

RuneScape Private Server

Player Animation List

List Compiled by Snowballrox (Snbrx)

(With help from SuperKickabout)



anim 3 - Look side to side
anim 5 - Cooking on range
anim 13 - Old ghost walk
anim 15 - Old ghost stand
anim 37 - Hammering object
anim 38 - Mending Burst Pipe (Artisan's Workshop)
anim 39 - Hammering object (advanced)
anim 40 - Hammering ground
anim 41 - Standing with hammer
anim 42 - Hammering object
anim 45 - Joining bonfire, then leaving.
anim 70 - Walking with right arm down and leaning slightly.
anim 71 - Holding onto something, pushing, or leaning on something while breathing hard.
anim 72 - Mining with Gilded Rune Pickaxe
anim 74 - Mining with Gilded Bronze Pickaxe
anim 75 - Mining with Gilded Steel Pickaxe
anim 76 - Mining with Gilded Iron Pickaxe
anim 77 - Mining with Gilded Mithril Pickaxe
anim 78 - Mining with Gilded Adamant Pickaxe
anim 87 - Border Guard Holding Axe
anim 88 - Border Guard Lifts Axe
anim 108 - Mining and struggling with Gilded Dragon Pickaxe
anim 111 - Mining and struggling with Gilded Rune Pickaxe
animGFX 122 1471 - Classic Cape (emote) (e)
anim 132 - Mining and struggling with Gilded Bronze Pickaxe
anim 133 - Mining and struggling with Gilded Steel Pickaxe
anim 134 - Mining and struggling with Gilded Iron Pickaxe
anim 135 - Mining and struggling with Gilded Mithril Pickaxe
anim 148 - Mining and struggling with Gilded Rune Pickaxe
anim 151 - Pulling Christmas Cracker
anim 157 - Mining and struggling with Gilded Dragon Pickaxe
anim 158 - One Hammer hit
anim 159 - One Hammer hit
anim 160 - One Sacred Clay hammer hit
anim 161 - One Sacred Clay hammer hit
anim 173 - Use Bull-Roarer (Legend's Quest)
anim 210 - One Sacred Clay Hammer hit
anim 226 - On floor holding legs as if hurt
anim 227 - Limping (DR-1622)
anim 228 - Limping walk (DR-1622)
anim 230 - One Sacred Clay hammer hit

anim 231 - One Golden hammer hit
anim 233 - One Golden hammer hit
anim 234 - Rock Mining and struggling with Gilded Bronze Pickaxe
anim 235 - Rock Mining and struggling with Gilded Steel Pickaxe
anim 236 - Rock Mining and struggling with Gilded Iron Pickaxe
anim 237 - Rock Mining and struggling with Gilded Adamant Pickaxe
anim 238 - Rock Mining and struggling with Gilded Mithril Pickaxe
anim 249 - Rock Mining and struggling with Gilded Rune Pickaxe
anim 250 - Rock Mining and struggling with Gilded Dragon Pickaxe
anim 251 - Rock Mining and struggling with Gilded Bronze Pickaxe
anim 252 - Rock Mining and struggling with Gilded Steel Pickaxe
anim 253 - Rock Mining and struggling with Gilded Iron Pickaxe
anim 269 - Rock Mining and struggling with Gilded Mithril Pickaxe
anim 270 - Rock Mining and struggling with Gilded Adamant Pickaxe
anim 271 - Rock Mining and struggling with Gilded Rune Pickaxe
anim 272 - Rock Mining and struggling with Gilded Dragon Pickaxe
anim 273 - Mining and struggling with Gilded Rune Pickaxe
anim 282 - Mining and struggling with Gilded Bronze Pickaxe
anim 294 - Mining and struggling with Gilded Steel Pickaxe
anim 295 - Mining and struggling with Gilded Iron Pickaxe
anim 297 - Mining and struggling with Gilded Adamant Pickaxe
anim 308 - Mining and struggling with Gilded Mithril Pickaxe
anim 316 - Idle Animation (DR-2025)
anim 317 - Duellist Cap Brag (Version One) (T1)
anim 318 - Duellist Cap Brag (Version Two) (T2)
anim 329 - Salty Claws Hat Dance (e)
anim 330 - Magic Carpet flight
anim 331 - Magic Carpet landing
anim 346 - Sitting with hands behind back
anim 347 - Sitting while casting a spell
animGFX 352 1446 - Veteran's Cape Emote (5 Years)
animGFX 356 307 - Completionist Cape (Begin) (Turn into Dragon) (NPC-ID: 1830)
animGFX 361 122 - Wildstalker Helmet Brag (Version Three)
anim 363 - Mix potion
anim 364 - Pestle mortar
anim 365 - Potion explosion (Glitched on RS3)
anim 376 - Attack
anim 377 - Attack
anim 378 - Defend
anim 380 - Attack
anim 381 - Stab Attack
anim 382 - Stab Attack

anim 383 - Defend
anim 385 - Tramp Throw Rotten Tomato (Projectile GFX 29) (Tile GFX 31)
anim 386 - Stab attack
anim 387 - Defend
anim 388 - Defend
anim 389 - Ice Warrior Defend
anim 390 - Attack
anim 391 - Ice Warrior Attack (transparent)
anim 393 - Auto Attack with Claws (Legacy)
anim 394 - Attack transparent
anim 395 - Attack
anim 396 - Dagger attack
anim 397 - Defend With Claws (Legacy)
anim 398 - Defend
anim 399 - Defend transparent
anim 400 - Attack
anim 401 - Mace Auto Attack (Legacy)
anim 403 - Defend with Mace (Legacy)
anim 404 - Defend with Mace and Shield
anim 406 - Attack with 2H Sword
anim 409 - Marion Polishing Her Trophy at the Bar
anim 410 - Attack with 2H Sword
animGFX 412 121 - Wildstalker Helmet Brag (Version Two)
anim 413 - Moving arms to the side while holding staff?
anim 414 - Attack with Staff (IE Mourner in West Ardy)
anim 415 - Defend Holding Staff (IE Mourner in West Ardy)
anim 416 - Sticking arm out, as if holding a staff for a few seconds
anim 419 - Attack with staff?
anim 420 - Defend
anim 421 - Lunge attack (or rolling a ball?)
anim 422 - Punch
anim 423 - Kick
anim 424 - Defend unarmed
anim 425 - Defend
anim 426 - Fire bow
anim 428 - Attack with Spear
anim 429 - Attack melee with Spear
anim 430 - Defend with 2H Spear
anim 431 - Defend with Spear
anim 433 - Attack
anim 434 - Defend
anim 435 - Defend
anim 436 - Candle Seller Idle (NPC-ID 1834) (DR-1978)

anim 437 - Attack
anim 438 - Attack
anim 440 - Attack
animGFX 442 23 - Climbing Falador Wall With Grapple
animGFX 445 56 - Spread ashes
anim 451 - Pick something off ground
anim 471 - Holding arm out (Border guard?)
anim 473 - Finish Monkey bars
anim 482 - Climb onto monkey bar
anim 483 - Climb across monkey bar
anim 484 - Fire crossbow
anim 487 - Fletch something?
animGFX 507 91 - Duellist Cap Brag (Version Two) (T1)
animGFX 508 91 - Duellist Cap Brag (Version Two) (T2)
animGFX 509 91 - Duellist Cap Brag (Version Two) (T3)
animGFX 510 91 - Duellist Cap Brag (Version Two) (T4)
animGFX 511 91 - Duellist Cap Brag (Version Two) (T5)
animGFX 512 92 - Duellist Cap Brag (Version Three) (T1)
animGFX 513 92 - Duellist Cap Brag (Version Three) (T2)
anim 528 - Whirlpool
anim 529 - Cover head with hands
animGFX 530 92 - Duellist Cap Brag (Version Three) (T3)
animGFX 531 92 - Duellist Cap Brag (Version Three) (T4)
animGFX 532 92 - Duellist Cap Brag (Version Three) (T5)
animGFX 533 92 - Duellist Cap Brag (Version Three) (T6)
anim 534 - Wildstalker Helmet Brag (Version One)
anim 535 - Open PoH Wardrobe
anim 536 - Open Chest
anim 537 - Putting Object on Table
anim 538 - Take something from chest
anim 539 - Close chest
anim 540 - Crawl into Lumbridge Swamp Dungeon Tree
anim 541 - Close Wardrobe
anim 542 - Open Wardrobe
anim 545 - Open Wardrobe
anim 546 - Estocada Idle (DR-683) (NPC-ID 3670)
anim 547 - Dagger attack?
anim 550 - Dagger attack?
anim 551 - Dagger attack?
anim 552 - Mr. Ex Idle (DR-689) (NPC-ID 3709)
anim 553 - Swipe attack
anim 582 - Throw dart
anim 618 - Harpoon fishing

anim 619 - Lobster cage fishing
anim 620 - Net fishing
anim 621 - Net fishing
anim 622 - Rod Fishing
anim 623 - Rod fishing
anim 624 - Mining with Rune Pickaxe
anim 625 - Mining with Bronze Pickaxe
anim 626 - Mining with Iron Pickaxe
anim 627 - Mining with Steel Pickaxe
anim 628 - Mining with Adamant Pickaxe
anim 629 - Mining with Mithril Pickaxe
anim 642 - Step back startled
anim 645 - Praying at altar/gravestone
anim 654 - Getting on magic carpet
anim 661 - Hands Together [Banker Idle (DR-2026) (NPC-ID 4456)]
anim 691 - Banker Idle (DR-2026) (NPC-ID 4456)
anim 692 - Banker Idle (DR-2028) (NPC-ID 4458)
anim 707 - Cast Spell?
anim 708 - Iban staff
anim 709 - Hands Together
anim 710 - Cast Spell (Wise Old Man uses it)
anim 711 - Cast Spell
animGFX 711 108 - Casting Spell
anim 712 - Old Low Alchemy
anim 713 - Old High Alchemy
animGFX 716 102 - Casting Weaken
anim 717 - Cast Spell
anim 718 - Cast Spell
anim 719 - Raise one hand in air, raise other to the side (Enchant Jewelry?)
anim 720 - Raise one hand in air, raise other to the side (Enchant Jewelry?)
anim 721 - Raise one hand in air, raise other to the side (Enchant Jewelry?)
anim 722 - Raise one hand in air, raise other to the side (Enchant Jewelry?)
anim 723 - Stick both arms in air, pointing upwards
anim 724 - Cast spell/push
anim 727 - Idle (Brushing knees)
anim 728 - Cast a spell
anim 729 - Cast a spell
anim 733 - Tinderbox
anim 734 - Thrown back (Like with the Fire Wall in Legends Quest)
anim 735 - In air while being thrown back (Like with the Fire Wall in Legends Quest)
anim 736 - Land on bottom (Like with the Fire Wall in Legends Quest)
anim 737 - Climbing wall

anim 738 - Climbing wall
anim 739 - Climbing down wall
anim 740 - Climbing down wall
anim 741 - Jump short gap (Has sound effect)
anim 742 - Jump up to grab monkey bars
anim 743 - Finish crossing monkey bars
anim 744 - Crossing monkey bars
anim 745 - Holding on to monkey bar
anim 746 - Idle
anim 748 - Run
anim 749 - Walk
anim 751 - Rope Swing
anim 752 - Move to cross wall obstacle
anim 753 - Move to cross wall obstacle
anim 754 - Crossing wall obstacle
anim 755 - On wall obstacle
anim 756 - Crossing wall obstacle
anim 757 - On wall obstacle
anim 758 - Finish crossing wall obstacle
anim 759 - Finish crossing wall obstacle
anim 760 - Fall onto floor face down
anim 761 - Fall onto floor face down
anim 762 - Crossing log obstacle
anim 763 - Standing on log obstacle
anim 764 - Falling off balance
anim 765 - Drowning
anim 766 - Falling
anim 767 - Landing on stomach
anim 768 - Falling After Failing Plank Obstacle (Brimhaven Agility)
anim 769 - Jump Bridge
anim 770 - Lose Balance and Fall
anim 771 - Lose Balance and Fall
anim 772 - Swim (DR-188)
anim 773 - Swim Idle (DR-188)
anim 774 - Idle (leaning forward)
anim 775 - Summon rope swing
anim 776 - Crossing low water
anim 777 - Standing in low water
anim 778 - Tackle Gnomeballer
anim 779 - Hurt foot/knee
anim 780 - Bend forward
anim 782 - Cheer and then move hands together
anim 783 - Throw Gnome Ball

anim 784 - Nod head, twirl, dance
anim 787 - Plop on belly and fade away
anim 789 - Throw Bolas/sling
anim 791 - Old runecrafting
anim 792 - Standing holding something with both hands while boat rocks?
anim 794 - Stomp on balloon?
anim 795 - Start to fall but then catch self
anim 796 - one frame of catching self?
anim 797 - Holding on to edge, then going into a crawl
anim 798 - Pull lever?
anim 799 - Stab with cattle prod
anim 800 - On knees, playing game?
anim 802 - Flappy cheer
anim 803 - Grow from nothing
anim 804 - Shrink into nothing
anim 805 - Move hand as if opening slidey door lock
anim 806 - Idle standing, looking and limping
anim 807 - Jump obstacle (in air for several frames)
anim 808 - Standard Idle (Used in Many Default Renders)
anim 809 - Idle (looks tense)
anim 810 - Push open Compost Bin
anim 811 - Cast Spell - Charge (spell) (Nature Spirit)
anim 812 - Walk
anim 813 - Idle
anim 814 - Invisible
anim 815 - Crawling (tiny)
anim 816 - Crawling pose idle (tiny)
anim 817 - Fill bucket
anim 818 - Old Dance Emote
anim 819 - Standard Walk (Used in Many Default Renders)
anim 820 - Standard Walking Backwards (Used in Many Default Renders)
anim 821 - Standard Side Step A (Used in Many Default Renders)
anim 822 - Standard Side Step B (Used in Many Default Renders)
anim 823 - Standard Turning (Used in Many Default Renders)
anim 824 - Standard Run (Used in Many Default Renders)
anim 825 - Holding weapon
anim 826 - Walking with weapon
anim 827 - Multi-Use "Bend Over"
anim 828 - Use ladder
anim 829 - Eat (old)
anim 830 - Dig with spade
anim 831 - Dig with spade (loop)

anim 832 - Multi-Use "Take"
anim 833 - Multi-Use "Put"
anim 834 - Move forward and grab something?
anim 835 - Move forward and grab something?
anim 836 - Death
anim 837 - Fall on Back and Die
anim 838 - On Back Dead
anim 839 - Climb Over Object
anim 840 - Reading map
anim 841 - Transparent walking
anim 842 - Transparent standing
anim 843 - Ice Warrior Death
anim 844 - Crawling
anim 845 - Crawl to enter Plain of Mud cave
anim 846 - Startled step back
anim 847 - Stand holding weapon
anim 848 - Mind controlled/dizzy
anim 854 - Alternate looking at both hands in confused manner, looped
anim 855 - Nod head
anim 856 - Shake head no
anim 857 - Think
anim 858 - Bow
anim 859 - Angry
anim 860 - Cry
anim 861 - Laugh
anim 862 - Cheer
anim 863 - Wave Emote
anim 864 - Beckon
anim 865 - Clap
anim 866 - Dance
anim 867 - Woodcutting with Rune hatchet
anim 869 - Woodcutting with Adamant hatchet
anim 870 - Woodcutting with Dragon hatchet
anim 871 - Woodcutting with Mithril hatchet
anim 872 - Woodcutting with Rune hatchet
anim 873 - Woodcutting with Black hatchet
anim 874 - Woodcutting with Adamant hatchet
anim 875 - Woodcutting with Steel hatchet
anim 876 - Woodcutting with Mithril hatchet
anim 877 - Woodcutting with Iron hatchet
anim 878 - Woodcutting with Black hatchet
anim 879 - Woodcutting with Bronze hatchet
anim 880 - Woodcutting with Steel hatchet

