Quest guides

Here you can find guides on all of the quests available in game.

- Creepers in the Crevice quest guide
- Recipe for Disaster quest guide
- Ancient Barbarians quest guide

Creepers in the Crevice quest guide

Quest overview

Name: *Creepers in the Crevice*
Difficulty: *Medium*
Level requirements:
- 95 slayer
- 80 agility
Level advices:
- 60 base combat stats
- 37 prayer
Item requirements: *Bellows (obtained during the quest)*
Item advices:
- Combat gear according to your levels
- A form of antipoison
- Prayer potion
- A super set/super combat potion or a ranging potion, depending on your combat style
- An inventory full of food (monkfish or higher)
Enemies to defeat: *A level 197 Hydra*
Rewards:
- 3 Quest Points
- 50 Boss points
- A double damage potion
- Access to the Alchemical Hydra boss

Introduction: *Strange things have been happening around the Well of Goodwill lately. Do you have the courage to find out? Talk to Dallas Jones at home, by the Well of Goodwill!*

Step 1.

Talk to Dallas Jones at the Well of Goodwill at home, he will tell you he suspects the Well of Goodwill being haunted. It has been acting strange lately, you suggest he'll need an adventure to help him out! He warns you his map shows an ancient tomb beneath the surface, and who knows what kind of dangers it possesses. Tell him you're going to look for more information.

creepers-start.png
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Step 2.
Enter the sewer through the manhole either west or east from the Well of Goodwill.

creepers-manhole.png
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Step 3.
Investigate the swamp bubbles in one of the puddles. After you've done this, resurface by climbing up the pipe on the east and go back to Dallas Jones.

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Step 4.
Talk to Dallas Jones, you'll him about the gas bubbles and that you were unable to bring them, he gives you a pair of bellows to extract the swamp bubbles, and tells you about a colleague of him at the laboratory in Rimmington.

Step 5.
Go back to the sewers and click the swamp bubbles again, you'll extract the swamp bubbles with your bellows. Take it to the laboratory of Rimmington.

creepers-professor.png
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Step 6.
Travel to Rimmington and talk to Professor Manglethorp at the laboratory. Walk outside and operate the Fractionizing still. You'll empty the bellows in the still. Go back inside and talk to the professor. Professor Manglethorp tells you he has never seen anything like this before and that you have to warn Dallas Jones as quickly as possible!

creepers-still.png
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Step 7.
Travel back to the Well of Goodwill and talk to Dallas Jones, you tell him about what the professor said, Dallas says he doesn't know what to do and certainly doesn't want to find out by himself. Offer him your adventurous courage.

Warning, at the next step, you will encounter a fight! Bring some combat gear, potions, an

antipoison and food!

Step 8.
Go to the sewers and enter the dark hole next to the eastern wall. You will now enter a room with a level 194 Hydra.

Fight overview:

The Hydra has 300 hitpoints and will attack you with range, and melee if you stand in melee range. His range attacks will poison you. He can hit you up to 25 damage so be cautious! Ranging the Hydra from a distance will make this fight a walk in the park, but using melee isn't to hard either.

creepers-boss-fight.png
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Step 9.

After you have killed the Hydra, resurface and talk to Dallas Jones for your reward. Congratulations, quest complete!

creepers-reward.png
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Access the Alchemical Hydra by using the teleport in the boss teleport menu.

Recipe for Disaster quest guide

Quest overview

Name: *Recipe for Disaster*
Difficulty: *Hard*
Level requirements:
- 80 cooking
Level advices:
- 70 base combat stats
Item requirements: *None*
Item advices:
- Combat gear appropriate to your combat levels
- A super set/super combat potion, a ranging or magic potion
Enemies to defeat: *5 bosses* from level 75 to level 149, all having 255 hitpoints, without the use of prayer
Rewards:
- 2 Quest Points
- A double damage potion
-An Exp lamp
-Access to the Cook's nightmare area where you can rematch the bosses for some unique drops!

