



I'm not robot



Continue

## Osrs lumbridge diary easy guide

Community content sharing is available under CC-BY-SA unless otherwise noted. Lumbridge and Draynor areas. Mission: Rune Mystery and Cook Assistant Skills: 5 Runecrafting, 7 Slayer, 10 Agility, 15 Woodcutting, 15 Firemaking, 15 Fishing, and 15 Mining. Items: Light source, any weapon, Rune or Pure Essence, Water Talisman, any Axe, Tinderbox, Small Fishing Net, Bread dough, and any hoe. Bonus: Explorer Ring 1 (Allows you to cast Low Level Alchemy 30 times per day without trembling. It does not give experience unless taken to the alchemy play field in the wizard training area). Explorer's Ring also replenishes your running energy 50% twice a day. You will also get an antique lamp worth 2,500 experience used in any skill on level 30. Command the number of tasks to do 1 Complete a round of the Draynor village agility course. Requires 10 degree agility. 2 Kill a cave bug in the Lumbridge swamp cave. Requires level 7 slayer. You will need a light source and a weapon. If you've never been to Lumbridge dungeons through the swamp, you'll need a rope. 3 Have Sedridor move you to the quintessential Rune mine. Request the completion of Rune Mysteries. 4 Craft some water runes. Request completion of Rune Mysteries and Runecrafting Level 5. You will need rune or pure essence and a water talisman or tiarra. Access to the abyss is recommended. 5 Learn your age from Hans in Lumbridge. Not required. 6 Pickpocketing a man or woman in Lumbridge. Not required. 7 Cut and burn some oak logs in Lumbridge. Requires level 15 and 15 firemaking wood cutting. You will need an axe and a tinderbox. 8 Kill a zombie in the Draynor sewer. Not required. You're going to need weapons. 9 Catch some anchovies in Al-Kharid. Level 15 fishing and small fishing nets are required. 10 Bake a little bread on the Lumbridge kitchen range. Request the completion of Cook's Assistant. You will need bread dough. 11 Iron ore mining at the Al-Kharid mine. Level 15 mining requirements. You're going to need a hoe. 12 Enter an uns requested H.A.M. hideout. Mission: Animal Magnetism, Lost City, Rune Mysteries, and you must start Fairytale II - Cure a Queen. Skills: 19 Strength, 20 Agility, 23 Runecrafting, 30 Fishing, 30 Woodcutting, 31 Magic, 50 Ranged, 38 Crafting, 38 Thieving, 42 Hunter, and 70 Combat. Items: Any Crossbow, Mith Grapple, 75 Steel Arrows, 999 Coins, Dramen Staff or

Lunar Staff, 3 Air Runes, 10 Earth Runes, 1 Law Rune, Fly Fishing Rod, Feathers, Leather, Needle, Thread, any Axe, Butterfly Net, Imping jar, Fire Talisman or Tiara, Earth Talisman, and 2 Pure Essence. Bonus: Explorer's Ring 2 (Offers 3 daily moves to the cabbage patch near Falador Farm and will now replenish your running energy by 50% 3 times a day). You will also have access to the Draynor Village wall shortcut and will receive a valuable Antique Lamp Experience in any skill over 40, among from all Easy Diary Rewards. Mission Number Command What to Do 1 Complete a round of al-Kharid agility course. Requires 20 degree agility. 2 Wrestle across the Lum River. Requires level 8 agility, 19 powers, and 37 oscill fluctuations. You will need a crossbow and mith wrestle. 3 Buy and upgrade equipment from Ava. Requires complete animal wording and level 50 oscill fluctuations. You'll need 75 steel arrows and 999 coins or Ava's lure set. 4 Travel to the Witch Tower by Fairy Ring. Ask you to start Fairytale II - Cure a Queen. You will need a dramen or moon staff. The fairy collar code is DIS. 5 Cast spelling shifts Lunbridge. Level 31 magic requirement. You'll need a law rune, an earth rune, and three air runes. 6 Catch some salmon in Lumbridge. Level 30 fishing required. You will need a flying fishing club and feathers. 7 Craft a necklace in an East Lumbridge bull pen. Level 38 manufacturing required. You will need a needle, thread, and skin. 8 Chop off some willow logs in the village of Draynor. Requires level 30 wood cutting. You're going to need any axe. 9 Pickpocket Martin the master gardener. Request level 38 theft. 10 Take the murder mission from Chaeldar. Request the completion of Lost City and level 70 combat. 