Barbarian Teleport 75 223 76 Teleports player next to Barbarian Outpost. Stat Spy * 75 225 76 Can be transferred to other players See their battle stats as well as no battle stats. It even shows their current stats, i.e. their current hitpoints and prayer points. Tele group Barbarian 76 226 77 Teleports player along with everyone in the 3x3 square area (including standing on the player's field) next to the Barbarian Outpost. Players must have Accept Aid turned on to be teleported with this spell. Spin Lini 76 215 75 Immediately turns to 5 flax in the player's inventory. Superglass Make 77 2610 78 Turns all Sand and Soda ash or Seaweed or Swamped into Molten glass instantly and without the need for an oven. All items are converted, and if you cast it with 13 Sands and 13 Soda Ash in your inventory, you get between 13 and 22 molten glass. You also get 10 crafting experiences per Spain sand casting this spell. Khazard Teleport 78 224 80 Teleports player Port Khazard. Tan Leather 78 125 81 Tans to 5 raw leather player inventory, with no additional gp cost, for example, would be with the normal process of tanning. Requires the completion of Hard Fremennik's diary. Tele Group Khazard 79 228 81 Teleports player along with everyone in the 3x3 square area (including standing on the player's square) to Port Khazard. Players must have Accept Aid turned on to be teleported with this spell. Dream* 79 125 82 Puts you in a Dream-like country where your hitpoints

recreate three times the normal rate (about 1 hitpoint every 20 seconds). You will remain in this position until you walk from the place you were to when you cast the spell, or until you reach full health. If you engage in prayer to quickly heal, you heal 1 hitpoint every 20 seconds, as well as 1 additional hitpoint every 30 seconds. In other words, an additional effect is added, not multiplying, to less general healing than one would expect. String Jewelry 80 2105 83 Unstrung amulet with player inventory immediately becomes strung. Stat Restore Pot Share 81 21010 84 Casting this on Stat restore potion player inventory forces the player to administer 1 dose per player in a 3x3 square area (including standing on the player's square) if they have accept support turned on. Magic Imbue 82 277 86 This spell allows the player casting it to create a combination of shris without having to use opposing mascots for about 12 seconds. Fertile soil 83 2315 87 This spell treats a targeted farming patch with Super Compost. Boost Potion Share 84 31210 88 Casting this on almost any potion player's inventory forces the player to administer 1 dose per player in a 3x3 square area (including standing on the player's square) if they have accept support turned on. Doesn't work with Zamorak brew. Fishing Guild Teleport 85 3310 89 Teleports player out the door fishing guild. Teleport to Bounty Target 85 111 45 Teleports player 12 squares their assigned goal Hunter minigame unless they have an unlocked spell using bounty teleporters. Tele Group Fishing Guild 86 3314 90 Teleports player along with someone in the 3x3 square area (including standing on the player's square) outside the door of the Fishing Guild. Players must have Accept Aid turned on to be teleported with this spell. Board Mark* 86 1215 90 Turns one log on the board. The spelling charge will give you a reduced fee for that of each board. Catherby Teleport 87 3310 92 Teleports player at the bank of Catherby. Tele group Catherby 88 3315 93 Teleports player along with everyone in the 3x3 square area (including standing on the player's field) at the bank of Catherby. Players must have Accept Aid turned on to be teleported with this spell. Ice Plateau Teleport 89 338 96 Teleports player on ice plateau players level! 53 Wilderness. Warns the player that they are going to teleport into the Deep Wilderness with a chance to stop. Recharge Dragonstone 89 114 97.5 Recharges all enchanted Dragonstone jewelry. Requires the completion of Hard Fremennik's diary. Tele Group Ice Plateau 90 3316 99 Teleports player along with anyone in the 3x3 square area (including standing on the player's field) on the players side of the Ice Plateau. Players must have Accept Aid turned on to be teleported with this spell. Warns the player(s) that they are going to teleport/be teleported into the Deep Wilderness with the option to stop. Energy Transfer 91 213 100 Transfers to the target player 100% of the casting player's special attack energy and some of your run energy. Can't be put unless the player casting it is a full special attack energy bar. Heal The Other 92 133 101 This spell will ruin the player casting it up to 75% of his/her current Hitpoints and give it to a targeted player. The target player must have Accept Support turned on to be healed by this spell. Comeback Other 93 2310 108 Targeted player will be under the influence of a comeback spell. The target player must be turned on to receive this benefit. Comeback 94 2410 112 The next injury attack that hits a player casting this spell also hit the player dealing with injury to 75% of the losses that were originally dealt to the casting player. Compare the ring recoil. Heal Group 95 364 124 This spell damages the casting player up to 75% of his/her current Hitpoints and distributes them among injured players who are in the 3x3 square area casting player (including standing on the player's field). Players must have Accept Support turned on to benefit from this spell. Spellbook Swap* 96 123 130 Lets you switch to another spellbook for one spell. Lunar spells Lunar Diplomacy Community content is available under CC-BY-SA, unless otherwise specified. Noted.

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