

I'm not robot!



Ossrs fishing contest quest guide.

This quest has a quick guide.It briefly summarises the steps needed to complete the quest. Fishing Contest is a quest in which the player has to earn the friendship of two dwarven brothers by securing a fishing trophy for them. Afterwards, they allow the player to use the dwarven passage underneath the mountain. Details[edit | edit source]

Walkthrough[edit | edit source] Dwarves can't fish![edit | edit source] This quest can be started from either side of the White Wolf Mountain. To start this quest, go to either of the quest start points adjacent to White Wolf Mountain, as shown in the picture. The western quest start point is closer to the next part of the quest, so it is recommended. Attempt to walk down the stairs in the building and a nearby dwarf will block you from doing so, saying that the tunnel is only for the use of the Mountain Dwarves. (Alternatively, talk to the dwarf and ask about what is down the stairs.) Ask the dwarf if you could become friends ("If you were my friend I wouldn't mind it" ... "And how am I meant to do that?"). The dwarf will say that he wants you to win the fishing contest in the western town of Hemenster, since the reward for the contest is a coveted gold trophy and dwarves aren't known to be good at angling. They'll give you a fishing pass for entry into the contest, before promising you access to the tunnel shortcut underneath the mountain, should you manage to be successful. Help from the champion[edit | edit source] Stop at Seers' Village and pick up a piece of garlic in the house south-west of the bank. It respawns on a table and it will be needed. Start heading west toward the north end of McGrubor's Woods. Enter McGrubor's Woods by squeezing through the railing on the northern side, since the southern gate is locked. Once inside, beware of aggressive level 44 guard dogs. Just west of the fairy ring, you will find a red vine. Check the red vine and collect 1 red vine worms. Note: fairy ring code als will place you in McGrubor's Woods, and will also complete a medium Kandarin achievement. Winning the trophy[edit | edit source]