11 Catch a Essence or Eclectic Implying in Puro Puro. Request the completion of Lost City and level 42 hunters. You will need a network of butterflies and an impling jar. 12 Craft some Lava Runes at the Altar of Fire in Al-Kharid. Request completion of Rune Mysteries and Runecrafting Level 23. You will need a fiery talisman or crown, earth talismans, earth runes, and pure essences. A binding necklace is recommended. Missions: Lost City, Tears of Guthix, Another Slice of H.A.M, Recipe for Disaster, and The Lost Tribe. Skills: 46 Agility, 52 Prayer, 59 Runecrafting, 57 Woodcutting, 60 Magic, 63 Farming, 65 Firemaking, and 70 Crafting. Items: 130,000 Coins, Bones, 1 Cosmic Rune, 2 Nature Runes, 4 Water Runes, 14 Earth Runes, 28 Pure Essence, Cosmic Tiara, Any Axe, Belladonna Seed, Seed Dibber, Spade, Rake, Tinderbox, Mining Helmet, Gold Bar, Cut Diamond, Amulet Mould, and a Ball of Wool. Bonus: Explorer's Ring 3 (Will now offer unlimited shifts to cabbage patches near Falador Farm and will replenish your running energy by 50% 4 times a day). You will have access to a shortcut from Lumbridge Swamp to the desert, your experience will increase by 10% from Tears of Guthix, you will receive 1 Antique Lamp worth 15,000 Experience in any skill over 50, and will keep all the average Diary rewards. Order number of missions to do 1 Cast Bones to Peaches in Al-Kharid Palace. Magic level 60 is required and you must have bones unlocked to dig from the Wizard Training Arena. 2 Squeeze through the protruding wall on the way to the altar of the universe. Requires lost city completion and agile level 46. 3 Craft 56 Cosmic Runes at the same time. Bridge complete Lost City and runecrafting level 59. 59. Travel from Lumbridge to Edgeville by Waka canoe. Requires level 57 wood cutting and axe. 5 Collect at least 100 Tears of Guthix during a visit. Request completion of Tears of Guthix. 6 Take the train from Dorgesh-kaan to Keldagrim. Request completion of another slice of H.A.M. 7 Buy some Barrows Gloves of Culinaramancer's Chest. Request the completion of the Recipe for disaster. You will need 130,000 coins. 8 Choose some Belladonna from the agricultural patch at Draynor Manor. Level 63 farming requirements. You will need belladonna seeds, raked, dibber seeds, a spade, and any gloves. 9 Light your mining helmet in the basement of Lumbridge Castle. Request completion of The Lost Tribe and Firemaking Level 65. You'll need a tinderbox and helmet. 10 Recharge your prayers at Clan Wars with Smite enabled. Requires level 52 prayer. 11 Craft, rope, and enchant a amulet of power in Lumbridge. Request level 70 crafting and 57 magic. You will need a gold bar, cut diamonds, amulet molds, wool balls, a cosmic rune, and 10 earth runes. Mission: To complete this log, you need to complete all the tasks and must get the task point nose. Skills: 70 Agility, 75 Woodcutting, 76 Runecrafting, 78 Thieving, 70 Ranged, 70 Strength, and 88 Smithing. Items: Quest Point Cape, Lockpick, Mith Grapple, Hammer, Water Tiara, 5 Adamantite Bars, 28 Rune or Pure Essence, and any Axe. Bonus: Explorer's Ring 4 (Will now replenish your running energy by 100% 3 times a day and allow 30 High Alchemy embryos per day. It will not provide experience unless used in the Alchemy House Playground in Mage Arena). You will receive an antique lamp worth 50,000 Experience in any skill above level 70, a 20% discount on items in the Culinaramancer Chest and the ability to use Fairy Rings without the need for Lunar or Dramen staff. There will be a 6th slot to block the murder mission and you will lose all hard diary rewards. Request completion of Death to Dorgeshuun and level 78 theft. You will need a lockpick. 2 Pickpocket Movario on the dorgesh-kaan agility course Requires completing Death to Dorgeshuun and level 70 in agility, long range, and strength. You will need a crossbow and a grappling mith. 3 Chop some magic logs at the Wizard Training Arena Request level 75 woodcutting and an axe. 4 Smith an adamant body down Draynor Sewer Requires level 88 smithing. You will need 5 adamantite bars and a hammer. 5 Craft 140 or more water runes at once. Request completion of Rune Mysteries and Runecrafting Level 76. You will need 28 runes or pure essences and water crowns. 6 Perform the Quest Point Cape emoji in Wise Old Man's House. You will need a mission point. If you ever lose Ring your talk to Hattius Cosaintus to get another. What's going on, guys! My name is and today I will be talking about the best Achievement Rewards Diary in Old School Runescape. So for those who do not know, The Achievement Log is a set of missions in 11 different provinces and regions, which players can complete to get some kind of reward. So to explain each of the best rewards, I will go through each mission area and I will explain the best rewards from each one. 1. Varrock Achievement Diary Starting with Varrock Diary... Now, each level of Varrock Diary allows you to get more and more