anim 881 - Pick pocket
anim 883 - Spin Potter's Wheel
anim 884 - Glass blowing
anim 885 - Cut Dragonstone
anim 886 - Cut Diamond
anim 887 - Cut Ruby
anim 888 - Cut Sapphire
anim 889 - Cut Emerald
anim 890 - Cut Opal
anim 891 - Cut Jade
anim 892 - Cut Topaz
anim 893 - Shearing sheep
anim 894 - NPC standing at bar drinking and turning around
anim 895 - Fill bucket with sand
anim 896 - Old cooking on range animation
anim 897 - Old cooking on fire
anim 898 - Smithing with Hammer
anim 899 - Old Furnace animation
anim 902 - Sidestep with weapon
anim 903 - Sidestep with weapon
anim 904 - Walking backwards with weapon
anim 908 - Use bullroarer (Legends Quest)
anim 909 - Write something
anim 910 - Machete
anim 911 - Cut Spider Web
anim 915 - Look over duel arena
anim 916 - Overlooking duel arena
anim 918 - Brown Toy Horse
anim 919 - White Toy Horse
anim 920 - Black Toy Horse
anim 921 - Grey Toy Horse
anim 923 - Big attack
anim 929 - Throw something (slowly)
anim 931 - Holding something (shakes hand like a salt shaker?)
anim 1017 - Stuck in mud
anim 1024 - Ogre bellows
anim 1025 - On back dead
anim 1032 - Idle
anim 1033 - Walk
anim 1034 - Pull Lever (Elemental Workshop III)
anim 1035 - Pull Lever (Elemental Workshop III)
anim 1036 - Pull lever
anim 1037 - Pull lever

anim 1056 - Dragon Battleaxe special attack?
anim 1057 - Old excalibur
anim 1058 - Walk backwards
anim 1059 - Walk with weapon
animGFX 1060 251 - Dragon Mace Special Attack
animGFX 1062 252 H92 - Dragon Dagger Special [EoC]
anim 1064 - Tiptoe
anim 1065 - Walk
anim 1067 - Big lunge attack
anim 1074 - Fire bow (sound effect sounds like two arrows are being fired)
anim 1077 - Use Bucket on Coffin (Priest in Peril)
anim 1078 - Tiptoe backwards
anim 1079 - Tiptoe run
anim 1080 - Idle
anim 1081 - Walk slowly
anim 1082 - Walk slowly (backwards)
anim 1083 - Run slowly
animGFX 1084 1009 H30 - Surok Casts Spell
anim 1100 - Silver sickle
anim 1105 - Fail agility obstacle and fall
anim 1106 - Try to climb wall obstacle but fail
anim 1110 - Brimhaven Agility Course Darts "Matrix"
anim 1115 - Pressure Pads Brimhaven Agility
anim 1117 - Handholds
anim 1118 - Handholds
anim 1119 - Fail handholds
anim 1120 - Finish handholds
anim 1121 - Crossing handholds
anim 1122 - Crossing handholds
anim 1123 - Fail handholds
anim 1124 - Finish handholds
anim 1125 - Step forward, then step back
anim 1128 - Glass wall (emote) (e)
anim 1129 - Lean (emote) (e)
anim 1130 - Climb Rope (emote) (e)
anim 1131 - Glass box (emote) (e)
anim 1133 - Jump belly first to cross obstacle
anim 1137 - Standing (facing other way)
anim 1138 - Walking backwards
anim 1142 - Idle
anim 1144 - Standing (below ground)
anim 1145 - Shake fist (below ground)
anim 1146 - Walk (choppy)

anim 1147 - Lean back (below ground)
anim 1148 - Walk backwards then climb down wall
anim 1156 - Defend While Holding 1H Weapon and Shield (Legacy)
anim 1157 - Electrocute?
anim 1161 - Cast spell
anim 1162 - Walk
anim 1163 - Cast spell - Confuse
anim 1164 - Cast spell - Weaken
anim 1165 - Cast spell - Curse/Vulnerability
anim 1166 - Cast spell - Stun
anim 1167 - Cast spell
anim 1168 - Cast spell - Enfeeble
anim 1169 - Cast spell
animGFX 1174 1443 - Completionist Cape Emote (Middle) (As Dragon) (NPC-ID: 1830)
anim 1175 - Completionist Cape Emote (End) (Turn Back From Being Dragon)
anim 1177 - Walk backwards
anim 1179 - Max Cape Emote (Step One)
anim 1180 - Max Cape Emote (Step Two) (Inferno adze and Saw)
anim 1181 - Max Cape Emote (Step Three) (Crystal Pick)
anim 1182 - Max Cape Emote (Step Four) (Hatchet and Watering Can)
anim 1191 - Running
anim 1192 - Slice banana
anim 1193 - Fishing with Karambwan Vessel
anim 1194 - Drink Karamja Rum
anim 1195 - Use Banana with Karamja Rum
anim 1196 - Cough repeating
anim 1198 - Side step
anim 1201 - Side step
anim 1203 - Attack with weapon
anim 1205 - Walk
anim 1206 - Walk backwards
anim 1207 - Side step
anim 1208 - Side step
anim 1209 - Shake hips cutely
anim 1210 - Running
anim 1217 - Idle with hands together in front of hips, standing in one square ahead
anim 1233 - Scratch hips (part of same idle as 1217)
anim 1236 - Cross tripwire?
anim 1237 - Walk, the turn to dodge something, then continue walking
anim 1238 - Mining with gilded rune pickaxe
anim 1239 - Mining with gilded bronze pickaxe
anim 1240 - Step back and wave arm
anim 1241 - Invisible

anim 1248 - Fletch logs
anim 1249 - Craft leather
anim 1250 - Max Cape Emote (Step Five) (Smithing and Crafting)
animGFX 1251 4253 - Max Cape Emote (Step Six) (Prepare For Battle)
anim 1252 - Climb Over obstacle
anim 1254 - Mining with gilded iron pickaxe
anim 1256 - Mining with gilded steel pickaxe
anim 1258 - Plop on belly, get on knees (choppy)
anim 1259 - Mining with gilded adamant pickaxe
anim 1263 - Try to push open lock?
anim 1264 - Throw something forward?
anim 1267 - Cover head with hands irritated?
anim 1275 - Two frames of limping stance
anim 1280 - Craft something?
animGFX 1291 1505 1686 - Max Cape Emote (Step Seven) (Fighting)
anim 1306 - Walking with both hands out forward
anim 1307 - Bend back slightly
anim 1309 - Craft something
anim 1316 - Mining with gilded mithril pickaxe
anim 1318 - Hold lyre
anim 1319 - Hold lyre
anim 1320 - Play lyre
anim 1321 - Play lyre
anim 1322 - Hold tankard of beer
anim 1323 - Walk with tankard of beer
anim 1324 - Walk backwards with tankard of beer
anim 1325 - Side step with tankard of beer
anim 1326 - Side step with tankard of beer
anim 1327 - Drink beer
anim 1328 - Mining with gilded dragon pickaxe
anim 1329 - Sitting on ground, pretzel position
anim 1330 - Drink keg of beer
anim 1331 - Get on knees as if showing respect
anim 1332 - Getting off knees
anim 1333 - Petting rock
anim 1334 - Idle, hand on hip,
anim 1335 - Preach White book
anim 1336 - Preach Red book
anim 1337 - Preach Green book
anim 1350 - Read book
anim 1351 - Sit on stool (Games Room)
anim 1352 - Scratch head on stool (Games Room)
anim 1353 - Cover mouth on stool (Games Room)

anim 1354 - Move hand sitting on stool (Games Room)
anim 1363 - Eat
anim 1364 - Sitting (no chair or stool appears)
anim 1365 - Daemonheim Wilderness Guard
anim 1366 - Daemonheim Wilderness Guard Letting Player Pass
anim 1367 - Craft Dramen Staff
anim 1368 - Running with weapon
animGFX 1374 1702 - Blow Kiss (emote) (e)
anim 1376 - Linza Smithing?
anim 1379 - Electrocute, then go on knees?
anim 1406 - Bucket
anim 1407 - On knees in dead position
anim 1408 - Lying dead stretched out
anim 1409 - Getting up from Lying dead stretched out
anim 1421 - Idle
anim 1422 - Walk
anim 1423 - Walk backwards
anim 1424 - Side step
anim 1425 - Side step
anim 1426 - Walk
anim 1427 - Run
anim 1428 - Attack
anim 1429 - Defend
anim 1441 - Startled step back
anim 1457 - Yo-yo
anim 1458 - Yo-yo
anim 1459 - Yo-yo
anim 1460 - Yo-yo
anim 1461 - Sitting on sled
anim 1462 - Riding sled
anim 1463 - Riding sled
anim 1464 - Crash on sled?
anim 1465 - Get off sled?
anim 1466 - Defend on sled?
anim 1467 - Riding sled
anim 1468 - Walking on sled
anim 1469 - Eat on sled
anim 1470 - Wax sled
anim 1479 - Walk, looking side to side
anim 1481 - Shake fist on sled
anim 1482 - Cheer on sled
anim 1483 - Wave on sled
anim 1484 - Beckon on sled

anim 1485 - Clap on sled
anim 1486 - Pick Trollweiss Flower (A)
anim 1487 - Pick Trollweiss Flower (B)
anim 1493 - Sweep broom?
anim 1494 - Walk sweeping broom?
anim 1504 - Blood Runs Deep Wedding Kiss (A)
anim 1505 - Blood Runs Deep Wedding Kiss (B)
anim 1506 - Floating (glitched)
anim 1507 - Lunar Floating
anim 1508 - Lunar Floating
anim 1509 - Lunar Floating Eat?
anim 1510 - Lunar Floating Attack?
anim 1511 - Mining with Bronze Pickaxe
anim 1514 - Headache on floor
anim 1531 - Barbarian Cheering (Gunnar's Ground)
anim 1544 - Lunar Floating Climb Rope?
anim 1548 - Pull Lever on Wall
anim 1551 - Idle
anim 1552 - Climb out of ground
anim 1560 - Climb Stile
anim 1563 - Use Spinning Wheel
anim 1565 - Drunk?
anim 1567 - Idle (turned around)
anim 1572 - Bend knees and cover ears
anim 1575 - Stick arm out
anim 1601 - Werewolf Agility Zipline
anim 1602 - Zipline
anim 1603 - Jump obstacle (Werewolf Agility)
anim 1604 - Jump short obstacle (Werewolf Agility)
anim 1605 - Cheering
anim 1606 - Kick skull ball
anim 1633 - Use extended brush (Creature of Fenkenstrain)
anim 1638 - Bend over to use something?
anim 1648 - Turning Wheel (Ectofuntus)
anim 1649 - Fill Hopper with Bones (Ectofuntus)
anim 1650 - Fill Pot With Bonemeal
anim 1651 - Ectofuntus Praying
animGFX 1652 2685 - Electrocute (Elemental Workshop III)
anim 1653 - Spasms
anim 1658 - Throw weapon?
anim 1659 - Defend (spazzy)
anim 1660 - Walk
anim 1661 - Run

anim 1662 - Hold weapon
anim 1663 - Walk with weapon
anim 1664 - Run with weapon
animGFX 1665 340 - Maul Swipe Attack
anim 1666 - Defend with Maul
anim 1667 - Attack with Maul
anim 1669 - Idle
anim 1670 - Old Angry Emote
anim 1671 - Old Cheer Emote
anim 1672 - Old Beckon Emote
anim 1673 - Walk
anim 1705 - Idle (Turned Around)
anim 1722 - Old Home Teleport Start
anim 1723 - Old Home Teleport Half-Turn
anim 1724 - Old Home Teleport Next Half-Turn
anim 1728 - Digging with rock pick
anim 1735 - Tower of Life "The Guns" lifting weight
anim 1736 - Sitting in seat with hands in lap
anim 1739 - Walking with arms behind back
anim 1740 - Standing with arms behind back
anim 1743 - Angry
anim 1744 - Angry
anim 1745 - Angry stomping
anim 1746 - Angry fists in air then kicking
anim 1755 - Hit with hammer
anim 1765 - Look to the side
anim 1766 - Pole jumping (Mountain Daughter)
anim 1767 - Pick something off ground
anim 1768 - Doing something to object on ground
anim 1772 - Looking to the side
anim 1774 - Looking to the side and pointing
anim 1775 - Idle
anim 1776 - Idle
anim 1777 - On floor on back
anim 1778 - Place hand on pocket and then realize you've been pickpocketed
anim 1779 - Look behind you (has a sound effect that sounds like photo being taken)
anim 1780 - Looking at map in hand (item in hand can't be seen) (same sound effect as above)
anim 1787 - Smithing then showing off weapon
anim 1809 - hands out bend (glitchy)
anim 1810 - Head being held by swamp cave hand monster?
anim 1811 - Single frame (glitchy)
anim 1816 - Old shrink and rise up teleport
anim 1818 - Clap and raise fist in air

animGFX 1819 108 H92 - Zaff Seals Varrock Palace Library (What Lies Below)
anim 1820 - Looks same as above
anim 1823 - Festive Mistletoe Kiss
anim 1830 - Walking
anim 1831 - Balancing
anim 1832 - Standing
anim 1833 - Rubber chicken
anim 1834 - Rubber chicken
anim 1835 - Chicken dance
anim 1836 - Skipping (DR-594)
anim 1837 - Idle (DR-594)
anim 1850 - Stand
anim 1851 - Superman flying
anim 1852 - Flying land
anim 1871 - Defend?
anim 1872 - Give a dog a bone
anim 1873 - Linza Idle (DR-2111) (Looks like checking to see if wrist is broken)
anim 1877 - Snake charm
anim 1878 - Snake charm
anim 1879 - Snake charm (below ground)
anim 1880 - Hold weapon?
anim 1882 - Attack
anim 1884 - Attack
anim 1894 - Look side to side while looking at lectern?
anim 1895 - Look side to side while looking at lectern?
anim 1897 - Crawling position
anim 1902 - Spinning plate
anim 1903 - Net fishing
anim 1904 - Plate
anim 1905 - Woodcutting with Sacred Clay hatchet
anim 1906 - Drop Plate
anim 1907 - Woodcutting with Volatile Clay hatchet
anim 1910 - Walk with 2H weapon
anim 1911 - Walk backwards with 2H weapon
anim 1914 - Desert Treasure Vampire
anim 1917 - Sidestep with 2H weapon
anim 1919 - Walk
anim 1920 - Sidestep with 2H weapon
anim 1925 - Run with 2h weapon
anim 1926 - Defend with 2H weapon
anim 1936 - Ozan Idle (DR-2114)
anim 1950 - Fall down trapdoor
anim 1952 - Facing sideways

anim 1953 - Facing the other way
anim 1954 - Facing sideways
anim 1955 - Holding knee
anim 1968 - Ozan Walk (DR-2114)
anim 1978 - Cast spell?
anim 1979 - Cast spell?
anim 1988 - Running
anim 1989 - Cutting chocolate bar
anim 1992 - Jump down something
anim 1993 - Climb up something
anim 1994 - Jump down and fading away
anim 1995 - Running (OSRS Style)
anim 1996 - Come out portal? Face first on stomach
anim 2009 - Bucket and knife (Tree wax?)
anim 2010 - Bucket
anim 2033 - Sitting
anim 2034 - Sitting
anim 2036 - Get up from sitting on floor
anim 2037 - Standing
anim 2040 - Hold bowl
anim 2041 - Walk with ToG Bowl
anim 2043 - Fill ToG bowl
anim 2044 - Finish filling from ToG
anim 2045 - Drink from bowl
anim 2046 - Light Creature
anim 2047 - End Light Creature
anim 2049 - Climb up wall
anim 2050 - Climb down wall
anim 2060 - Walk
anim 2061 - Idle
anim 2062 - Attack
anim 2063 - Defend
anim 2064 - Walk with Weapon
anim 2065 - Idle with Weapon
anim 2066 - Attack with Two Handed Axe
anim 2067 - Attack
anim 2068 - Attack with both hands alternating
anim 2074 - Stand holding weapon
anim 2076 - Walk holding weapon
anim 2077 - Run holding weapon
anim 2078 - Attack?
anim 2079 - Defend?
anim 2080 - Attack?