Exit McGrubor's Wood through the loose railing located north-east of the building in the centre. Go south of McGrubor's Wood to Hemenster, located west of the Ranging Guild south of Seers' Village. Once there show Morris your fishing pass and he will let you in. Put the garlic into the pipes on the south wall of the north building by the Sinister Stranger. Garlic can be found in the house with a quest symbol and cooking range symbol in the centre of Seers' Village. Pay Bonzo the contest fee to start the contest (5 coins). The Sinister Stranger will complain about a horrible smell and you will change places with him. Fishing next to the pipes. Fish at the spot by the pipes using the red vine worms. You will catch a giant carp, a unique type of fish that you can't catch normally, and that will be the prize winning fish. Speak to Bonzo again and hand over the giant carp. You will be announced the winner of the Fishing Competition. After winning the contest and obtaining your trophy, head back to the quest starting point on either side of the mountain and give the dwarf your trophy. Congratulations! Quest complete! Rewards[edit | edit source] Required for completing[edit | edit source] Completion of Fishing Contest is required for the following: Transcript[edit | edit source] This article on a quest has an associated dialogue page.Click here for a transcript of possible conversations encountered throughout the quest. NoviceShortNone0 Fishing5-10 coins. Spade, Garlic (you can find some on a table in Seers' Village), and a regular Fishing rod (can be bought from any fishing shop).None.None.Competition Pass, Red Worms, and a Carp. 12437-3225 Fishing experience (varies depending on your current experience), access to the underground tunnel of the Mountain Dwarves. Ability to use the 'Scale Catherby Cliff' shortcut if you have level 35 Ranged, 32 Agility, 35 Strength, and items.West of White Wolf Mountain or east of White Wolf MountainTalk to the dwarf by the shack next to the mountain. Talk to the Dwarf and tell him you want to use the secret way to across the White Wolf Mountain and that you want to become his friend, he will ask you to win a trophy at the Hemenster Fishing Competition. He will give you a Competition Pass. Head west to the northern edge of McGrubor's woods, north of Hemenster, where you will find a loose railing. Find a red vine and use your spade on it, or click the "Check Vine" option. You should get a red worm. Get 2-3 worms and then exit the woods and head southwest to Hemenster, north of the Fishing Guild. Note: Once inside, beware of level 44 Guard Dogs, as they will attack you if you get too close. Try to enter the gate to Hemenster and a man will say that you will need the Competition Pass, show him your pass and he will let you in. Talk to the Sinister Stranger and he will say that he doesn't like sun. Tell him that he is a vampire and he will say that's nonsense. Talk to Bonzo and tell him you want to start the competition, pay 5 gp and he will tell you that your fishing spot is beside the willow tree. Place your garlic in the nearby pipes and the vampire will say that there is a bad smell. Bonzo will say that your fishing spot is beside the pipes. Fish there and you should get a carp. Talk to Bonzo and you will win the competition. Return to the dwarf on either side of White Wolf Mountain and he will reward you. Congratulations! Quest complete! This article has a quick guide found here. Quick guides provide a brief summary of the steps needed for completion. Fishing Contest is a quest in which you have to earn the friendship of two dwarven brothers by securing a fishing trophy for them. Afterwards, they allow you to use their passage underneath the mountain. Official description The mountain dwarves' home would be an ideal way to get across White Wolf mountain safely. However, the Dwarves aren't too fond of strangers. Austri and Vestri will let you through the tunnel under the mountain, however, if you can bring them a trophy. The trophy is the prize for the annual Hemenster Fishing competition. Walkthrough Gold Dust To begin, talk to either Austri or Vestri, dwarves that are stationed at the cave entrances on both sides of the White Wolf Mountain. Austri can be found just north of the Taverley lodestone. A conversation ensues where you ask what is through their caves; they will flatly refuse to tell you, saying the tunnels are only for their friends. Ask them if you could become friends, and after thinking for some, they ask you to win and retrieve the coveted gold trophy from the fishing contest in the western town of Hemenster; they have an entrance pass, but unfortunately dwarves don't make good fishermen. If you agree, they will gladly pass on the fishing pass for entry into the contest. The Champion Squeezing through the gate. The quickest way to Hemenster is to use the Seers' Village lodestone and follow the path south-west, until you are outside the entrance to the ranging guild (or you may use a combat bracelet to teleport right outside the guild). Enter the house directly opposite to the guild and speak to Grandpa Jack. He tells you how he won the fishing contest for four consecutive years, fishing at the good spot near the outflow pipe. He also recommends you to fish with red vine worms as bait, found in McGrubor's Wood, and that you should get garlic to get rid of the vampyre who has claimed the fishing spot as his own. Red vines near the fairy ring. In order to get the vine worms, go to McGrubor's Wood, an enclosed forest located west of Seers' Village, and directly north of Grandpa Jack. The entrance gate lies on the southern side, but when trying to enter, a forester will angrily send you away, claiming it as private territory. Fortunately, there is a loose railing in the northern part of the woods, on the eastern part of the fence. Go around the forest and squeeze through it. Once inside, level 33 guard dogs attack you if you get close enough to them. Head to the western area of the woods and locate the red vines, to the west of the fairy ring and near the fence; dig up and collect at least three red vine worms for the contest. Sinister Stranger Place the garlic in one of the outflow pipes. Exit McGrubor's Wood through the loose railing and go back to Hemenster. Once there, show Morris your fishing pass. You will also need to pay a one-time entrance fee of 5 coins to Bonzo, the judge of the contest. If you start fishing before you place the garlic in the pipes, you will only get raw sardines, resulting in you losing the contest to the stranger. Speak to the Sinister Stranger about switching fishing spots, but he refuses, therefore he must be lured away. As vampyres dislike garlic, put the garlic into the wall pipes next to him. He eventually complains of a horrible smell and agrees to change places with you. The Fishing Contest Fishing for the giant carp. Speak to Bonzo or attempt to fish at your spot to start the contest. While having the worms, keep fishing while you catch raw giant carps, until the whistle sounds to end the competition; you'll automatically hand over your catch to Bonzo. Because your fish is so unique and large, you will be announced the winner of the Fishing Contest! You are congratulated and awarded the fishing trophy. To complete your quest, make your way back to Austri or Vestri and give them the trophy. The dwarves will be happy to see gold and allow you to use their underground passage whenever you please. Rewards Music unlocked Required for completing Completion of Fishing Contest is required for the following: Transcript Development team Developer: Paul Gower Conversion: James B QuestHelp: Stephen R Audio: Ian T Rework Developer: Marion C Quality Assurance: Martin I Graphics: Nick F This quest has a quick guide found here.It briefly summarises the steps needed to complete the quest. Details Walkthrough Dwarves can't fish! This quest can be started from either side of the White Wolf Mountain. To start this quest, go to either of the quest start points adjacent to White Wolf Mountain, as shown in the picture. Attempt to walk down the stairs in the building and a nearby dwarf will block you from doing so, saying that the tunnel is only for the use of the Mountain Dwarves. Ask the dwarf if you could become friends ("If you were my friend I wouldn't mind it" ... "And how am I meant to do that?"). The dwarf will say that he wants you to win the fishing contest in the western town of Hemenster, since the reward for the contest is a coveted gold trophy and dwarves aren't known to be good at angling. They'll give you a fishing pass for entry into the contest, before promising you access to the tunnel shortcut underneath the mountain, should you manage to be successful. Help from the champion Items required: A spade (This section is optional and can be skipped if you have a spade.) If you're an Ultimate Ironman, it's unlikely you have a spade. Go back to White Wolf Mountain and cross over to Taverley. Make your way south to Falador. Take the spade from the building with the house icon. Alternatively, buy one from the Ardougne farm shop just south, the Catherby farm shop or pick one up behind Edmond's house in West Ardougne. You could also have a spade stored in one of the tool leprechauns in Kandarin. Stop at Seers' Village and pick up a piece of garlic in the house south-west of the bank. It respawns on a table and it will be needed. Start heading west toward the north end of McGrubor's Woods. Also, get 5 coins or else Bonzo will not let you attempt to fish. You can squeeze through the railing through the northern side. The gate on the southern side is locked. Note: fairy ring code als will place you in McGrubor's Wood just north-east of the red vine worms The red vine is large. Once inside, beware of level 44 guard dogs, just west of the fairy ring, you will find a red vine - check the vine and collect 3 worms. Winning the trophy Items required: A fishing pass, garlic, 5 coins, and 3 red vine worms Exit McGrubor's Wood through the loose railing and go south of McGrubor's Wood to Hemenster, located across from the Ranging Guild south of Seers' Village. Once there show Morris your fishing pass and he will let you in. Put the garlic into the pipes on the south wall of the north building by the Sinister Stranger. Pay Bonzo the contest fee to start the contest (5 coins). The Sinister Stranger will complain about a horrible smell and you will change places with him. Fishing next to the pipes. Fish at the spot by the pipes using the red vine worms. You will catch a giant carp, a unique type of fish that you can't catch normally, and that will be the prize winning fish. After winning the contest and obtaining your trophy, head back to the quest starting point and give the dwarf your trophy. Congratulations! Quest complete! Rewards Required for completing Completion of Fishing Contest is required for the following: Recipe for Disaster Forgettable Tale... Between a Rock...

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