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Runescape buyers and cellars guide

This quest guide was written by Heavens Vibe. Thanks to Motion Man, Im4eversmart, Illuminad, Fiskermm, Deery50, Alfawarlord, Cheeseboy299, and Zeake for the corrections. This quest guide was entered into the Thu database. April 29, 2010, at 01:28:40 per Motion_Man, and it was last updated on Sun, Feb 09, 2014, at 10:43:26 AM by Tabion.If you see this guide on any other site, please report it to us so that we can take legal action against anyone flying found our content. This guide is copyrighted by RuneHQ, and its use on other sites is expressly prohibited. Don't ask if you can use our guides or images, the answer is and always will BE NO! Print this page with pictures - Back to the quest guide index page - Back at the top of the RuneScape wiki, the wiki for all things RuneScape This quest has an in-depth guide here. It contains a more detailed description of the dialogue, the scenes and the scenario. 'difficulty':[File:Novice.svg|7px|Novice]] Novicekills:None,name:Buyers and Cellars/Quick guide, "[Logs] (can be acquired during the quest),start:Speak to [[Darren Lightfinger]] in his cellar, accessed by a hatch next to a small house just north of the [[Lumbridge]] [[four]]. Length:Short to Medium,members:true,requirements:5 [[File:Thieving-icon.png|21x21px|link=Thieving-alt=Thieving]] [Thieving]] - The location of the Guild of Thieves at the Darren Lightfinger Guild in the Guild of Thieves north of the house with an oven in Lumbridge (enter the hatch), (2/2)... 2 What are you doing here? (Ignore the word.) 2And what should you do? (Skip speech)]Accept Quest] Pickpocket the model. Talk to Darren. (1)... Talk to Chief Robin Thief who is south of Lumbridge Castle inside the walls (only if the previous step is completed), (1)... Go to Father Urhney's in Lumbridge Marsh. (3-3)... 3Nice chalice.3See I can take a look at it? Go back and talk to Robin at Lumbridge Castle. (not necessary) Light a fire in front of one of Urhney's windows. Talk to Urhney and mention the chalice and then the fire. (3-4)... Calice 3Nice.4Fire! Fire! If The Restless Ghost has been completed, (4/4)... 4Nice chalice.4Fire! Fire! Pickpocket Urhney quickly to get a complex key. Use the key to the chalice's window. Go back to Darren's basement. Use the chalice on Darren. Full quest! The music has unlocked Thieves' Guild I - At the Thieves' Guild. Buyers and Caves is directly required for the following quests/miniquests: in: Quick Guides, Buyers and Caves Share This is the quick guide for buyers and cellars. For a more in-depth version, click here. Content[show] Talk to Darren Lightfinger in his basement, accessed by a hatch next to a small house just north of the Lumbridge furnace. Members only NoviceShort to MediumSkill requirements are not boostable unless marked with a [B] for boostable. 5 Thieving (you can start with a lower level and use the Mark 1 dummy to train)The items in the tool belt are not listed unless they don't work or or not automatically added. Newspapers (may be acquired during the quest) The location of the Guild of Thieves or if completed Restless Ghost (4-3) Light a fire outside one of Urhney's windows. Talk to Urhney and mention the chalice and then the fire. (3-4) Pickpocket Urhney quickly to get a complex key. Use the key to the chalice's window. Finish back in Darren's basement. Use the chalice on Darren. Full quest! Rewards Rewards/Additional Activities If players have at least 62, ask Darren Lightfinger to allow you to try the training dummy for an additional 2,000 people. You will need to pickpocket the dummy several times to receive the experience. Music Unlocked Quick Buyers Guides and Caves Community Content is available under CC-BY-SA unless otherwise stated. Difficulty: Novice Requirements: Medium Length: Short Start Location: Talk to Darren Lightfinger, located under the hatch north of the Lumbridge oven. Note that this quest is divided into one main quest and three sub-questions, each of which began by talking with Darren after the completion of the previous sub-question. Requirements: For requirements, refer to the individual section of each sub-question. Suggested: Again, refer to the individual section of each sub-question. NPC: Chief Thief Robin, Father Urhney, Guildmaster Darren Lightfinger, Registrar, Urist Loric Buyers and Cellars Skills Required: Level 5 Thieving Items Required: Any Logs and a Tinderbox 1. Talk to Darren about his flight plan. He wants you to steal a golden chalice from Lumbridge Bank, but you must first practice your flying skills. Pickpocket the dummy next to you, and continue the conversation with Darren. 2. Head to the courtyard of Lumbridge Castle and speak with chief thief Robin who stands along the south wall of Lumbridge Castle. Oh no! The owner of the chalice removed it and strayed into Lumbridge Marsh. Enter the marsh (the fastest way is through the cemetery) and find the hut near the south side, where Father Urhney lives. 3. You need father Urhney pickpocket, but he is very alert and won't let you out so easily. Tell him about the chalice. To distract him, light a fire under one of his windows, ask him the chalice again, and then say, Fire! Fire! Pickpocket him, and use the key to get the chalice. 4. Return the chalice to Darren. Full quest! But more to come... Reward: 1 quest point, 3 thieves guild brochures (each giving 175 steal xp), access to the Expanded Thieves Guild, 2 Treasure Hunter Keys, and the ability to collect Hanky points; In addition, you can continue to help the Thieves Guild in three additional sub-questions, which rewards, but no quest points. Sub-question 1: From tiny acorn skills required: Level 24 Flight Elements Required: No Suggested Elements: Teleports to Varrock and Lumbridge 1. Darren Lightfinger has another task for you. Now you have to steal a Ruby dragon from a craftsman in Varrock! Head to varrock varrock talk with Urist Loric on the east side of the main square. You will need to distract him in order to get the Ruby dragon. 