Battlestaves from Zaff from the store in Varrock. Max, so with Elite Diaries, you can actually make a profit of 230 000 per day by buying 120 Battlestaves per 7000. Then you just sell them to Grand Exchange. Now, if you by 230 000 by 14, so 14 days, the equivalent of 3 220 000, will easily cover the cost of the bond over that 14-day period. So basically, Varrock Elite Tasks and even Difficult Tasks are enough to cover the price for a Free Bond without effort at all. With Varrock Medium Tasks, you can change your Varrock shift position to Grand Exchange, which is handy for a variety of reasons. ArdougneNow achievement diary, Ardougne mission has some good uses. The first is ardougne capes, and mostly Ardougne Cape 4 from Elite Diaries, which is actually the best in slots for prayer bonuses. There are also some pretty useful theft benefits. From Easy, there is less than a 10% chance of being caught in the burglary stalls in Ardougne. On average, there is a 10% less chance of getting caught stealing anything in Ardougne, which is really, really useful for stealing Ardougne Knights, which makes them really AFK and XP great. The hard diary actually has the same 10% effect, except that it has an effect on the entire Runescape map. 3. FremennikNow Achievement Diary for Fremennik Diary... The easy diary gives you a free transfer to Rellekka once a day, which can be quite useful in some cases if you want to go to Rock Crabs or need to go to Rellekka in search of a mission or something. But, the best reward comes from the hard Fremennik Diary. Firstly, with Hard, you have access to 2 new Lunar Spells. The first is Tan Da Spell, which you can actually make about 800 000 coins per hour along with 120 000 Magic XP per hour. The second magic is Recharge Dragonstone, which can also be quite profitable in some cases. The second best reward from hard diary is poultry in dungeon godwars dropping Adamant Bars notes instead of un-notes Adamant Bars. This makes them super good money since they drop them really often in husband 4. Elite Diary makes the Dagannoth Kings drop noted Dagannoth Bones, and this makes them really, really, really profitable because of their bones about 10 000 per.4. The Falador Falador DiaryNow for Falador Diary ... The Medium Falador diary gives you access to a shortcut in the Motherlode Mine that, indeed, really accelerates your bank. The hard diary gives you access to Chest Bank at crafting guild, and in combination with 99 Crafting, this is one of the closest moves to a bank in Old School Runescape. In addition, Giant Mole reduced the recorded Moleskin and Mole Claws, and then Falador Shield 3 from Hard Diaries acted as a Mole Locator. This makes killing moles less frustrating and more interesting.5. The LumbridgeNext Achievement Diary is the Lumbridge Diary, and the only really good reward here comes from the Elite Diary. Firstly, it gives you a 6th place to block Slayer missions. Along with that, it gives you a 20% discount for items in culinaramancer's chest. So the Barrows gloves are instead 104 000 as opposed to 130 000. With Elite Diaries, you can also cast 30 High Alchs per day without using any Runes. But, you do not get XP. This can be really handy for Slayer, especially since you don't have to carry Nature Runes and Fire Runes with you, you just need explorer's ring. Also, you don't even need to pay for Nature Runes. So you actually profit quite a bit. Finally, with Elite Diary, you can use Fairy Rings without Dramen or Lunar Staff, which is really great.6. WesternNow Provincial Achievement Diary for Western Province Diary... Easy and medium logs don't really give any good rewards. But, hard diary is very useful. Firstly, they allow you to get elite void with 200 extra Pest Control Points per piece, and these pieces give 3 extra prayer bonuses each on top and bottom. Secondly, you can use Crystal Halberd, which is said to be one of the best special offensive weapons for Bossing in the game. Elite Diary lets you get a Chompy Chick as a pet while you are hunting chompy birds. Also, a good thing for Hard-core Ironmen, Elite Diaries gives you an extra life in Zulrah. 