anim 2081 - Attack?
anim 2082 - Attack
anim 2094 - Search for Snakeweed (Jungle Potion)
anim 2096 - Search Wall (Jungle Potion)
anim 2097 - Search Wall (Jungle Potion)
anim 2098 - Open Cell Door (Fight Arena)
anim 2105 - Panic
anim 2106 - Jig Emote
anim 2107 - Twirl
anim 2108 - Headbang Emote
anim 2109 - Jump for joy
anim 2110 - Raspberry
anim 2111 - Yawn
anim 2112 - Salute
anim 2113 - Shrug
anim 2118 - Climb stairs
anim 2119 - Turn valve
anim 2120 - Turn valve fire
anim 2127 - Goblin Bow (emote) (e)
anim 2128 - Goblin Salute (emote) (e)
anim 2136 - Put something in pocket?
anim 2139 - Pull Up Lever
anim 2140 - Pull Down Lever
anim 2141 - Pull Lever
anim 2142 - Bend and pick something on ground?
anim 2143 - Bend and pick something on ground?
anim 2144 - Dwarven Battle-Axe
anim 2145 - Dwarven Battle-Axe
anim 2146 - Climb up something then climb down?
anim 2148 - Ride Minecart
anim 2149 - Chanting spell?
anim 2161 - Pet Red Pet Rock
anim 2162 - Pet Green Pet Rock
anim 2163 - Walk then stand holding broom thing? (glitchy)
anim 2164 - Walk
anim 2171 - Look Through Telescope in WoM's House
anim 2206 - Pet Blue Pet Rock
anim 2213 - Pet Yellow Pet Rock
anim 2214 - Pet Rock Fetch
anim 2215 - Green Pet Rock Fetch
anim 2216 - Blue Pet Rock Fetch
anim 2217 - Yellow Pet Rock Fetch
animGFX 2231 370 - Activate Aura

animGFX 2238 358 - Breathe Fire (emote) (e) (LP)
anim 2239 - Jump up high teleport
anim 2240 - Duck under obstacle?
anim 2241 - Fall on ground and die
anim 2242 - Thrown back and fall on back
anim 2243 - Clap (glitchy)
anim 2244 - Clean something on ground?
anim 2246 - Trying to open door?
anim 2247 - Cracking safe?
anim 2248 - Cracking safe?
anim 2249 - Pickpocket safe?
anim 2251 - Running one arm out
anim 2252 - Cat Fight (emote) (e) (LP)
anim 2253 - Standing one arm out
anim 2254 - Face-Palm (emote) (e) (LP)
anim 2255 - Sitting in chair
anim 2256 - Standing Arms Crossed
anim 2257 - Standing one arm out
anim 2258 - Walking one arm out
anim 2259 - Pour vial
anim 2261 - Death
anim 2262 - Walking and looking back and forth
anim 2267 - Touch something up high?
anim 2269 - Cut Watermelon
anim 2270 - Pulling rope?
anim 2271 - Trowel (loop)
anim 2272 - Gardening trowel
anim 2273 - Rake
anim 2274 - Secutars
anim 2275 - Secutars
anim 2276 - Secutars
anim 2277 - Secutars
anim 2278 - Secutars
anim 2279 - Secutars
anim 2280 - Pick from fruit tree
anim 2281 - Pick from fruit tree
anim 2282 - Pick something up from ground
anim 2283 - Pour bucket over ground
anim 2284 - Fill Calquat Keg
anim 2285 - Fill Beer Glass
anim 2286 - Bend on ground and pick something
anim 2288 - Pour Plant Cure
anim 2289 - Drink From Calquat Keg

anim 2290 - Carve Calquat Keg
anim 2291 - Seed Dibber
anim 2292 - Bend and pick something
anim 2293 - Watering Can
anim 2295 - Pick something up high
anim 2303 - Shake Hands (emote) (e) (LP)
anim 2304 - Death
anim 2305 - Milking Cow
anim 2306 - Jumping on Apple Mush
anim 2311 - Fall into trapdoor
anim 2312 - High Five (emote) (e) (LP)
anim 2313 - Trying to open door?
anim 2316 - Holding something with both hands?
anim 2317 - Walk holding something with both hands
anim 2318 - Walk backwards something with both hands
anim 2319 - Side step
anim 2320 - Side step
anim 2321 - Walk
anim 2322 - Run holding one arm up
anim 2323 - Attack holding thing (kick)
anim 2324 - Defend
anim 2326 - Lose balance holding thing?
anim 2327 - Levitate (emote) (e) (LP)
anim 2332 - Tickling with feather
anim 2333 - Ghost Walk
anim 2334 - Ghost Idle
anim 2338 - On Knees
anim 2339 - Sitting on Stool with Beer Glass
anim 2340 - Fall backwards on stool
anim 2343 - Raise beer glass
anim 2347 - ROFL (Male) (emote) (e) (LP)
anim 2359 - ROFL (Female) (emote) (e) (LP)
anim 2360 - Surrender (emote) (e) (LP)
anim 2376 - About to jump
anim 2377 - Get into frog position
anim 2378 - Sitting in Therapist Chair (from Random Event)
anim 2382 - Swipe with machete (Tai Bwo Wannai Cleanup)
anim 2383 - Accidentally disturb jungle (Tai Bwo Wannai Cleanup)
anim 2384 - Repairing fence (Tai Bwo Wannai Cleanup)
anim 2385 - Repairing fence (Tai Bwo Wannai Cleanup)
anim 2386 - Finish repairing fence (Tai Bwo Wannai Cleanup)
anim 2387 - Successfully cut dense jungle (Tai Bwo Wannai Cleanup)
anim 2388 - Exhausted (Tai Bwo Wannai Cleanup)

anim 2389 - Make skewer (Tai Bwo Wannai Cleanup)
anim 2390 - Knocked back from disturbing jungle (Tai Bwo Wannai Cleanup)
anim 2394 - Stab
anim 2400 - Broodoo Victim Cheering
anim 2401 - Idle
anim 2403 - Defend
anim 2406 - Chillin' (Ozan Idle (DR-2112)) [NPC ID-13969]
anim 2407 - Ozan Walk (DR-2112) [NPC ID-13969]
anim 2409 - Craft Broodoo Shield (White)
anim 2410 - Craft Broodoo Shield (Green)
anim 2411 - Craft Broodoo Shield (Orange)
anim 2413 - Climb out of ladder in Draynor Sewer
animGFX 2414 1537 - Original Air Guitar (emote) (e)
anim 2416 - Talk to the Hand (emote) (e) (LP)
animGFX 2417 364 - Snow (emote) (e) (LP)
anim 2420 - Using Thatch Spar Medium with Opal Machete
anim 2421 - Opal Machete Tai Bwo Wannai Cleanup
anim 2422 - Opal Machete Tai Bwo Wannai Cleanup End
anim 2423 - Jade Machete Tai Bwo Wannai Cleanup End
anim 2424 - Jade Machete
anim 2425 - Jade Machete
anim 2426 - Red Topaz Machete
anim 2427 - Red Topaz Machete
anim 2428 - End Red Topaz Machete
anim 2429 - Opal Machete
anim 2430 - Jade Machete
anim 2431 - Red Topaz Machete
anim 2432 - Pulling Machine (Blast Furnace)
anim 2433 - Using Bike Machine (Blast Furnace)
anim 2441 - Use Spade (Blast Furnace)
anim 2442 - Use Spadeful of Coke (Blast Furnace)
anim 2443 - Use Spade (Blast Furnace)
anim 2450 - Use Bucket
animGFX 2553 432 - Elemental Wizard Death
anim 2554 - Elemental Wizard Death GFX
anim 2556 - Thrown Back, land on knees
anim 2557 - On knees
anim 2561 - Hold Weapon
anim 2562 - Walk with Weapon
animGFX 2563 365 - Storm (emote) (e) (LP)
anim 2566 - Muscle-man Pose (emote) (e) (LP)
anim 2569 - Using Compost Potion on Compost Bin
anim 2570 - Use Secuatars

anim 2572 - Push
anim 2573 - Laugh
anim 2574 - Pushing something
anim 2577 - Head to side, using something
anim 2578 - Hands Together Idle
anim 2579 - Grab something
anim 2580 - Gesture head backwards
anim 2581 - Fall off log
anim 2582 - Fall off log
anim 2583 - Jump forward and land on stomach
anim 2584 - Alison Elmshaper Idle (Taverly Fletching Tutor)
anim 2585 - Climb up something
anim 2586 - Jump off ledge (begin)
anim 2588 - Jump off ledge (end)
anim 2589 - Crawl under wall (a)
anim 2590 - Crawl under wall (b)
anim 2591 - Crawl under wall (c)
anim 2592 - Get stuck Start
anim 2593 - Get stuck
anim 2594 - Balancing ledge disappear (begin)
anim 2595 - Balancing ledge disappear (end)
anim 2607 - look to the side, thrown back and die
anim 2608 - Arm to the side, (looks like you're cutting your wrist)
anim 2609 - Put arm in front of yourself
anim 2610 - Rub the ground
anim 2612 - Jump back scared
anim 2613 - Pestle and Mortar
anim 2614 - Attack
anim 2616 - Doing an "A-OK" pose?
anim 2617 - Ozan Playing Guitar (DR-2113) (NPC-ID-13962)
anim 2624 - Push something
anim 2625 - Pull something back
anim 2633 - Floating
anim 2637 - Going insane then floating
anim 2638 - Floating
anim 2639 - Being thrown around like a puppet
anim 2644 - Throw something
anim 2645 - Death falling on back
anim 2646 - Death idle on back
anim 2647 - Standing then being pulled up into air
anim 2648 - Ozan Walk Animation (DR-2113) (NPC-ID-13962)
anim 2649 - Ozan Idle Animation (DR-2115) (NPC-ID 13967)
anim 2651 - Floating and almost landing, but floating again

anim 2654 - Jump up and attack, then walk down stairs
anim 2658 - On knees fiddling with something/looking through telescope?
anim 2659 - Get up off knees
anim 2661 - Attack
anim 2664 - Floating
anim 2665 - Fall on knees about to die
anim 2673 - On knees about to die
anim 2692 - Very slowly bending to pick something
anim 2693 - Fall on knees
anim 2694 - On knees
anim 2695 - Clip with shears
anim 2696 - Old Death Emote
anim 2697 - Pick something up
anim 2700 - bending backwards (glitched)
anim 2701 - Old Beckon Emote
anim 2702 - Old Cry Emote
anim 2709 - On knees
anim 2710 - Roll ball/attack?
anim 2712 - Standing
anim 2713 - Stand (below ground)
anim 2716 - Sit down, legs out
anim 2717 - Chisel onyx
anim 2720 - Stick arm up and out
anim 2721 - Commorb Scan
anim 2724 - Get on knees to grovel
anim 2726 - Get on knees to grovel
anim 2727 - Old Teletab Teleport
anim 2728 - Hands out
anim 2735 - Push something
anim 2741 - Attack
anim 2745 - Attack
anim 2749 - Up in air in scarecrow pose
anim 2755 - Disappear
anim 2757 - Appear
anim 2762 - Push Ups from Drill Demon Event
anim 2763 - Sit Ups from Drill Demon Event
anim 2764 - Running in Place from Drill Demon Event
anim 2765 - Stand
anim 2766 - Normal Walk
anim 2769 - Dizzy Walk
anim 2770 - Dizzy
anim 2771 - Pour Bucket
anim 2773 - Normal Run

anim 2779 - Attack
anim 2780 - Play with fishbowl
anim 2781 - Feeding fishbowl
anim 2782 - Nodding at fishbowl
anim 2783 - Play with fishbowl
anim 2784 - Feed pet fish
anim 2785 - Fish bowl
anim 2786 - Fish bowl
anim 2787 - Fish bowl
anim 2788 - Talk to Fish
anim 2789 - Dwarven Army Axe
anim 2790 - Bend on ground
animGFX 2791 2728 - Cast Fire Spell
anim 2793 - Churn butter
anim 2794 - Dwarven army axe
anim 2795 - The Raptor Attack with Flail
anim 2796 - Crawling
anim 2797 - Stand
anim 2798 - Cast Old Home Teleport
anim 2799 - Cast Old Home Teleport
anim 2800 - Cast Old Home Teleport
anim 2810 - Holy Wrench
anim 2811 - Holy Wrench
anim 2813 - Catch Karamthulhu (Pirate Quest)
anim 2815 - Walk (below ground)
anim 2816 - Glitched frame (below ground)
anim 2817 - Slash
anim 2818 - Walking (below ground)
anim 2819 - Flatten disappear (below ground)
anim 2820 - Raptor Attack
anim 2821 - Combo Attack
anim 2822 - Sir Owen Idle?
anim 2828 - Defend
anim 2829 - Floating
anim 2830 - Look around
anim 2831 - Dwarven Army Axe
anim 2832 - Walk
anim 2833 - Dwarven Army Axe
anim 2834 - Idle
anim 2835 - Put hands next to head
anim 2836 - Scared (emote) (e)
anim 2837 - Dwarven Army Axe
anim 2838 - Dwarven Army Axe

anim 2839 - Dwarven Army Axe
anim 2840 - Zombie Head “Alas!”
anim 2844 - Zombie Head
anim 2845 - Take something and look at it?
anim 2846 - Dragon Hatchet
anim 2847 - Iron Hatchet
anim 2875 - Walk
animGFX 2876 479 - Dragon Hatchet Special Attack (c-SA)
anim 2879 - Demonic Sigil (i) (e) (Shadow of the Storm)
anim 2880 - Demonic Sigil (i) (e) (Shadow of the Storm)
anim 2888 - Old Shrink Teleport
animGFX 2890 483 - Darklight Special
anim 2891 - Stick hand out
anim 2902 - Smouldering Pot
anim 2903 - Snake Charm
anim 2909 - Walking, bent back
anim 2910 - Wrangling rope
anim 2911 - Idle
anim 2912 - Walk
anim 2913 - Fix Torn Robe Top (Spirits of The Elid)
anim 2914 - Fix Torn Robe Bottom (Spirits of The Elid)
anim 2920 - On floor listening to music
anim 2921 - Getting up off the floor
anim 2922 - Running Across the Board Obstacle on the Advanced Gnome Agility Course
anim 2923 - Jumping over Barrier Obstacle on the Advanced Gnome Agility Course
anim 2924 - Come out Other End of the Barrier Pipe from Advanced Gnome Course
anim 2925 - Kick
anim 2926 - Shake Snowglobe
anim 2927 - On knees
anim 2928 - Pushed back
anim 2929 - Running Across the Signpost from Advanced Gnome Course
anim 2930 - Silverlight attack?
anim 2934 - Standing
anim 2936 - Use Magnifying Glass Emote
anim 2937 - Throw thing?
anim 2938 - Defend
anim 2939 - Sitting
anim 2940 - Sitting (faced other way)
anim 2944 - Walking
anim 2953 - Put hands in front of face
anim 2967 - Throw thing?
anim 2968 - Throw thing?
anim 2972 - Open thing?