Introduction: *The Duke of Lumbridge is hosting a gathering and the Cook is having trouble thinking of a 5 course meal, it even haunts him in his nightmares! Can you help the cook with whats bothering him? Talk to the Cook in the Lumbridge castle kitchen!*

Step 1.
Talk to the Cook in the Lumbridge castle's Kitchen. He tells you he is having trouble making up a 5 course meal for the gathering the Duke of Lumbridge is hosting. He tells you it even haunts him in his nightmares. Offer him your assistance.



Step 2.
Talk again to the cook to teleport away. You will enter his nightmare. When entering the nightmare, you will receive a message regarding boss pet drop eligility.



Warning! From the next step, you will enter the boss fights. You are able to bank inbetween fights. Prayers are disabled in the cook's nightmare!

Step 3.
You have to fight 5 different bosses in a particular order. Every room has the number written on the floor. Check your minimap to see which room is which number. The first boss you have to encounter is Agrith-Na-Na, a level 146 boss, you can find him in the most Northwestern room. Agrith Na-Na attacks with both melee and magic. You can kill him either by ranging it off a distance, or close range with melee. His max hit is around 25 but be careful, sometimes, he stacks a melee and a mage hit!



Step 4.
After you've killed Agrith-Na-Na you are able to teleport out and go to the bank to refresh on supplies. You can re-enter the nightmare by talking to the cook in the Lumbridge castle kitchen. The next boss is Flambeed, a level 149 boss. You cand find Flambeed in the western room, south of Agrith-Na-Na. Flambeed also attacks with melee and mage, you can use the same strategy for Flambeed as from Agrith-Na-Na. Flambeed tends to hit a little less often, but don't underestimate

him!

rfd-flambeed.png
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Step 5.
Visit a bank if you have to, you might wanna grab some tanky gear for this boss. The next boss coming up is Karamel, a level 136 boss, who attacks with melee and range. Karamel can be found in the southwestern room, south of Flambeed. With some decent tank gear, this boss will not be to hard to defeat.

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Step 6.
The fourth boss is Dessourt, a level 121 boss found in the Northwestern room. Karamel also attacks with melee and mage. This boss can hit up to 31.

rfd-dessourt.png
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Step 7.
The final boss you have to kill is the Culinaromancer. Despite his relatively low combat level of 75, he should not be underestimated! You can find the Culinaromancer in the southeastern room. He seems to attack faster than the previouses bosses, has a pretty high accuracy and can also sometime stack 2 hits. His max hit is 21, so he can stack you with a 42.

rfd-culinaromancer.png
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Step 9.
After you've killed the culinaromancer, talk to the cook in the eastern room, north of the Culinaromancer. Congratulations, quest complete!

rfd-reward.png
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Boss rematch explanation
After you've completed the quest, you can rematch the bosses and get a chance to receive their pets! Each boss has a unique pet with a unique ability. To obtain a pet from a certain boss, you have to obtain the previous one first. So for example if you want the Flambeed pet, you have to receive the Agrith-Na-Na pet first, and if you want the Karamel pet, you'd have to receive respectively Agrith-Na-Na's pet and Flambeed's pet first. The right order and rewards are:

Pet Agrith-Na-Na gives the owner a 10% ranged accuracy boost
Pet Flambeed gives the owner a 10% defensive boost
Pet Karamel gives the owner a 10% magic accuracy boost
Pet Dessourt gives the owner a 10% melee accuracy boost
Pet Culinaromancer combines the effects of all previous stated pets

The bosses also give you a chance to receive the RFD gloves starting from mithril, leading up to barrows!