2. Talk to the nearby guard to discover that Urist keeps a special talisman in his back pocket. Pickpocket Urist and place the talisman a few steps north of his stand, quickly distracting the guard while Urist is picking up his talisman, and stealing the Ruby dragon from the stall. 3. Speak again with Urist, and he will discover that his dragon is gone, and he must repay Darren for the dragon that has been lost. He'll give you a banker's note. 4. Take the ruby dragon and the banker's note and return to Darren. Reward: 1000 Thieving xp, 2 Treasure Hunter Keys, additional access to the Thieves Guild and the ability to start the next sub-request. Subquest 2: Lost Her Marbles Skills Required: None Items Suggested: Teleports to Varrock and Aradourgne 1. Darren's next task for you is to collect 32 lost pieces from a solitary set that has been lit and scattered throughout the region. To get the parts, you will need to pickpocket nearby residents. 2. There are 7 different inhabitants who hold up to 6 rooms each, so not all coins should be obtained from each inhabitant. They are: Citizens (Male/Female) Farmers Master Farmers H.A.M. Members Al-Kharid Warriors Guards Rogues (located in Rogue Castle in the wilderness - All fragments can actually be obtained without flying to a certain type of inhabitant, so it is possible to jump Rogues altogether. If you decide to pickpocket Rogues, be very careful about the occasional Elemental Chaos and PKer. 3. After stealing a total of 32 fragments, return to Darren and claim your reward. Reward: 9800 Thieving xp, various Robin raw materials, Advanced Pickpocketing (best NPC loot up to level 40), 2 Treasure Hunter keys, and the ability to start the sub-lat. Subquest 3: A Guild of Our Own Quests Required:The Feud Skills Required:Level 62 Thieving (note that you cannot boost to this level to start), Level 46 Herblore, Level 40 Agility Items Required: Any Blackjack, Lockpick, Vial of water, Clean irit, Chopped onion (made with a Bowl, Knife, and Onion) Suggested articles: Teleports to Argnedou and Lumbridge 1. Darren has one last task. In order for the Guild of Thieves to become official, it must pay exorbitant fees at the Adougne headquarters. It's your job to break into their safe, steal the funds and pay the registration fee with their own money. You will need a Blackjack, a Lockpick and a disguise to enter the vault. 2. Talk to Robin about entering the vault. As a disguise, you'll just need to make the eyes of the water guards so much that they can't see you. For this, you have Irit leaf, a vial of water, and a bowl of chopped onion. 3. After concocting the potion, take the vial to Robin, who will fix it so that it will not affect you. Now it's time to break into the guild register. Head to the East Astoubogne. La La is near the docks on the southeast side. 4. Once inside, the woman and the guard will be too blinded by their tears to recognize you effectively. Pickpocket the registrar for the clock key, and the wind of the clock in the other room. The registrar, distracted by the clock, will go to fix it. Then, lure and knock out the guard, steal a guard key, pull the lever to access the vault, and lower the hatch. Note that all this has to be done fairly quickly, and if you are caught up in the process, you will simply be thrown out, and you can try as many times as you like. 5. Once you get down, choose the lock on the door, and check the chest before opening it. You will disable a trap and then open it to find the registry bonds. To leave, inspect the boxes near the ladder. 6. Now, bank the stench Vial and enter the register normally to pay guild dues. Then go back to Darren to claim your final reward. The Guild is complete, thanks to you! Reward: 30,000 Thieving xp, 4,000 Herblore xp, Ability to mix stench bottles, 2 Treasure Hunter keys. Note that this is simply the sum of the rewards of all the sub-questions. 41 325 Thieving xp 4,000 Herblore xp 8 Treasure Hunter Key Access to the Thieves Guild and Opportunity to Collect Hanky Points Various raw materials from Robin Advanced pickpocketing (best NPC loot up to level 40) Ability to mix bottles of stench quest points: 1 After the first sub-demand, talk with Urist Loric to ask for his Talisman , you will then steal a Craftman Monocle from its back pocket, this is an additional cosmetic reward. In the second sub-question, avoid thieves if possible. You don't even need pickpocket from them if you can pickpocket the other six inhabitants! In the second sub question, when handing over the fragments carry all exp modification items such as black bis equipment to earn exp bonuses. Hanky points can be earned after accessing the guild through various training methods. You receive about ten times your experienced flight level for each Hanky point. Bottles of stench can be used to fence newly stolen goods, for example, buying or selling the baker in Ardougne immediately after the theft of the cake cabin. After the third sub-question, you can make your own stench bottles. They will have to be enchanted by Robin in the Thieves Guild before you can use them. Written by: Lalala7324 Thanks to: Baffler, Blake, DaDieselDude, essiw, Game_Freak67, Gedderz, Jaffy1, Profins, Ravenbloed, Sweet_Jenso, Vulxai, Wessan, x_Niall_x, Zxats Last updated: 09-June-2014 09-June-2014

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