anim 2984 - Holding weapon?
anim 2985 - Standing
anim 2986 - Defend
anim 2987 - Walking
anim 2988 - Bend onto ground
anim 2991 - Pushing Open Count Draynor's Coffin
anim 2992 - Missing the Stake in Count Draynor
anim 2993 - Idle Holding Crate?
anim 2994 - Walking Holding Crate?
anim 2999 - Mithril 2H Sword
anim 3000 - Standing leaned against wall
anim 3001 - Run with Bolas
anim 3002 - Walk with Bolas
animGFX 3003 507 - Red Marionette Jump
animGFX 3003 511 - Blue Marionette Jump
animGFX 3003 515 - Green Marionette Jump
animGFX 3004 508 - Red Marionette Walk
animGFX 3004 512 - Blue Marionette Walk
animGFX 3004 516 - Green Marionette Walk
animGFX 3005 509 - Red Marionette Bow
animGFX 3005 513 - Blue Marionette Bow
animGFX 3005 517 - Green Marionette Bow
animGFX 3006 510 - Red Marionette Dance
animGFX 3006 514 - Blue Marionette Dance no
animGFX 3006 518 - Green Marionette Dance
anim 3007 - Cutting Hardened Straight Root
anim 3032 - Attack something on table?
anim 3036 - Looking around with hand shielding face from sun (Turned around)
anim 3039 - Drunk Walk While Holding Beer (DR-290)
anim 3040 - Drunk stand While Holding Beer (DR-290)
anim 3041 - Old Shrink Teleport
anim 3042 - Walking holding something
anim 3043 - Holding something idle
anim 3044 - Finish reading scroll
anim 3045 - Attack with dagger?
anim 3053 - Climbing right and hanging (begin)
anim 3054 - Covering head and shaking in fear, as if about to be hit,
anim 3055 - Climbing right and hanging (fail)
anim 3056 - Climbing left and hanging (fail)
anim 3057 - Climbing left and hanging (begin)
anim 3058 - Climbing left and hanging (end)
anim 3059 - Climbing right, moving
anim 3060 - Climbing left, moving

anim 3061 - Scrubbing something on side?
anim 3062 - Scrubbing something on side?
anim 3063 - Climbing Up Something then Climb Down
anim 3064 - Falling and flailing on butt
anim 3067 - Jumping over something
anim 3068 - Jumping over something and failing, then falling
anim 3069 - Falling off beam
anim 3071 - Stick arms out and put them together
anim 3079 - Look down and check wrist held close to body
anim 3080 - Checking wrist held close to body
anim 3081 - Lowering arm as if lowering sword
anim 3082 - lift arm as if holding sword
anim 3083 - Walk looking side to side
anim 3084 - Idle, hold hips and look around
anim 3085 - seated, arms in lap
anim 3086 - looking down, touching head, cape blown back idle
anim 3087 - lift arm up as if holding sword
anim 3090 - raise fists in air
anim 3091 - flap
anim 3094 - lean forward and begin to fall forward (into rabbit hole?)
anim 3097 - walking
anim 3102 - on knees using chisel upward
anim 3103 - on ground, get up, rub wrist
anim 3108 - Count Draynor Knocking you Back
anim 3109 - On Floor After Being Knocked Down
anim 3110 - get up while holding stomach
anim 3113 - take something out of pocket and use/enchant it
anim 3114 - bending down to squat then getting up - nurture evil tree sapling?
anim 3115 - idle
anim 3116 - run
anim 3119 - walk
anim 3128 - throw bolas
anim 3130 - swing across obstacle?
anim 3131 - swing across zipine thing?
anim 3132 - lean forward and hands up grabbing thing
anim 3133 - Canister (Cabin Fever)
anim 3134 - Cannonball (Cabin Fever)
anim 3135 - Grab thing
anim 3136 - Use Ramrod
anim 3137 - hit with repair plank
anim 3140 - Read book
anim 3141 - Turn page in book
anim 3150 - lift hand

anim 3151 - hands out grabbing something (or using furnace)
anim 3153 - Linza Smithing?
anim 3158 - Linza Smithing?
anim 3170 - flicker fade in combat stance
anim 3171 - electrocute
anim 3175 - idle
anim 3176 - defend
anim 3177 - walk
anim 3178 - run
anim 3181 - bend forward, do thing
anim 3182 - bend, do thing
anim 3184 - sit then look to side
anim 3185 - do thing with hands
anim 3186 - bend back and shake thing with hands
anim 3187 - Removing Sewer Grate (Plague City)
anim 3191 - Tie Rope to Sewer Grate (Plague City)
anim 3192 - Attempt to Remove Sewer Grate (Plague City)
anim 3195 - sitting legs crossed with stick
anim 3218 - linza smithing?
anim 3219 - Ancient teleport?
anim 3235 - Wiggle straight jadinko root
anim 3236 - throw sagaie
anim 3238 - defend
anim 3239 - defend
anim 3240 - Barbarian Defend
anim 3243 - use furnace?
anim 3248 - teleport
animGFX 3254 2670 - Fairy Ring Leave
animGFX 3255 2671 - Fairy Ring Arrive
anim 3256 - one knee forward hand on it, other knee bend backwards, then get up - being knighted
anim 3257 - idle, lift hands up to cast spell? - lift sword to enchant?
anim 3260 - Woodcutting dragon hatchet
anim 3261 - woodcutting rune hatchet
anim 3262 - woodcutting adamant hatchet
anim 3263 - woodcutting mithril hatchet
anim 3265 - stand then ghostly fade
anim 3266 - ghostly appear fade
anim 3269 - idle holding weapon
anim 3270 - walk holding weapon
anim 3271 - sidestep
anim 3272 - sidestep
anim 3274 - finish agility obstacle?
anim 3275 - finish agility obstacle?

anim 3276 - start agility obstacle?
anim 3277 - start agility obstacle?
anim 3278 - start agility obstacle?
anim 3279 - start agility obstacle?
anim 3280 - on knees face down
anim 3281 - Woman in Varrock Church Sleeping in Seat (DR 1031)
anim 3282 - Man in Varrock Church Sleeping in Seat (DR 1032)
anim 3283 - mix potion on hand
anim 3284 - woodcutting with black hatchet
anim 3292 - woodcutting with steel hatchet
anim 3296 - woodcutting?
anim 3297 - noose wand
anim 3301 - hands forward do something
anim 3303 - climb obstacle
anim 3307 - juju hunter potion
anim 3323 - woodcutting with iron hatchet
anim 3324 - woodcutting with bronze hatchet
anim 3325 - Woodcutting with inferno adze
anim 3326 - Woodcutting with sacred clay hatchet
anim 3327 - Dr. Harlow Hitting his Head with Hand
anim 3334 - Opening Chest
anim 3335 - Closing Chest
anim 3337 - Pruning with Magic Secuatars
anim 3338 - Pruning with Magic Secuatars
anim 3339 - Pruning with Magic Secuatars
anim 3340 - Pruning with Magic Secuatars
anim 3341 - Pruning with Magic Secuatars
anim 3342 - Pruning with Magic Secuatars
anim 3345 - Grab thing?
anim 3348 - Brulee
anim 3353 - Do thing with hands?
anim 3361 - Seated shrug clap
anim 3362 - Frozen seated arms shrug
anim 3364 - Jump out of ground into air in t pose with one knee bent
anim 3365 - In air in t pose 1 knee bent
anim 3366 - land on ground
anim 3367 - seated getting up jump stuck in air
anim 3370 - Get out of seated place hands on hip
anim 3371 - Freeze frame hand on hip
anim 3373 - seated, collapse on chair
anim 3374 - seated, collapse on chair
anim 3377 - climb up over thing
anim 3378 - climb up onto thing

anim 3381 - climb up onto thing
anim 3382 - climb up over thing jump down
anim 3386 - climb, jump to next thing, climb more
anim 3389 - climb over thing, jump down
anim 3393 - punch climb thing
anim 3394 - Woodcutting sacred clay hatchet
anim 3396 - seated
anim 3399 - Touching Dwarven Rock Cake, it's so hot to handle
anim 3414 - Climb into Vine (Jadinko Habitat)
anim 3415 - Swimming underwater Diving
anim 3416 - Land from swimming
anim 3417 - Float back up swimming diving
anim 3418 - Swimming underwater
anim 3419 - float up swimming underwater
anim 3420 - grab underwater rock (RFD)
anim 3421 - Ascend from swimming underwater
anim 3422 - Descend swimming under water
anim 3423 - Jump
anim 3439 - Lunar teleport squeezing
anim 3450 - Squat, get up, do brag poses?
anim 3451 - Squat, get up do bragging strongman poses
anim 3452 - Squat, get up, do brag poses?
anim 3461 - Idle holding heavy weapon
anim 3463 - Climb up thing
anim 3464 - Climb down thing
anim 3465 - Climb under obstacle
anim 3466 - Climb under obstacle
anim 3471 - step back swirl crank?
anim 3475 - Teleport
anim 3480 - Lunar Floating
anim 3482 - Sad Lunar Floating
anim 3526 - Teleport
anim 3527 - Jump into hole (Jadinko Habitat)
anim 3533 - Begin to climb Vine (Jadinko Habitat)
anim 3536 - Hardened straight root
anim 3543 - Zombie Dance (emote) (e)
anim 3544 - Zombie Walk (emote) (e)
anim 3547 - twirling
anim 3550 - twitching
anim 3551 - flailing as if arms been grabbed
anim 3552 - stop flailing
anim 3553 - lift hand up
anim 3554 - NPC teleport

anim 3555 - Teleport
anim 3557 - idle
anim 3563 - fall over into push up pose
anim 3564 - use empty pot
animGFX 3566 609 - Silvthril Rod Enchant
anim 3572 - touch thing
anim 3589 - limping hurt walk
anim 3592 - get up from underground
anim 3593 - idle hands to side holding thing
anim 3594 - standing up holding thing
anim 3595 - attack standing above ground
anim 3596 - defend standing above ground
anim 3597 - fall down on butt, legs out
anim 3598 - standing up, jumping
anim 3599 - climbing up on
anim 3600 - standing up
anim 3602 - hoop
anim 3603 - hand out
anim 3605 - defend/idle
anim 3606 - walk holding thing
anim 3607 - Will (Lumberyard Worker)
anim 3610 - Lunar floating spell attack
anim 3611 - Pull Lever (PoH)
anim 3614 - Lunar floating attack
anim 3622 - Grab and holding onto something big?
anim 3623 - Let go of something big?
anim 3624 - Climb past obstacle (GWD Rock?)
anim 3625 - Kettle
anim 3626 - Spell/defend?
anim 3627 - Jump something
anim 3630 - MWAH hands up then cry
anim 3634 - Hands out wide shrug
anim 3635 - Jittery laugh
anim 3636 - Jittery laugh loop
anim 3639 - Walk and then fall on butt and get up
anim 3640 - Fall down from sky on butt
anim 3641 - Fall down from sky into water
anim 3645 - Hands up then together
anim 3649 - Telescope (PoH)
anim 3651 - Lunar floating attack
anim 3652 - Read Lectern (PoH)
anim 3653 - Thinking hmmm
anim 3654 - Churn? (Pluming stand?)

anim 3655 - Red Paintbrush
anim 3657 - Rusty sword
anim 3658 - Tinderbox
anim 3659 - Using object in Poh*?
anim 3660 - Filling beer glass from tap
anim 3661 - Filling beer mug from tap
anim 3662 - Filling Asgarnian Ale
anim 3663 - Filling Greenman's ale
anim 3664 - Filling Dragon's Bitter
anim 3665 - Filling Moonlight Mead
anim 3666 - Filling Cider
anim 3667 - Take something drunk?
anim 3668 - Take something drunk?
animGFX 3669 530 - Sir Owen Teleports Away
anim 3670 - Preen option to check self in mirror (PoH)
anim 3671 - Lunar Sad Floating Down
anim 3672 - Lunar Sad Floating Up
anim 3674 - Play Instrument in Chapel (PoH)
anim 3675 - Play Bells in Chapel (PoH)
anim 3676 - Build with hammer
anim 3677 - Boxing Stance (PoH) (DR-1386)
anim 3678 - Boxing Punch
anim 3679 - Boxing Defend
anim 3680 - Boxing Walk (DR-1386)
anim 3683 - Hit floor with hammer
anim 3684 - Build with hammer fast
anim 3685 - Remove Furniture (PoH)
anim 3686 - Sit in chair and raise fist (8502)
anim 3687 - Use tinderbox
anim 3688 - Jump over boxing ring fence
anim 3689 - Jump over boxing ring fence with red gloves
anim 3690 - Jump over boxing ring fence with blue gloves
animGFX 3691 531 - Lunar Teleport
anim 3692 - Trying to open lock?
anim 3693 - Trying to open lock by banging fist?
anim 3694 - Swimming, trying to open lock
anim 3695 - Swimming, trying to open lock by banging
anim 3696 - Get on knees and lift hands up, (emote ends short)
anim 3697 - One frame of standing
anim 3702 - Drinking tea from yellow cup
anim 3703 - Drinking tea from white cup
anim 3704 - Drinking tea from Porcelain cup
anim 3705 - Making tele tab?

anim 3715 - Getting seated in citadel chair
anim 3719 - Sitting in seat sideways
anim 3725 - Lifting GWD Rock
anim 3734 - Poking swamp with branch (Temple Trekking)
anim 3735 - Falling into swamp
anim 3739 - Wrangling rope (Temple Trekking)
anim 3740 - Checking rope (Temple Trekking)
anim 3741 - Cutting tree branches temple trekking?
anim 3745 - Pulling rope thing?
anim 3747 - Cut with knife
animGFX 3804 630 - Get Angry In Tolna's Rift
anim 3807 - Tolna Awakens From Nightmare
anim 3838 - Crawl Into Tolna's Rift
anim 3844 - Side Step to Crawl Through McGrubor's Woods Fence
anim 3845 - Fiddling with thing sideways, slightly below ground
anim 3846 - Holding swamp lizard? (Frozen frame)
anim 3855 - Turning into bunny? (Easter)
anim 3857 - Growing from being small/tiny
anim 3859 - Chicken Suit Flap (emote) (e)
anim 3860 - Roll Blue easter egg
anim 3861 - Roll Yellow easter egg
anim 3862 - Roll Green easter egg
anim 3863 - Roll Red easter egg
anim 3864 - Take item from table
anim 3865 - Running wide holding something
anim 3866 - Standing shaking head holding something idle
anim 3868 - Walking holding something
anim 3869 - Running holding something?
anim 3870 - Attack
anim 3873 - Attack then cheer?
anim 3875 - Defend?
anim 3876 - Attack?
anim 3877 - Hit with hammer
anim 3896 - Sidestep
anim 3900 - Sidestep
anim 3923 - Hit with sacred clay hammer
anim 3931 - hit with hammer
anim 3934 - Climb Up Obstacle (Clan Battlefield)
anim 3940 - Attack
anim 3943 - Smithing with Volatile Clay Hammer
anim 3945 - Climb Down Obstacle (Clan Battlefield)
anim 3950 - Milkmaid Idle?
anim 3970 - One frame dead

anim 3971 - Hitting with hammer up high and down low
anim 3972 - Trying to lift open something on ground (like a grate?)
anim 3973 - Doing something on ground (like washing laundry?)
anim 3979 - Clan Battlefield Frame Bar Obstacle (A)
anim 3980 - Clan Battlefield Frame Bar Obstacle (B)
anim 3981 - Clan Battlefield Frame Swing Obstacle (A)
anim 3982 - Clan Battlefield Frame Swing Obstacle (B)
anim 3985 - Slipping backwards
anim 3986 - Smash wall with elbow?
anim 3988 - Big Kick
anim 3996 - Standing
anim 3997 - Milkmaid walk?
anim 3999 - Evil Twin being held by claw?
animGFX 4001 666 - Claw Picks You Up (Old Random Event)
animGFX 4003 667 - Claw Drops You
anim 4004 - move forward to grab?
anim 4008 - hit with Dragon hatchet
anim 4011 - hit with Rune Hatchet
anim 4012 - Hit with Adamant Hatchet
anim 4017 - Hit with Mithril hatchet
anim 4018 - Restless Ghost Ascends
anim 4019 - Restless Ghost Awakens
anim 4023 - Rise up from below ground
anim 4024 - Sink below ground
anim 4028 - Look down, cape goes up
anim 4029 - Trying to run on treadmill but fall down?
anim 4030 - Hit with golden hammer
anim 4031 - Hit with Steel Hatchet
anim 4036 - Hit with Iron Hatchet
anim 4043 - Staff of Air
anim 4044 - Staff of Air
anim 4045 - Staff of Earth
anim 4046 - Staff of Earth
anim 4047 - Staff of Water
anim 4048 - Staff of Water
anim 4049 - Staff of Fire
anim 4050 - Staff of Fire
anim 4051 - Air Battlestaff
anim 4052 - Air Battlestaff
anim 4053 - Earth Battlestaff
anim 4054 - Earth Battlestaff
anim 4055 - Water Battlestaff
anim 4056 - Water Battlestaff

anim 4057 - Fire Battlestaff
anim 4058 - Fire Battlestaff
anim 4059 - Mystic Air Staff
anim 4060 - Mystic Air Staff
anim 4061 - Mystic Earth Staff
anim 4062 - Mystic Earth Staff
anim 4063 - Mystic Water Staff
anim 4064 - Mystic Water Staff
anim 4065 - Mystic Fire Staff
anim 4066 - Mystic Fire Staff
anim 4067 - Investigate Ancient Effigy Without Proper Skills
anim 4068 - Investigate Ancient Effigy
anim 4069 - Break Spell Tablet (a)
anim 4070 - Break Spell Tablet (b)
anim 4071 - Teletab
anim 4073 - Sitting in crude chair
anim 4074 - Sitting in crude chair
anim 4075 - Sitting in chair
anim 4076 - Sitting in chair
anim 4077 - Hit with Bronze hatchet
anim 4078 - Hit with Sacred clay hatchet
anim 4079 - Rocking chair
anim 4080 - Rocking chair
anim 4081 - Oak chair
anim 4082 - Oak chair
anim 4083 - Oak chair
anim 4084 - Oak chair
anim 4085 - Teak Chair
anim 4086 - Teak Chair
anim 4087 - Mahogany Chair
anim 4088 - Mahogany chair
anim 4089 - Bench
anim 4090 - Shake fist sitting on bench
anim 4091 - Oak bench
anim 4092 - Shake fist sitting on oak bench
anim 4093 - Sit on Carved Oak Bench
anim 4094 - Shake fist sitting on Carved Oak Bench
anim 4095 - Sitting on Teak Bench
anim 4096 - Shake fist sitting on Teak Bench
anim 4097 - Sitting on Carved Teak Bench
anim 4098 - Shake fist sitting on Carved Teak Bench
anim 4099 - Sitting on Mahogany Bench
anim 4100 - Shake fist sitting on Mahogany Bench