Ancient Barbarians quest guide

Quest overview

Name: *Ancient Barbarians*
Difficulty: *Very Hard*
Level requirements:
- 70 defence
- 80 slayer
Item requirements: *None*
Item advices:
- Combat gear appropriate to your combat levels
- Food and potions
- A form of anti-dragonfire
- Enemies to defeat: several monsters ranging from level 22 to 120
Rewards:
- 2 quest points
- Access to the Ancient Barbarians boss lair
- Tarns Diary (which can be used to upgrade your Salve Amulet)
- A PVP mystery crate
- A double damage potion

ancient-barbarians-1-quest-requirement.png
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Introduction: *A mysterious, deceitful looking guy showed up in the Lumbridge cemetery, talking about an ancient tomb. Can you help him out finding what he is looking for?*

Step 1.
Talk to Mysterious Michael in the Lumbridge cemetery. He tells you he is sort of an Archaeologist and searching for some long lost secrets in an ancient tom of the barbarians. Despite them living close to Edgeville, Michael says he's looking for their ancestors, who were located in the swamps near Mount Quidamortem. He tells you a certain relic is required for safe passage. This relic comes from the ruler of the undead, it was to powerful, so it was split up to 4 pieces, divided under his minions. You offer him your assistance. Click 'Yes, i am always in for an adventure' to finish the dialog and start the quest.

ancient-barbarians-2-quest-start.png
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Step 2.
Before continuing on with the step 3 you will want to create the runed sceptre, allowing you to run through the cave without taking damage from the skeletons. The sceptre is split into 4 pieces, divided under the undead minions. Each minion drops a unique piece which can be attached to it's counterpart. These four pieces together make 2 pieces, which can be put together to get the sceptre. Note that all monsters stated below have their own teleport option on the Slayer Ring which can speed up the process a lot. You need to obtain the following items:

Top of Sceptre - These are dropped by level 19 ghosts and 22 skeletons, which can be found respectively in the Catacombs of Kourend or the Edgeville dungeon.
B**ottom of Sceptre** - This is dropped by level 42 ghouls which can be found south of the Slayer Tower in Canifis.

Combine these two pieces to get a **Runed Sceptre**.

Left skull half - This is dropped by level 140 Skeletal Wyverns, found in their lair beneath Port Sarim, they have a special teleport option in the Trainings teleport menu; don't forget to bring an anti-fire shield!

Right skull half - This is dropped by level 86 Ankous which can be found in the Catacombs of Kourend.

Combine these two pieces together to get a **Strange Skull**.

Combine the **Runed Sceptre** and the **Strange Skull** to create the **Skull Sceptre**.

Step 3.

Michael mentions a relic which belonged to the ruler of the undead, it is split up and divided under his minions. Mount Quidamortem is where the Chambers of Xeric are located in the Kebos Lowlands. Use the mini-game teleport to raids (::cox), walk east then the path to the southwest. Go

west until you can move around the hill to go east, then south past the water. Follow the several colored paths to the south until the path becomes brown, then follow the path east and then eventually north until you reach the swamp. Go all the way north until you reach a pyramid, this is quite a long walk. On your way there you will find some lizardmen lair which are inaccessible. Around the Pyramid you will find ancient tombs where there are a few you can enter, they will all lead to the same place. This is where the sceptre from step 2 comes into play (equip it).

Ancient-barbarians-Mount-Quidamortem-route.png
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Ancient-barbarians-4-ancient-tomb-entrance.png
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ancient-barbarians-5-ancient-page-floor.png
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ancient-barbarians-6-ancient-page.png
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ancient-barbarians-7-Angry-barbarian-Spirit.png
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Step 4.
Enter the Ancient Tombs as mentioned in step 3. Don't forget to bring the Skull Sceptre, equip it before you enter the tombs. When you enter the tombs you will notice the skeletons are not aggressive. Walk the route leading to the Ancient Barbarian Spirit, even he will 'obey' you now. You do not have to kill him. Walk past him and you will see a portal with a chest behind it, containing two Dragon Warhammers, take a good look, cause this is the closest you will get to this chest. Walk further until you reach an ancient coffin.

ancient-barbarians-8-chest.png
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ancient-barbarians-9-coffin.png
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When you open it you will fall into a lair, right onto a pile of bones. Search the skeleton and the quest is completed! Beware, when you've searched the skeleton you will come right into the boss lair with the new bosses, walking towards you aggressively. The Skull Sceptre will not protect you against them. Quest completed!

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Ancient-barbarians-10-quest-completed.png
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You can come back to fight the bosses through the Boss teleports menu.

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