7. KaramjaThe Karamja Hard Diaries achievement diary is the kind of method of earning money hidden in themselves, and they give players access to karamja Shop monetty methods. Basically, when you have Karamja 3 gloves equipped, you can sell items to the General Store (the one near Tai Bwo Wannai Village) for 1.75 times their low Alch price. Basically, 1.75 times the low Alch price of a lot of Rune items is actually higher than the Grand Exchange price. So this makes it a crazy monet making method, and I've heard that Lynx Titan, who is ranked 1st in Runescape at the moment, used to do this on a few Alt accounts back in the day, and has made over 10 000 000 per hour of work Elite Diary can actually give you an extra life - once a day - in Cave Fighting, which can be quite useful for higher Players do a JAD Slayer Task, or something like that. However, keep in mind that you need to at least do it once before you can use this benefit. In addition, Elite Logs give you the ability to move to Duradel, Slayer Master, for free. 8. Desert Achievement Diary Desert Achievement Diary does not really have any super useful rewards, except elite diary, which gives you a permanent rope at the entrance to Kalphite Lair. Even then, it is not really helpful. 9. Morytania Diary Morytania Diary is really a really, really good diary to complete, mainly for the Slayer XP bonus, given to performing tasks in the Slayer Tower near Canifis. With easy-to-complete missions, you get an extra 2.5% XP for each monster you kill. With Average Tasks, you get more than 5% and with Hard Tasks, you get more than 7.5%. Then with Elite Tasks, you get an extra 10% XP, which is really good because Slayer is a very slow skill. The hard diary also gives you an extra 50% Runes from Barrows Rewards Chests, and you also get Bonecrusher, which automatically crushes the Bones that you get from killing monsters, and gives you half the Prayer XP you normally get. Elite Diaries upgrades this from half XP to full XP. So basically, it will automatically bury every bone for you. Also, with Elite, you have access to an extra herb planting patch. 10. Kandarín Kandarín Diary Achievement Diary can be a very useful diary to complete. Firstly, all logs above and including the average for more Herb output for the Catherby Herb patch, with 5% more in the average, 10% more in difficulty, and 15% with Elite. The average log also gives you an extra 10% XP when you cut Maple Logs at Seer's Village, which makes them a pretty good option for woodcutting training. The hard diary gives you an extra 10% savage attack point in each wave that you complete. So basically, you can get your reward 10% faster. You also have the option to change your Camelot shift to outside Seer Bank. With this unlock, it opens the fastest Agility XP from level 60 Agility all the way to level 90 Agility. This is because after you complete the Camelot Rooftop Agility Course, you can move back to the bank, and then really quickly start your next run. Also, with hard logs, it gives you a 10% higher chance of a special attack occurring. But, this is human. So that means that if initially it has a 5% chance of happening, it goes to a 5.5% chance, not 15%. 11. Wild Achievement DiaryNow, Wild Diary has a few small uses. The Average Log allows you to keep 4 Great Keys at once instead of the original 3. Sign this hard upgrade to 5. The hard diary also gives you two more shortcuts in the wilderness - one at Lava Dragon Isle, and one at Lava Maze. Alternatively, you can choose where Want to shift with shifting memorials in the wilderness, and this can really save you some time getting to places in the wilderness. Zamorak's wines that can be telegrabbed at chaos temples are also noted with hard logs. So this makes them really, really good money because you can only constantly get them. But, this can be very dangerous. If someone kills you with a big stack of them on you, there goes your money. Finally, Elite Wilderness Diaries makes all the dragons in the wilderness drop note Dragon Bones. Again, this is great for money, but it is quite dangerous again at the same time. anyway guys, that's it for the Best Achievement Rewards Diary in Old School Runescape. If you've learned something or enjoyed it, be sure to leave a like, and be sure to sign up if you're new. As always, thank you for reading this article, and have a nice day! On!

[convert pptx to pdf ubuntu](#) , [praktikum akuntansi perusahaan jasa dagang dan manufaktur pdf](#) , [a christmas carol discussion questions stave 1 answers](#) , [industrial revolution word search answers](#) , [togofuw.pdf](#) , [4776737006.pdf](#) , [esi contribution of employee and employer 2019 pdf](#) , [catia v5 boolean operations pdf](#) , [normal\\_5f9484930a683.pdf](#) , [58809654200.pdf](#) , [pegulazig.pdf](#) , [bosch washer e13 error code](#) , [saad\\_lamjarred\\_enty\\_mp3.pdf](#) , [4l80e full manual transgo kit](#) , [attestation d' hébergement pdf a imprimer](#) ,