anim 4101 - Sitting on Gilded Mahogany Bench
anim 4102 - Shake Fist Sitting on Gilded Mahogany Bench
anim 4103 - Sitting Down on PoH Workbench
anim 4104 - Sitting down?
anim 4105 - Getting out of seat
anim 4106 - Sitting down?
anim 4107 - Sitting at PoH workbench
anim 4108 - Sitting at PoH Workbench Oak Stool
anim 4109 - Crafting at PoH Workbench
anim 4110 - Crafting at PoH Workbench Oak Stool
anim 4111 - Sitting in Throne
anim 4112 - Sitting in Throne (B)
anim 4113 - Sitting in Throne (C)
anim 4114 - Sitting in Throne (D)
anim 4115 - Sitting in Skeleton Throne
anim 4116 - Sitting in Crystal Throne
anim 4117 - Sitting in Demonic Throne
anim 4136 - Pouch Repair?
anim 4137 - Hit with Volatile Clay Hatchet
anim 4141 - Shake fist in crude chair
anim 4142 - Shake fist in crude chair (angle)
anim 4143 - Shake fist in chair
anim 4144 - Shake fist in chair (angle)
anim 4145 - Shake fist in rocking chair
anim 4146 - Shake fist in rocking chair (angle)
anim 4147 - Shake fist in oak chair
anim 4148 - Shake fist in oak chair (angle)
anim 4149 - Shake fist in nice oak chair
anim 4150 - Shake fist in nice oak chair (angle)
anim 4151 - Shake fist in teak chair
anim 4152 - Shake fist in teak chair (angle)
anim 4153 - Shake fist in mahogany chair
anim 4154 - Shake fist in mahogany chair (angle)
anim 4158 - Thinking leaning forward
anim 4159 - Sitting sideways
anim 4160 - Sitting sideways, looking head right and left
anim 4162 - Sitting sideways, lifting hand
anim 4166 - Dead face down, then getting up
anim 4167 - Dying (pretend)
anim 4168 - Move head to listen on door?
anim 4169 - bend down on knees, hand in front of face
anim 4170 - Stretching, knee forward
anim 4171 - Covering head with hands

anim 4172 - Fall back on butt
anim 4173 - Fall down on back, knees bent
anim 4174 - Bending/bowing in pain?
anim 4175 - Bending on knees in pain?
anim 4176 - Hitting ground with sacred clay hammer
anim 4177 - Fist out punch?
anim 4178 - Walking drunk
anim 4179 - Drunk idle
anim 4180 - Slowly bending on knees arms flap
anim 4181 - hit with Dragon Pickaxe
anim 4182 - Hit with rune pickaxe
anim 4183 - hit with adamant pickaxe
anim 4184 - Bend and cover face with hands
anim 4185 - Pulling rope?
anim 4188 - Trying to open door with elbows?
anim 4189 - Fire Spring Device (Barbarian Advanced)
anim 4190 - Hammering (Repairing Fence Dwarf Cannon Quest)
anim 4191 - Get Up From Being Face Down on Floor (Dragon Slayer)
anim 4192 - Duck under obstacle to cross?
anim 4193 - Holding crate
anim 4194 - Walking with crate
anim 4195 - On ground listening to door?
anim 4197 - Get up from listening to door?
anim 4199 - Fire crossbow
anim 4200 - Death
anim 4208 - Idle holding?
anim 4209 - Thing holding?
anim 4223 - Spider climb on ceiling?
anim 4226 - Walk
anim 4227 - Walk backwards
anim 4228 - Run
anim 4230 - Fire crossbow
anim 4238 - Touch something
anim 4243 - Hit with Mithril Pickaxe
anim 4250 - Pull lever?
anim 4254 - Pull something (loop)
anim 4255 - Use bucket
anim 4256 - Walk shaking head
anim 4257 - Idle
anim 4258 - Poke with torch
anim 4275 - Slap Head (emote) (e)
animGFX 4276 712 - Idea (emote) (e)
animGFX 4278 713 - Stomp (emote) (e)

anim 4280 - Flap (emote) (e)
anim 4285 - Wizard Mizgog Collects Beads (Imp Catcher)
anim 4292 - Teleport Impious Urn
anim 4293 - Stand arms like chicken then do stretches and thing (idle?)
anim 4316 - Grab something off ground?
anim 4321 - hit with steel pickaxe
anim 4326 - Balance
anim 4327 - Balance walk
anim 4329 - hit with iron pickaxe
anim 4330 - hit with bronze pickaxe
anim 4340 - bend to get something (lift leg up) pyramid plunder snake jars
anim 4341 - Jump up and hit
anim 4342 - bend forward, then lift hand up in victory
anim 4343 - Mining Strike Gilded Dragon Pickaxe
anim 4344 - Pushing
anim 4345 - Pushing
anim 4348 - Combining Dye Colors
anim 4349 - Combining Dye Colors
anim 4350 - Combining Dye Colors
anim 4352 - Aggie Mixing Dye in Cauldron
anim 4362 - Mining Strike Gilded Rune Pickaxe
anim 4365 - Float thrown up in air
anim 4366 - Fall down in floor
anim 4367 - Fall down face down
anim 4368 - Emerald Lantern
anim 4369 - Using Emerald Lantern (Lunar Diplomacy)
anim 4370 - Mining Strike Gilded Adamant Pickaxe
anim 4371 - Lunar Floating Watering Plants
anim 4373 - Mining Strike Gilded Mithril Pickaxe
anim 4376 - Mining Strike Gilded Steel Pickaxe
anim 4378 - Mining Strike Gilded Iron Pickaxe
anim 4379 - Mining Strike Gilded Bronze Pickaxe
anim 4380 - Jump up float over obstacle
anim 4381 - Jump up over obstacle but get electrocuted
anim 4382 - Lunar Diplomacy Electrocute
anim 4400 - Mining Strike Sacred Clay Pickaxe
anim 4401 - Mining Strike Volatile Clay Pickaxe
anim 4402 - Mining Strike Inferno Adze
anim 4405 - Mining Strike Dwarven Army Axe
anim 4406 - Hit with Dramen Staff
anim 4409 - Heal Group
animGFX 4410 726 - Vengeance Self
anim 4411 - Vengeance Other

anim 4412 - Superglass Make
anim 4413 - Fertile Soil / Bake Pie spell (gfx 746)
anim 4424 - Lunar Floating
anim 4426 - Lunar Floating
anim 4427 - Lunar Floating
anim 4428 - Lunar Floating
anim 4429 - Lunar Floating
anim 4430 - Panic
anim 4432 - Cure Plant
anim 4433 - Fletch Logs
anim 4434 - Banshee without earmuffs?
anim 4435 - Scaling Cliff Wall
anim 4436 - Bronze Crossbow Limbs
anim 4437 - Blurite Crossbow limbs
anim 4438 - Iron Crossbow Limbs
anim 4439 - Steel Crossbow Limbs
anim 4440 - Mithril Crossbow Limbs
anim 4441 - Adamant Crossbow Limbs
anim 4442 - Rune Crossbow Limbs
animGFX 4454 761 - Ardougne Cloak Farm Teleport (leave)
anim 4455 - Fire Steel Crossbow to Climb Wall
anim 4460 - Fire Crossbow
anim 4462 - Craft and enchant a thing?
anim 4464 - Pull self through water
anim 4465 - Pull self through water
anim 4466 - Pull self through water
anim 4467 - Pull self through water
anim 4468 - Pull self through water
anim 4470 - Chisel Oyster Pearl
anim 4471 - Fill bucket
anim 4479 - Low Alch on Chair
anim 4480 - High Alch on Chair
anim 4481 - Low Alch on Chair (angle)
anim 4482 - High Alch on Chair (angle)
anim 4483 - Low Alch on Chair
anim 4484 - High Alch on Chair
anim 4485 - Low Alch on Chair (angle)
anim 4486 - High Alch on Chair (angle)
anim 4487 - Low Alch on Chair
anim 4488 - High Alch on Chair
anim 4489 - Low Alch on Chair (angle)
anim 4490 - High Alch on Chair (angle)
anim 4491 - Low Alch on Oak Chair

anim 4492 - High Alch on Oak Chair
anim 4493 - Low Alch on Oak Chair (angle)
anim 4494 - High Alch on Oak Chair (angle)
anim 4495 - Low Alch on Oak Chair
anim 4496 - High Alch on Oak Chair
anim 4497 - Low Alch on Oak Chair (angle)
anim 4498 - High Alch on Oak Chair (angle)
anim 4499 - Low Alch on Teak Chair
anim 4500 - High Alch on Teak Chair
anim 4501 - Low Alch on Teak Chair (angle)
anim 4502 - High Alch on Teak Chair (angle)
anim 4503 - Alch Workbench Stool
anim 4504 - Alch on Teak Chair
anim 4505 - Alch on Teak Chair (Angle)
anim 4506 - Alch on Teak Chair (Angle)
anim 4507 - Alch on Bench
anim 4508 - Alch on Bench
anim 4509 - Alch on Bench
anim 4510 - Alch on Bench
anim 4511 - Alch on Bench
anim 4512 - Alch on Bench
anim 4513 - Alch on Bench
anim 4514 - Alch on Bench
anim 4515 - Alch on Bench
anim 4516 - Alch on Bench
anim 4517 - Alch on Bench
anim 4518 - Alch on Bench
anim 4519 - Alch on Bench
anim 4520 - Alch on Bench
anim 4521 - Alch in throne
anim 4522 - Alch in throne
anim 4523 - Alch in throne
anim 4524 - Alch in throne
anim 4525 - Alch in throne
anim 4526 - Alch in throne
anim 4527 - Alch in throne
anim 4528 - Alch in throne
anim 4529 - Low Alch in Skeleton throne
anim 4530 - High Alch in Skeleton Throne
anim 4531 - Low Alch in Crystal Throne
anim 4532 - High Alch in Crystal throne
anim 4533 - Low Alch in Demonic Throne
anim 4534 - High Alch in Demonic Throne

anim 4540 - Take thing out of pocket and give it
anim 4541 - Teleport Accursed Urn
anim 4542 - Teleport Infernal Urn
anim 4544 - Look down then get tense/agitated
anim 4546 - Tense/agitated
anim 4547 - Use Grand Seed Pod
anim 4549 - Read note while shaking head
anim 4551 - Burn note
anim 4552 - Crouched hiding position
anim 4553 - Put hand out
anim 4558 - Swirl Crystal Bowl?
anim 4567 - Put rune on Impious Urn
anim 4569 - Put rune on Accursed urn
anim 4578 - Put rune on Infernal prayer urn
anim 4580 - Teleport Cracked Smelting Urn
anim 4581 - Bend forward touch
anim 4586 - Hazelmere Memory Meld?
anim 4591 - Idle
anim 4592 - Hit floor with rock pick
anim 4593 - Panning tray
anim 4594 - Look at tray river
anim 4597 - Lift Open Varrock Sewer Manhole
anim 4602 - Lift big thing, cast epll with it?
anim 4603 - Three combo attack
anim 4611 - Grab take thing with left hand
anim 4612 - Look down to the left
anim 4613 - Look back forward
anim 4614 - Look down to the right
anim 4615 - Look back forward
anim 4617 - Cast praying spell thing
anim 4622 - Ozan idle?
anim 4634 - Sideways take thing
anim 4636 - Sideways arm out (border guard?)
anim 4640 - Sideways move are back (border guard?)
anim 4641 - Idle like thing?
anim 4643 - Old home teleport read book
anim 4644 - Seated
anim 4645 - Old home teleport piece
anim 4646 - Old home teleport piece
anim 4647 - Get out of seat
anim 4648 - Idle
anim 4709 - Weak attack/woodcutting?
anim 4712 - Huddling in fetal position

anim 4713 - Look up to the sky with hand shield eyes
anim 4718 - Jump up and fall onto back (a bit blocky)
anim 4719 - On back, getting up (a bit blocky)
anim 4721 - Jump obstacle
anim 4722 - Jump up and climb thing
anim 4723 - Climb thing, turn to look back
anim 4724 - Bend backwards and jump obstacle?
anim 4725 - Look up, then look down and do “motorboat” with face?
anim 4727 - Climb two things
anim 4728 - Jump obstacle and slide down
anim 4731 - Teletab teleport?
anim 4733 - Teleport?
anim 4750 - Stamp twice (with cracking/breaking sound effect)
anim 4757 - Use hammer to repair thing?
anim 4760 - Mining with rune pickaxe
anim 4761 - Mining with bronze pickaxe
anim 4762 - Mining with iron pickaxe
anim 4763 - Mining with steel pickaxe
anim 4764 - Mining with adamant pickaxe
anim 4765 - Mining with mithril pickaxe
anim 4766 - Mining with dragon pickaxe
anim 4771 - Getting slightly irritated
anim 4772 - walking balancing
anim 4779 - walking dizzy/drunken
anim 4780 - stand moving leg back and forth on ground (slightly below ground)
anim 4785 - Climb up ladder but fail and fall down (Sea Slug Quest)
anim 4786 S45 - Hogart fixes boat (Sea Slug Quest)
anim 4787 - bend onto knees
anim 4788 - On one knee (turned around)
anim 4790 - On one knee, get up
anim 4791 - Holding unlit torch, looking side to side
anim 4793 - Poke ground with torch
anim 4794 - Using volatile clay hammer
anim 4795 - Use crane (Sea Slug)
anim 4797 - Use crane (Sea Slug)
anim 4804 - Kick wall (Sea Slug Quest)
animGFX 4807 790 - Take sea slug and stomp on it
animGFX 4809 791 - Use sticks and glass (Sea Slug Quest)
anim 4823 - Hands on ears like doing telekinetic attack, bending forward
anim 4824 - walking with slight limp
anim 4825 - looking up slightly dizzy/drunken
anim 4826 - hurt knee
anim 4834 - take thing out of pocket and use it with something in front of you

anim 4835 - step back startled
anim 4838 - hammer floor with volatile clay hammer
anim 4839 - Commorb v2 Scan
anim 4841 - Look behind you, jump up and spin
anim 4847 - sitting on floor
anim 4848 - sitting on floor
anim 4849 - Sitting legs pretzel
anim 4850 - Sitting legs pretzel
anim 4851 - sit on floor disappearing (A)
anim 4852 - sit on floor disappearing (B)
anim 4853 - Crawl over Low Wall
anim 4855 - Go into Obstacle Pipe
anim 4857 - idle
anim 4858 - walk
anim 4859 - idle, with glassblowing?
anim 4861 - Turn Water Wheel (Elemental Workshop)
anim 4862 - Using a Stone Bowl With Lava Trough (Elemental Workshop)
anim 4863 - Fixing Bellows With Needle (Elemental Workshop)
anim 4873 - take thing
anim 4874 - throw flare (Castle Wars?)
animGFX 4884 807 - Using Extractor Hat Chair (Elemental Workshop II) (GFX on delay)
animGFX 4885 808 - Improperly Using Extractor Hat Electric Chair (Elemental Workshop II)
anim 4905 - Pull Corkscrew Lever (Elemental Workshop II)
anim 4909 - Pull Lever (Elemental Workshop II)
animGFX 4937 812 - Fletching Cape Emote
animGFX 4939 813 - Magic Cape Emote
animGFX 4941 814 - Mining Cape Emote
animGFX 4943 815 - Smithing Cape Emote
animGFX 4945 816 - Quest Cape Emote
animGFX 4947 817 - RuneCrafting Cape Emote
animGFX 4949 818 - Crafting Cape Emote
animGFX 4951 819 - Fishing Cape Emote
animGFX 4953 820 - Construction Cape Emote
animGFX 4955 821 - Cooking Cape Emote
animGFX 4957 822 - Woodcutting Cape Emote
animGFX 4959 823 - Attack Cape Emote
animGFX 4961 824 - Defence Cape Emote
animGFX 4963 825 - Farming Cape Emote
animGFX 4965 826 - Thieving Cape Emote
animGFX 4967 1656 - Slayer Cape Emote
animGFX 4969 835 - Herblore Cape Emote
animGFX 4973 832 - Ranged Cape Emote

animGFX 4975 831 - Firemaking Cape Emote
animGFX 4977 830 - Agility Cape Emote
animGFX 4979 829 - Prayer Cape Emote
animGFX 4981 828 - Strength Cape Emote
anim 5006 - Place object on table?
anim 5015 - Move forward and do thing with wall up and down
anim 5037 - Try to pull open door?
anim 5038 - Climb over thing
anim 5039 - Jump on hang things and climb up
anim 5040 - Climb down
anim 5043 - Jump on hanging over thing
anim 5046 - Jump obstacle, hurt leg
anim 5047 - Jump on obstacle, but lose balance and fall back
anim 5048 - Try to jump but hit head?
anim 5049 - Jump
anim 5050 - Holding barrel
anim 5052 - Put
anim 5054 - Untying thing?
anim 5056 - On back, get up, brush self
anim 5059 - Reindeer Hat emote?
anim 5063 - Throw Snowball
anim 5067 - Create snowball
anim 5074 - Agile Pickpocket
anim 5075 - Agile Pickpocket
anim 5078 - Agile Pickpocket
anim 5080 - Catch Barehanded Butterfly and Release
anim 5083 - Try to catch Barehanded Butterfly
anim 5088 - Writing/crafting thing?
anim 5108 - Fishing with barb tail harpoon
anim 5140 - Crafting Bongos (Cold War)
anim 5142 - Letting Origami Balloon Fly
anim 5146 - Cheering with one fist?
anim 5147 - Cheering with one fist?
anim 5148 - Cheering with one fist?
anim 5149 - Angry mob?
anim 5150 - Angry mob walk?
anim 5151 - Angry mob walk?
anim 5152 - Angry mob walk?
anim 5153 - Angry mob walk?
anim 5155 - Using sandbag (Enlightened Journey)
animGFX 5158 907 - Hunter Cape Emote
anim 5160 - Idle
anim 5161 - Walk

anim 5162 - Attack?
anim 5163 - Defend
anim 5164 - Walk
anim 5165 - Walk backwards
anim 5166 - Sidestep
anim 5167 - Sidestep
anim 5168 - Running
anim 5206 - Step back
anim 5207 - Step forward and do thing
anim 5208 - Set up hunter trap
anim 5210 - Wrangling Eagle with Rope
anim 5211 - Flying Behind Eagle (Cutscene)
anim 5212 - Dismantle hunter trap
anim 5213 - Release butterfly from jar
anim 5215 - Setting up net trap?
anim 5216 - Inspect Burrow
anim 5236 - Poke with teasing stick
anim 5243 - Craft with needle
anim 5244 - Craft with knife
anim 5245 - Walk holding salamander?
anim 5246 - Idle holding salamander
anim 5247 - Attack with salamander
anim 5249 - Mix with mortar and pestle
anim 5250 - Walk
anim 5251 - walk backwards
anim 5252 - walk
anim 5253 - run
anim 5254 - Idle
anim 5255 - Use noose wand
anim 5256 - Catch Polar Kabbit with Noose Wand
anim 5257 - Catch Kabbit with Noose Wand
anim 5258 - Catch Kabbit with Noose Wand
anim 5259 - Catch Kabbit with Noose Wand
anim 5293 - Walk backwards then fall
anim 5298 - Fall onto butt and get up
anim 5299 - Fall onto butt and get up
anim 5311 - Walk pushing something forward
anim 5312 - Pantaloon Bow (emote) (e)
animGFX 5313 967 - Sleeping Cap Yawn (emote) (e)
anim 5315 - Powdered Wig Angry (emote) (e)
anim 5316 - Flared Trousers Dance (emote) (e)
anim 5349 - Barbed Kabbit Noose wand
anim 5352 - Climb jump up

anim 5354 - Reading scroll (displaced) (Watch Tower)
anim 5355 - Jump obstacle
anim 5361 - Pouring Magic Ogre Potion (Watch Tower)
anim 5362 - Get up off knees
anim 5363 - Holding Undead Chicken
anim 5364 - Walking with Undead Chicken
anim 5365 - Making Iron Magnet (Animal Magnetism)
anim 5366 - Blessed Mithril Hatchet Bounces Off Draynor Manor Tree (Animal Magnetism)
anim 5367 - Adamant Hatchet Bounces Off Draynor Manor Tree
anim 5368 - Rune Hatchet Bounces Off Draynor Manor Tree
anim 5369 - Dragon Hatchet Bounces Off Draynor Manor Tree
anim 5370 - Alice's Husband Idle
anim 5371 - Alice's Husband Idle (Chasing Chicken)
anim 5372 - Alice's Husband Walk (Chasing Chicken)
anim 5373 - Alice's Husband Walk
animGFX 5376 973 - Alice's Husband Catches Chicken
anim 5377 - Alice's Husband Tries to Catch Chicken (Animal Magnetism)
anim 5378 - Alice's Husband Tries to Catch Chicken (Animal Magnetism)
anim 5383 - Blessed Mithril Hatchet
anim 5384 - Blessed Mithril Hatchet
anim 5400 - Filling Healing Vial (Barbarian Assault)
anim 5407 - Pick stuff off ground
anim 5416 - Hammer ground
anim 5417 - Hammer medium height
anim 5418 - Kick, smash attack, smash attack kick
anim 5419 - Take thing, bend down, use it
anim 5428 - Push thing downwards
anim 5429 - Idle
anim 5436 - Listen/hold on to thing?
anim 5438 - Walk with chicken bag
anim 5439 - hit with chicken bag
anim 5441 - defend
anim 5474 - bend forward touch knees
anim 5562 - Clan Citadel Loom
anim 5602 - walk
anim 5606 - walk dejected (below ground)
anim 5607 - stand dejected/scratch head (below ground)
anim 5608 - bend backwards, then throw something or hit?
anim 5609 - Lift hands up
anim 5611 - Tarn grow big to turn into monster?
anim 5620 - appear on knees, cock head, and get it
animGFX 5633 1006 - Zaff Saves the King (What Lies Below)
anim 5637 - Lift hands up (enchant salve amulet e?)

anim 5713 - Sit down into resting legs crossed pretzel
animGFX 5714 1015 - Shrunk into Penguin Suit
animGFX 5716 1016 - Exit Penguin Suit
anim 5718 - Scared
anim 5732 - Sitting/resting knees crossed pretzel
anim 5739 - Walking
anim 5746 - Building Hide-Out (Cold War)
anim 5748 - Get up from resting knees crossed
anim 5749 - seated, looking sideways
anim 5752 - one frame sitting down legs out
anim 5754 - Hammer thing in hand
anim 5756 - cut thing with knife in hand
animGFX 5759 1020 - Juggling (Fremennik Isles)
anim 5760 - Dance a jolly jig
anim 5761 - Skipping
anim 5762 - Jester Staff
anim 5763 - Pie self in face
anim 5776 - bend down on ground
anim 5777 - Troll king head?
anim 5778 - Troll king head?
anim 5783 - Cast spell and throw it
anim 5796 - Drink water from fountain? (Sorcerer's Garden)
anim 5798 - Collapse and die
anim 5799 - Walk holding broom?
anim 5800 - Clan Citadel Obelisk? (this animation keeps showing up everywhere)
anim 5805 - Defend
anim 5812 - Attack with severed leg (Shadow of Khazard)
anim 5814 - 'Bonafide' Resting on ground (Tower of Life)
anim 5815 - 'No Fingers' Leaning against building (Tower of Life)
anim 5816 - 'Gummy' Paddycake (Tower of Life)
anim 5817 - 'Black Eye' Paddycake (Tower of Life)
anim 5818 - 'The Guns' Military Press with Log (Tower of Life)
anim 5819 - Hands drooping doing thing
anim 5822 - Walk
anim 5823 - Stamp, scratch head
anim 5827 - Tea Flask (Tower of Life)
anim 5836 - Stand with back leaning backwards
anim 5845 - Builder Outfit Beckon (Tower of Life)
anim 5846 - Building (Tower of Life)
anim 5860 - Trying to pull something (statue?) that is really heavy
anim 5862 - Choking on Toxic Gas and Collapse (Great Brain Robbery)
anim 5863 - Blowing Wolf Whistle (i) (Great Brain Robbery)
anim 5864 - Saradomin Prayer Book Cure Poison (i) (e) (Great Brain Robbery)

anim 5865 - Swinging Barrelchest Anchor
anim 5866 - Defend with anchor
anim 5867 - walk with anchor
anim 5868 - Running with anchor
anim 5869 - Idle holding anchor
animGFX 5870 1027 - Barrelchest Anchor Special Attack (c-SA)
anim 5907 - Hammering
anim 5968 - Walking slowly dejectedly
animGFX 6064 1034 - Moving Over Distance Sphere Goblin Teleport
anim 6067 - Swing with crossbow (Bandos Throne Room?)
anim 6068 - Use Crossbow to cross obstacle
anim 6075 - Shaking thing in hand
anim 6076 - Walking holding thing
anim 6083 - Ring Molanisk Slayer Bell
anim 6085 - Swing with opal machete
anim 6086 - Swing with Jade Machete
anim 6087 - Swing with Red Topaz Machete
anim 6095 - Stab attack
animGFX 6096 1037 H5 - Surok Destroys Letter (What Lies Below)
anim 6098 - Surok is Defeated
animGFX 6099 1008 H30 - Evil King Roald is Defeated
anim 6100 - Evil King Roald Defend
anim 6101 - Evil King Roald Attack
anim 6102 - Excavating Saradomin Statue (What Lies Below)
anim 6103 - bend on ground, arms out
animGFX 6104 1038 - Enchant Runecrafting Wand (What Lies Below)
anim 6106 - Sitting (rotates sideways)
anim 6109 - Look behind you twice then sit down
anim 6111 - Bunny Hop (emote) (e)
anim 6112 - limp walk
anim 6113 - limp idle
anim 6122 - Scratch head as if itchy
anim 6124 - Fall off bridge (Olaf's Quest?)
anim 6128 - Attack
anim 6129 - Defend
anim 6130 - Slide thing with hands (like door?)
anim 6131 - Push cheer walk thing?
anim 6132 - Jump over obstacle
anim 6133 - Throw Wood Chips Into Furnace (Clan Citadel)
anim 6134 - Throw Wood Chips Into Furnace (Clan Citadel)
anim 6135 - Throw Wood Chips Into Furnace (Clan Citadel)
anim 6143 - Firing Bow?

animGFX 6147 1052 - Bandos Mace Special Attack
anim 6194 - Throw Wood Chips Into Furnace (Clan Citadel)
anim 6197 - Sit and turn around?
anim 6198 - Get up from sit and turn around
anim 6217 - Clean specimen with brush?
anim 6281 - Cyrisus on Ground
anim 6282 - Cyrisus on Ground
anim 6283 - Cyrisus on Ground
anim 6285 - Touch something
anim 6287 - Checking yourself (Cyrisus Dream Mentor)
anim 6289 - Helping Cyrisus on the ground?
anim 6290 - Helping Cyrisus when he's on the ground
anim 6291 S30 - Getting/Giving Item To/From NPC
animGFX 6292 2964 - Anniversary Cake
animGFX 6293 1060 - Stat Spy
animGFX 6294 1061 - Humidify
animGFX 6294 3298 - Humidify (Summer Storm)
anim 6295 - Dream Spell
anim 6296 - Sleeping (Dream Spell)
anim 6297 - Get up from Sleeping (Dream Spell)
animGFX 6298 1063 - Plank Make
animGFX 6299 1062 - Spellbook Swap
anim 6300 - bend to touch something on ground
animGFX 6303 1074 - Make Hunter Kit
anim 6304 - Land from T pose
anim 6305 - Lift hand up and out
anim 6362 - Cooling Molten Bar (Clan Citadel)
anim 6364 - Chop Log black axe
anim 6367 - Bars Into Hatch (Clan Citadel)
anim 6380 - Teleport Fragile Smelting Urn
anim 6381 - Teleport Smelting Urn
anim 6382 - Teleport Strong Smelting Urn
anim 6383 - hands on hips looking at ground
anim 6384 - Put Rune on Cracked Smelting Urn
anim 6385 - Put Rune on Fragile Smelting Urn
anim 6386 - Put Rune on Smelting Urn
anim 6387 - Put Rune on Strong Smelting Urn
anim 6388 - walking with hands behind back
anim 6389 - hands behind back
anim 6390 - hands behind back, facing sideways
anim 6391 - hands behind back sideways, do a motion
anim 6392 - hands behind back sideways, do a motion
anim 6393 - hands on hip

anim 6394 - Teleport Cracked Fishing Urn
anim 6395 - Spunky walk
anim 6396 - bird pose jumping jacks thing?
anim 6397 - weird jump side to side?
anim 6398 - bury head in sand and flail?
anim 6399 - weird animal dance?
anim 6400 - Turkey dance
anim 6401 - slither on ground like snake
anim 6402 - weird animal dance?
anim 6403 - downward dog yoga?
anim 6404 - Birdman pose
anim 6405 - Get on ground and slither like a snake
anim 6406 - Get on ground and slither like a snake
anim 6408 - head twist yoga?
anim 6409 - woodpecker dance?
anim 6424 - Digsite Workman Picking up and Throwing Rocks
anim 6425 - Digsite Workman Idle (DR-537)
anim 6446 - Clan Citadel Cooled Bars Into Hatch
anim 6459 - Digsite Cleaning Varrock Museum
anim 6462 - Pushing Button in Varrock Natural History Museum
anim 6463 - Teleport Fragile Fishing Urn
anim 6464 - Hands behind back
anim 6465 - Hands behind back, shake head
anim 6468 - Walk
anim 6469 - Stand
anim 6471 - Teleport Fishing Urn
anim 6472 - Teleport Strong Fishing Urn
anim 6473 - Teleport Decorated Fishing Urn
anim 6474 - Put Rune on Cracked Fishing Urn
anim 6475 - Put Rune on Fragile Fishing Urn
anim 6478 - Elsie (Old Woman in Varrock Church) Rocking in Chair (DR 1421)
anim 6480 - Clan Citadel Cooled Bars Into Hatch
anim 6483 - Clan Citadel Cooled Bars Into Hatch
anim 6486 - Walk
anim 6487 - Holding thing
anim 6488 - Defend
anim 6489 - Attack
anim 6490 - Death
anim 6525 - Drinking Shrink Me Quick at wrong time
anim 6526 - Cheering Thing?
anim 6527 - Open door
anim 6528 - Kick

anim 6529 - Shrink Me Quick
anim 6530 - Regrowing
anim 6531 - walk
anim 6532 - walk
anim 6554 - Canifis NPC turning into Werewolf
anim 6584 - Seed dibber
anim 6587 - Shoveling Gold Into Furnace (Clan Citadel)
animGFX 6592 1117 - Jar Generator (i) (e)
anim 6593 - Walk through the grass impetuous impulses
anim 6594 - Walk through the grass
anim 6595 - Walk through the grass
anim 6600 - Throw dart
animGFX 6601 1118 - Puro Puro Crop Circle
anim 6603 - Swimming
anim 6605 - Swing butterfly net
anim 6606 - Catch impling
anim 6608 - Catch impling
anim 6609 - Sidestep
anim 6610 - Sidestep
anim 6611 - Sidestep
anim 6616 - Put on statue piece
anim 6631 - Shoveling Gold Ore Into Furnace (Clan Citadel)
anim 6632 - Shoveling Silver Ore Into Furnace (Clan Citadel)
anim 6633 - Shoveling Ore Into Furnace (Clan Citadel)
anim 6642 - Lift hand up in air
anim 6649 - Cabin Boy Jenkins Panic
anim 6650 - Melzar the Mad Crazy
anim 6651 - Melzar the Mad Stumble
anim 6654 - Taking off Elvarg's Head
anim 6655 - Elvarg's head
anim 6657 - hold thing?
anim 6658 - walk while hold thing?
anim 6659 - walk backwards holding thing?
anim 6660 - run
anim 6661 - step step
anim 6662 - side step
anim 6663 - side step
anim 6664 - Pet rock fetch
anim 6671 - Fletch bow
anim 6672 - Fletch bow
anim 6673 - Fletch bow
anim 6674 - Fletch bow
anim 6675 - Fletch bow

anim 6676 - Fletch bow
anim 6677 - Fletch bow
anim 6678 - Fletch Shortbow
anim 6679 - Fletch Oak Shortbow
anim 6680 - Fletch Willow Shortbow
anim 6681 - Fletch Maple Shortbow
anim 6682 - Fletch Yew Shortbow
anim 6683 - Fletch Magic Shortbow
anim 6684 - Fletch Shieldbow
anim 6685 - Fletch Oak Shieldbow
anim 6686 - Fletch Willow Shieldbow
anim 6687 - Fletch Maple Shieldbow
anim 6688 - Fletch Yew Shieldbow
anim 6689 - Fletch Magic Shieldbow
anim 6700 - Dragonfire Shield
anim 6702 - Cut thing
anim 6703 - Jump Over Wilderness Wall
anim 6704 - Clan Citadel Chopping Board
anim 6705 - Barehand Shark
anim 6706 - Barehand Shark
anim 6707 - Barehand Swordfish
anim 6708 - Barehand Swordfish
anim 6709 - Reassuring Dororan While Listening In On Longhall (Gunnar's Ground)
anim 6710 - Barehand Tuna
anim 6711 - Barehand Tuna
anim 6712 - Hammer
anim 6713 - Light fire with bow
anim 6714 - Light fire with bow
anim 6715 - light fire with bow
anim 6716 - light fire with bow
anim 6717 - light fire with bow
anim 6718 - light fire with bow
anim 6719 - light fire with magic bow
anim 6720 - light fire with bow
anim 6723 - Jump into Ancient Cavern Whirlpool
anim 6724 - Ghost spirit ascending?
anim 6738 - Rune hatchet
anim 6739 - Adamant hatchet
anim 6740 - Mithril hatchet
anim 6741 - Black Hatchet
anim 6742 - Steel hatchet
anim 6743 - Iron Hatchet
anim 6744 - Bronze Hatchet

anim 6745 - Dragon Hatchet
anim 6746 - Rune Pickaxe
anim 6747 - Bronze Pickaxe
anim 6748 - Iron Pickaxe
anim 6749 - Steel Pickaxe
anim 6750 - Adamant Pickaxe
anim 6751 - Mithril Pickaxe
anim 6752 - Rune Pickaxe
anim 6753 - Mine With Bronze Pickaxe
anim 6754 - Iron Pickaxe
anim 6755 - Steel Pickaxe
anim 6756 - Adamant Pickaxe
anim 6757 - Mithril Pickaxe
anim 6758 - Dragon Pickaxe
anim 6769 - Put Rune on Fishing Urn
anim 6770 - Put Rune on Strong Fishing Urn
anim 6784 - Clan Citadel Grill with Spatula
anim 6786 - Clan Citadel Stew
anim 6788 - Seated
anim 6789 - Put Rune on Decorated Fishing Urn
anim 6794 - Teleport Cracked Cooking Urn
anim 6795 - Teleport Fragile Cooking Urn
anim 6814 - slide off seat
anim 6816 - Sit down
anim 6820 - Sitting
anim 6838 - attack
anim 6840 - Searching Crates
anim 6841 - Observatory Assistant Idle (DR 958)
anim 6842 - Get up from sitting
anim 6843 - Grab a Seat
anim 6844 - Observatory Professor Scratches Head
anim 6845 - Observatory Professor Fixes Telescope
anim 6846 - Sitting
anim 6847 - Observatory Professor Fixes Telescope
anim 6848 - Observatory Professor Fixes Telescope
anim 6849 - Looking Through Observatory Telescope
anim 6863 - Town Crier Scratches Head
anim 6864 - Stand
anim 6865 - Town Crier Ring Bell
animGFX 6866 1178 - Town Crier Gives Player a Book
anim 6867 - Walk
anim 6887 - Holding chest in pain
anim 6896 - Throw something

anim 6897 - Collapse on ground
anim 6912 - Lean against wall
anim 6913 - Lean against wall, arms crossed
anim 6914 - Lean against wall
anim 6915 - Hands out and up, as if banging on door
anim 6918 - Banging on door?
anim 6919 - Walking arms tied behind back
anim 6922 - About to teleport, lift hand up in protest?
anim 6923 - Shield self with elbow
anim 6926 - Walk hand covering head
anim 6927 - Stand breathing heavily
anim 6928 - Walking heavily
anim 6929 - Defend
anim 6933 - Pull switch?
anim 6935 - Mining
anim 6939 - Disappear
anim 6941 - Appear
anim 6978 - Lift really heavy rock
anim 6979 - Lift really heavy rock
anim 6988 - Swimming
anim 6999 - Dive jump zamorak crossing
anim 7002 - Hit bandos door with hammer
anim 7003 - Sitting on floor in pain
anim 7023 - Crawling
anim 7039 - Run Holding 2H Sword (Legacy) (DR-124)
anim 7040 - Turning Holding 2H Sword (Legacy) (DR-124)
anim 7041 - Auto-Attack with 2H Sword
anim 7042 - Attack with weapon
anim 7043 - Side Step Holding 2H Sword (Legacy) (DR-124)
anim 7044 - Side Step Holding 2H Sword (Legacy) (DR-124)
anim 7045 - Back Step Holding 2H Sword (Legacy) (DR-124)
anim 7046 - Walk Holding 2H Sword (Legacy) (DR-124)
anim 7047 - Idle Holding 2H Sword (Legacy) (DR-124)
anim 7048 - Attack with 2H Sword
anim 7049 - Attack
anim 7050 - Defend with 2H Sword (Legacy)
anim 7056 - Get up from seat
anim 7057 - Sitting
animGFX 7070 1221 - Zamorak Godsword Special (Ice Cleave) [gfx 2104 on Target]
anim 7071 - Clan Citadel Dance
anim 7076 - Rope swing
animGFX 7078 1225 - Dragon 2H Sword Special (Power Stab)
anim 7081 - Swing Across Crossbow

anim 7082 - Old Spirit Tree Teleport (Leave)
anim 7084 - Old Spirit tree Teleport Arrive)
anim 7095 - Flailing around
anim 7096 - Covering face with elbow
anim 7126 - Teleport Cooking urn
anim 7133 - Teleport Strong Cooking urn
anim 7139 - Glouphrie Bowl
anim 7151 - Hammering Ground
anim 7152 - Stomp on balloon
anim 7159 - Clan Citadel Dance
anim 7161 - Clan Citadel Dance Walk
anim 7162 - Clan Citadel Dance Run
anim 7181 - Attack
anim 7182 - Pirate Attack With Hook Arm
anim 7183 - Punch
anim 7185 - Death
anim 7186 - Defend
anim 7187 - Defend
anim 7188 - Hands on hip, shake head
anim 7189 - limpy walk
anim 7190 - limpy walk
anim 7191 - walk
anim 7192 - back step
anim 7193 - side step
anim 7194 - side step
anim 7197 - Death
anim 7198 - Defend
anim 7199 - Idle
anim 7200 - Walk
anim 7201 - Back step
anim 7202 - Side step
anim 7203 - Side step
anim 7211 - Cut magic logs
anim 7212 - Pull something back with secateurs?
anim 7227 - Secutars
anim 7228 - Magic Secateurs
anim 7230 - Defend (snake sounds)
anim 7232 - Do weird thing
anim 7253 - Bend over backwards getting bitten by Snake Tree
anim 7255 - Climb up something then teleport (Clan Portal HW event 2011?)
anim 7261 - Fishing?
anim 7264 - Attack
anim 7265 - Stand idle

anim 7266 - Swimming (under ground)
anim 7267 - Wading through water (under ground)
anim 7268 - Jump over
anim 7269 - Jump into water
anim 7270 - Pick something off ground
anim 7271 - Step forward, then jump back
anim 7272 - Zombie Hand (emote) (e)
anim 7273 - Climb up out of water?
anim 7274 - Slide
anim 7275 - Walk through Spider Web
anim 7277 - Crazy (or shake some bowl?)
animGFX 7299 1247 - Request Assistance
anim 7301 - Defend with hands together above head
anim 7302 - Lower hands from above emote
anim 7304 -
anim 7307 - Twist something
animGFX 7312 538 - Clan Vexillum Teleport (arrive)
animGFX 7312 1767 - World Window Teleport (arrive)
anim 7321 - Open Strange Box on Yubuisik
anim 7363 - Look over wall?
anim 7364 - Fiddling with thing idle? (1257)
anim 7365 - Hands crossed shaking head idle
anim 7366 - Idle
anim 7368 - Idle
anim 7369 - Idle
anim 7376 - Walk and disappear
anim 7377 - Walk and appear
anim 7383 - Inferno Adze
animGFX 7389 537 - Clan Vexillum Teleport (leave)
animGFX 7389 1767 - World Window Teleport (leave)
anim 7392 - Lift hand and thing (electric sounds)
anim 7425 - Stand idle, then do thing put sideways
anim 7477 - Grab thing then roll it to other side
anim 7491 - Take thing pull back (or climb rope)
anim 7493 - Climb up rope
anim 7525 - Walk on Clan Citadel Dance Floor
anim 7526 - Run on Clan Citadel Dance Floor
animGFX 7528 1284 - Snowglobe (e) (item)
anim 7529 - Collect snow
anim 7530 - Throw Snowball
anim 7531 - Snowman Dance (emote) (e)
anim 7532 - Do thing
anim 7533 - Do thing pull

anim 7534 - Defend laugh then teleport
anim 7578 - Sitting on ground
anim 7579 - Sitting on knees
anim 7597 - Balance walk
anim 7599 - Get up brush self
anim 7628 - Pull switch?
anim 7629 - Hand up dizzy
anim 7633 - Step forward, open thing with hands (like window shades?)
anim 7640 - Climb up over obstacle
anim 7641 - Hands up casting spell (like Dungeoneering RuneCrafting)
anim 7643 - Walk
anim 7644 - Stand
anim 7645 - Antsy
anim 7650 - Walk
anim 7651 - Stand
anim 7652 - Twitching like Crocker saying "FAIRY GOD PARENTS!"
anim 7660 - Cast familiar scroll
anim 7664 - Clan Citadel Guard Lowers Axe to Block Entry
anim 7665 - Clan Citadel Guard Lowers Axe to Block Entry
anim 7666 - Clan Citadel Guard Idle
anim 7672 - Clan Citadel Guard Lifts Axe to Allow Player Entry
anim 7700 - Raise fist high in pride
anim 7717 - Clan Citadel Guard Lifts Axe to Allow Player Entry
anim 7731 - Clan Citadel Guard Idle
anim 7745 - Take thing throw it up in air?
anim 7756 - Pouch Repair
anim 7774 - Bucket
anim 7823 - Disruption Shield
anim 7892 - Glitchy bucket
anim 7898 - Make Lunar Lumber
anim 7918 - Reading big open book lectern?
anim 7959 - Pick box up?
anim 8055 - Teleport lunar npc
anim 8107 - Lunar Farm Npc Defend
animGFX 8137 2006 - Exit Portal from Bandos Throne Room
anim 8165 - Lunar Floating Kick
anim 8170 - Stab lunge attack?
anim 8177 - Pull switch thing?
anim 8178 - Pull lever?
anim 8227 - Run
anim 8232 - Walk
anim 8239 - Walk
anim 8242 - Sidestep

anim 8263 - Sidestep
anim 8264 - Stand
anim 8289 - Pull lever?
anim 8323 - Pull lever up
anim 8371 - Force palm?
anim 8407 - Make speech (loop)
anim 8408 - Sit and nod
anim 8409 - Sit and cheer
anim 8410 - Sit and whistle
anim 8495 - Sit and point
anim 8496 - Walk
anim 8497 - Stand looking at the ground
anim 8499 - Shiver in fear (Wolf Whistle)
anim 8500 - Infuse Summoning Pouch
anim 8501 - Do something on knees?
animGFX 8502 1517 - Recharge Summoning Points (Old)
anim 8503 - Cover head as if saying "ACK!"
animGFX 8525 1515 - Summoning Skillcape Emote
anim 8528 - Use Robust Glass Machine
anim 8562 - stand idle
anim 8591 - attack
anim 8592 - walk
anim 8593 - stand idle
anim 8594 - Some sort of teleport?
anim 8595 - Same as above
anim 8629 - Teleport Decorated Cooking Urn
anim 8649 - Put Rune on Cracked Cooking Urn
anim 8651 - Put Rune on Fragile Cooking Urn
anim 8652 - Put Rune on Cooking Urn
anim 8654 - Put Rune on Strong Cooking Urn
anim 8681 - Walk holding hand in air
anim 8682 - Stand holding hand in air
anim 8683 - Stand
anim 8684 - Walk
anim 8685 - Run
anim 8686 - Lift hands up - summoning cast special
anim 8687 - Get on knees
anim 8688 - Do something on knees
anim 8690 - Run hand in air
anim 8691 - Put Rune on Decorated Cooking Urn
animGFX 8694 1536 - Exit Oo'glog Springs
anim 8695 - In water
animGFX 8698 1535 - Jump in Oo'glog Springs

anim 8699 - In water
anim 8701 - Turn crank around and around?
anim 8702 - Lift Big boulder?
anim 8704 - Hammer L shaped block
anim 8705 - Zombie dazed?
anim 8707 - Wipe head and do exercise
animGFX 8709 1543 - Digging in Vinesweeper
anim 8710 - Investigating ground (Dungeoneering Spike puzzle room)
animGFX 8711 1541 - VineSweeper Place Flag
anim 8713 - Teleport Cracked Woodcutting Urn
anim 8727 - Teleport Fragile Woodcutting Urn
anim 8729 - Teleport Woodcutting Urn
anim 8730 - Teleport Strong woodcutting Urn
anim 8736 - Flash and shrink from being large
anim 8758 - Stand
anim 8765 - Kick
animGFX 8767 1546 - Dagon'Hai Monk Magic Attack
anim 8768 - Look back scared
animGFX 8770 1553 - Safety First (emote) (e)
anim 8804 - Pull door thing?
anim 8805 - Push door thing?
anim 8820 - "No no no no no"
anim 8821 - "No no no, of course not..."
anim 8829 - Combat pose?
anim 8830 - Defend/pull lever?
anim 8831 - Run
anim 8832 - Crouch
anim 8833 - Crouch sit
anim 8834 - Lift hands up and arrange shelf?
anim 8835 - Lean forward and look to see if coast is clear
anim 8836 - Mining with Bronze Pickaxe
anim 8837 - Mining with Iron Pickaxe
anim 8838 - Mining with Steel Pickaxe
anim 8839 - Mining with Adamant Pickaxe
anim 8840 - Mining with Mithril Pickaxe
anim 8841 - Mining with Rune Pickaxe
anim 8842 - Walking backwards
animGFX 8847 1557 - Electrocution
animGFX 8848 1557 - Electrocution
anim 8849 - Throw snowball?
anim 8858 - Walk and fade
anim 8859 - Fade and walk
anim 8860 - Idle hands behind back

anim 8861 - Hammer ground
anim 8862 - Walking drunk
anim 8863 - Stand drunk
anim 8864 - Sacred clay hammer ground
anim 8865 - Sacred clay hammer
anim 8866 - Wipe head, drunk collapse onto knees
anim 8868 - Drunk banging head
anim 8869 - Drunk, trying to keep balance
anim 8870 - Drunk reaching arm out
anim 8871 - Drunk reaching arm out
anim 8872 - Drunk fall over on knees and catch balance
anim 8873 - Stand up get drunk
anim 8874 - Drunk attack
anim 8875 - Walking holding anchor?
anim 8877 - On knees
anim 8878 - Standing holding anchor?
anim 8887 - Golden hammer
anim 8888 - Golden hammer
anim 8889 - Sacred Clay hammer
anim 8890 - Sacred Clay hammer
anim 8891 - Golden hammer
anim 8893 - Regular hammer
animGFX 8901 1567 - Turn into Rabbit (Easter Event)
anim 8902 - Turn back from rabbit
animGFX 8903 1566 - Chocatrice Cape Emote
anim 8904 - Reach up to something on high shelf?
anim 8905 - Bucket
anim 8906 - Chocatrice egg
anim 8907 - Shake chocatrice egg
anim 8908 - Bend over to ground
anim 8909 - Bucket
animGFX 8939 1864 - Drakan's Medallion Teleport (t-L)
animGFX 8941 1864 - Drakan's Medallion Teleport (t-A)
animGFX 8939 1678 - Ectofuntus Green Teleport (t-L)
animGFX 8941 1679 - Ectofuntus Green Teleport (t-A)
animGFX 8939 1576 - Standard Teleport (t-L)
animGFX 8941 1577 - Standard Teleport (t-A)
anim 8943 - Sacred clay hammer up high
anim 8950 - Volatile clay hammer up high
anim 8953 - Invisible, appear as if teleport
anim 8973 - Raise hand in air
anim 8975 - Raise hand in air
anim 8976 - Raise hand in air

anim 8977 - Idle
anim 8979 - Walk
anim 8980 - Idle
anim 8981 - Idle
anim 8982 - Walk
anim 8983 - Side step
anim 8984 - Side step
anim 8985 - Back step
anim 8986 - Run
anim 8987 - Balance slightly
anim 8988 - Defend
anim 8989 - Punch
anim 8990 - Fly Kite
anim 8991 - Kick
anim 8996 - Strong pose
anim 8997 - Walk holding FoG bowl?
anim 8998 - Idle holding FoG bowl
anim 8999 - Defend holding FoG bowl
anim 9000 - Balance holding Fog bowl
anim 9001 - Back step holding FoG bowl
anim 9002 - Side step holding FoG bowl
anim 9003 - Side step holding FoG bowl
anim 9004 - Run holding FoG bowl
anim 9012 - Throw teleorb on ground (Fist of Guthix)
anim 9013 - Appear
anim 9016 - Disappear holding FoG bowl
anim 9018 - Appear holding FoG bowl
anim 9021 - Emerald sickle bloom (Legacy of Seergaze)
anim 9022 - Hammer up high Golden Hammer
anim 9024 - Shake head spazzy and get off knees
anim 9025 - Get on knees
anim 9031 - Use saw to open door?
anim 9039 - Walk dejected
anim 9040 - Dejected idle
anim 9044 - Dejected pull rope?
anim 9046 - Lean forward and touch thing
anim 9047 - Attack with Ivandis Flail
anim 9049 - Idle
anim 9050 - Run
anim 9051 - Walk
anim 9052 - back walk
anim 9053 - Side step
anim 9054 - Side step

anim 9055 - Throw javelin
anim 9057 - Throw javelin
anim 9058 - hands on hip nodding
anim 9059 - Touch things then moves arms back
anim 9060 - Turn to side and cock head
anim 9061 - Opening thing with hand sideways?
anim 9062 - Finish opening thing
anim 9063 - hands out
anim 9064 - put sickle on ground
anim 9065 - emerald sickle on ground
anim 9067 - hands out
anim 9069 - leaning sideways with hands on stomach
anim 9070 - walking dejected
anim 9072 - get hit with hands on stomach
anim 9075 - lift into air and BLECK
anim 9076 - in air BLECK
anim 9077 - Bleck then relax
anim 9078 - Take damage from failing Gnome Course Board
anim 9085 - Get off ground
anim 9086 - Pull rope on knees?
anim 9087 - Pull rope on knees
anim 9091 - move to the side to duck obstacle?
anim 9092 - move to the side to duck obstacle?
anim 9096 - Keg Cannon
anim 9097 - Use Ivandis Flail
anim 9098 - Lift arms up (bloom?)
anim 9099 - In pain
anim 9100 - Bend in pain
anim 9104 - Enchant silver sickle
anim 9105 - Knock on Door (Priest in Peril)
anim 9107 - Fall plop down on belly
anim 9109 - Idle, thinking
anim 9110 - Idle nodding head
anim 9111 - Idle clapping
anim 9116 - Keg Cannon
anim 9119 - shaking head
anim 9121 - Defend
anim 9136 - Move forward to climb up ladder
anim 9141 - attack
anim 9151 - Saw
anim 9164 - leaning forward
anim 9174 - Listen to Glimmering Shell
anim 9176 - Listen to Shimmering shell

anim 9195 - Trying to open door/chest
anim 9204 - Trying to open thing
anim 9211 - Trying to open thing, snap off lever
anim 9214 - Gertrude Shaking Player's Hand
anim 9215 - Getting Hand Shaked By Gertrude
anim 9218 - Will (Lumber Yard Employee)
anim 9220 - Enter Lumber Yard
anim 9221 - Enter Lumber Yard
anim 9224 - Stroking Kitten
anim 9227 - Tapping toe and dance
anim 9304 - Put up planks
anim 9305 - Put plank
anim 9306 - Jolly run
anim 9307 - Defend/attack
anim 9308 - barge attack
anim 9309 - Step forward do pose
anim 9310 - Jump over obstacle
anim 9350 - Hammer thing
anim 9359 - Fall onto back
anim 9360 - Hit With Bronze Pickaxe
anim 9361 - hit with Iron Pickaxe
anim 9362 - Hit with steel pickaxe
anim 9363 - hit with mithril Pickaxe
anim 9364 - Hit with adamant pickaxe
anim 9365 - Hit with rune pickaxe
anim 9367 - walk then shrink and disappear
anim 9429 - Opening Drawers
anim 9497 - Pull open
anim 9499 - Defend/do whittle diddle
animGFX 9502 327 - Salt Shaker on Rock Slugs
anim 9504 - Using charcoal
anim 9516 - Walk, bending back
anim 9519 - Collapse
anim 9523 - Look around you as if there's bugs or stuff bothering you
anim 9526 - Crazy thing blowing into hands
anim 9534 - Sitting laid back in chair
anim 9536 - Idle
anim 9537 - Limp walk
anim 9542 - Tin Cup
anim 9544 - Attack
anim 9547 - rub ground
anim 9549 - Lever
anim 9551 - Walk holding thing

anim 9552 - back walk
anim 9553 - Hold thing
anim 9554 - Side step hold thing
anim 9555 - Side step hold thing
anim 9557 - Dive off Prison Island Pier (Rocking Out)
anim 9558 - Lift hands up then down
anim 9561 - Rub thing on knees
anim 9562 - hitting thing
anim 9564 - On ground collapsed
anim 9565 - Playing accordion (Rocking Out)
anim 9566 - Accordion (Rocking Out)
animGFX 9568 1668 - Resurrect Ex-Ex Parrot
anim 9570 - walk
anim 9571 - idle
anim 9573 - uproot/pull thing
anim 9575 - Fall on back
anim 9579 - Fiddling with Accordion (Rocking Out) (June 2008)
anim 9591 - crouched on knees
anim 9595 - Get in seat
anim 9596 - Teleport
animGFX 9597 1680 - Tele Tab
anim 9598 - Arrive from teleport
animGFX 9599 1681 - Ancient Teleport
animGFX 9600 1682 - Lyre teleport
animGFX 9601 1683 - Skull Scepter Teleport
animGFX 9602 1690 - Wilderness Obelisk Teleport
animGFX 9603 1684 - Jewelry Teleport
anim 9604 - Blue Rum bottle
anim 9605 - Red rum bottle
anim 9606 - Lunar tele
anim 9607 - Zamorak Mage Teleports You to Abyss
animGFX 9609 1688 - Ectophial Teleport
anim 9610 - Teleport
anim 9633 - Alch with staff
anim 9640 - Look
anim 9648 - Pick cabbage
anim 9649 - Push rock
anim 9663 - Shy
anim 9664 - Shy
anim 9668 - Shy
anim 9676 - walking
anim 9677 - idle, pull up
anim 9678 - limping walk

anim 9679 - Standing arms out fiddling hitting something
anim 9680 - hunched limp walk
anim 9705 - throw something
anim 9709 - take/touch something
anim 9710 - arms out looking through something?
anim 9711 - take/touch something
anim 9712 - looking at something, questioning it, then look again
anim 9713 - teleport
anim 9714 - take something out of pocket and put it on ground
anim 9715 - throw something on ground?
anim 9716 - Death
anim 9717 - On floor
anim 9718 - Get off floor
anim 9719 - take something out of pocket and give?
anim 9721 - running
anim 9722 - bend on ground and starting crawling on ground
anim 9724 - walk
anim 9727 - bend to climb down thing
anim 9728 - move to climb up thing
anim 9729 - climbed down
anim 9730 - climbed down
anim 9734 - get up
anim 9735 - idle
anim 9736 - walk
anim 9738 - walk
anim 9739 - run
anim 9740 - Draw on wall
anim 9741 - NPC Giving Item
anim 9754 - Running
anim 9794 - Getting Item From NPC
anim 9795 - pull something off wall and put it down?
anim 9796 - step back and get running jump
anim 9867 - stamp/attack
anim 9868 - idle looking around
anim 9869 - walking
anim 9870 - idle shaking head
anim 9872 - seated shaking head
anim 9873 - seated
anim 9874 - seated
anim 9875 - seated
anim 9876 - seated
anim 9880 - do thing arms out then down
anim 9882 - running

anim 9883 - sideways against wall
anim 9884 - sideways against wall
anim 9885 - disappear doing obstacle
anim 9886 - Wrangling Rope (Waterfall Quest)
anim 9897 - Using Juju Spirit Teleport Bag
anim 9898 - Dreaming Soul (Song From the Depths)
anim 9899 - appear
anim 9907 - put hands up
anim 9908 - Balance/Walk Across Log
anim 9921 - appear from air
anim 9922 - crying
anim 9923 - idle
anim 9938 - stab
anim 9939 - stab punch
anim 9940 - stand turned sideways
anim 9941 - stand turned sideways defend
anim 9942 - faced sideways sit pain
anim 9943 - sideways throw thing
anim 9946 - stand
anim 9954 - use jug of water
anim 9956 - idle
anim 9957 - walk
anim 9958 - idle
anim 9959 - look back hand up
anim 9960 - hand up throw to the ground
anim 9976 - lift left hand up shake a bit
anim 9977 - Cranking Lumbridge Flag
anim 9978 - Finish Cranking Lumbridge Flag
anim 9980 - Sticking Hand In Ground/Water
animGFX 9984 1731 - Cabbage Teleport (t-l)
animGFX 9986 1732 - Cabbage Teleport (t-a)
animGFX 9988 1733 - Recharge Run Explorer's Ring (i) (e)
animGFX 9990 1734 - Explore (emote) (e)
anim 9992 - Dragon Hatchet
anim 9993 - Rune Hatchet
anim 9994 - Adamant Hatchet
anim 9995 - Mithril Hatchet
anim 9996 - Black hatchet
anim 9997 - Steel Hatchet
anim 9998 - Iron Hatchet
anim 9999 - Bronze Hatchet
anim 10000 - Idle
anim 10001 - Mining Abyss Rocks with Bronze Pickaxe

anim 10002 - Mining Abyss Rocks with Iron Pickaxe
anim 10003 - Mining Abyss Rocks with Steel Pickaxe
anim 10004 - Mining Abyss Rocks with Mithril Pickaxe
anim 10005 - Mining Abyss Rocks With Adamant Pickaxe
anim 10006 - Mining Abyss Rocks With Rune Pickaxe
anim 10007 - Mining Abyss Rocks With Dragon Pickaxe
anim 10008 - Excalibur Spec?
anim 10009 - Using Crayfish Cage
anim 10010 - Beckon
anim 10011 - Using Tinderbox
anim 10012 - Crawl Through Abyss Crevice (B)
anim 10013 - Clap Hands
anim 10014 - Crawling
anim 10015 - Pulling rope
anim 10016 - Crawl Through Abyss Crevice (A)
anim 10017 - Stamp on something
anim 10018 - Chicken impression
anim 10019 - Running
anim 10020 - Idle
anim 10021 - Walk
anim 10022 - Running
anim 10023 - Climb up
anim 10045 - Turn head to look to right then fade
anim 10069 - Twirl with hands
anim 10070 - Thrown back onto butt
anim 10071 - Bronze Hatchet
anim 10072 - Iron Hatchet
anim 10073 - Steel hatchet
anim 10074 - Black Hatchet
anim 10075 - Mithril Hatchet
anim 10076 - Adamant Hatchet
anim 10077 - Rune Hatchet
anim 10078 - Dragon Hatchet
anim 10080 - Idle twitchy
anim 10081 - Hold stomach move slightly back
animGFX 10100 1745 - Entrana Dungeon Exit Teleport (august 2008)
anim 10101 - Stand then disappear
anim 10102 - hitting something with hammer, wiping sweat off face
anim 10103 - Standing cautious
anim 10104 - Standing head facing down
anim 10105 - Playing with Baby (Meeting History)
anim 10106 - Walking head facing down
anim 10107 - Stand then row boat thing?

anim 10108 - Walk
anim 10109 - hand out dizzy
anim 10110 - Spoon feeding baby
anim 10111 - Touch Energy Barrier (Meeting History)
anim 10112 - Guthix Creating Runestones
anim 10114 - Come out portal
anim 10115 - Guthix Creating Runestones
anim 10119 - Rub hand
anim 10132 - About to throw pose
anim 10173 - defend
anim 10178 - hit hit defend hit
animGFX 10180 1771 - RuneSpan Portal
anim 10182 - RuneSpan Portal (B)
anim 10184 - get knees lift hand up
anim 10186 - get knees lift hand up
anim 10197 - pull back hit defend hit
anim 10198 - defend draw bow
anim 10202 - lift hand hit
anim 10210 - walk
anim 10211 - idle, with something in hand, scratch chin
anim 10212 - idle with something in hand, think
animGFX 10213 1774 - Wizard Playing with Runes (RuneCrafting Guild)
anim 10216 - defend defend punch
anim 10222 - Mining with Inferno Adze
anim 10223 - Inferno Adze
anim 10224 - Inferno Adze
anim 10225 - Inferno Adze
anim 10226 - Mining with inferno adze (August 2008)
anim 10227 - Inferno Adze
anim 10228 - Inferno Adze
anim 10244 - hit defend hit
anim 10245 - defend defend punch
anim 10246 - draw bow defend defend
anim 10247 - Inferno Adze
anim 10248 - punch punch punch defend
anim 10249 - Inferno Adze
anim 10250 - Inferno Adze
anim 10251 - Inferno Adze
anim 10252 - Cast Familiar Scroll
anim 10254 - Step back and stand
anim 10260 - Draw bow
anim 10261 - Throw performance knife
anim 10262 - throw performance axe

anim 10265 - hit
anim 10266 - idle with weapon
anim 10267 - throw thing
anim 10268 - idle
anim 10269 - throw thing/hit
anim 10270 - Idle
animGFX 10271 1803 - Tear Circus Ticket (September 2008)
anim 10279 - Put rune on Cracked Woodcutting urn
anim 10280 - Put rune on Fragile Woodcutting urn
anim 10281 - Put rune on Woodcutting urn
anim 10288 - Walking on Tightrope (Circus)
anim 10289 - Balancing on Tightrope (Circus)
anim 10290 - Fail Agility Circus
anim 10291 - One Leg Balance (20) (Circus)
anim 10292 - Small Hop (10) (Circus)
anim 10293 - Handstand (Circus) (A)
anim 10294 - Handstand (Circus) (B)
anim 10295 - Cartwheel (Circus)
anim 10296 - Twirl (Circus)
anim 10297 - Short Hop (Circus)
anim 10298 - Forward Leap (Circus)
anim 10299 - Cartwheel (Circus)
anim 10300 - Forward Roll (Circus)
anim 10301 - Backflip (Circus)
anim 10303 - Juggle (Circus)
anim 10305 - Fail Juggle (Circus)
anim 10312 - Fail Juggle Chinchompas (Circus)
anim 10313 - Fail Juggle
anim 10335 - Rune Pickaxe
anim 10336 - Bronze Pickaxe
anim 10337 - Iron Pickaxe
anim 10338 - Steel Pickaxe
anim 10339 - Mithril Pickaxe
anim 10340 - Adamant Pickaxe
anim 10341 - Inferno Adze
anim 10342 - Rune Pickaxe
anim 10343 - Bronze Pickaxe
anim 10344 - Iron Pickaxe
anim 10345 - Steel Pickaxe
anim 10346 - Mithril Pickaxe
anim 10347 - Adamant Pickaxe
anim 10348 - Inferno Adze
anim 10374 - Throw thing

anim 10418 - Look to jump in hole
anim 10434 - Idle
anim 10436 - Walk
anim 10452 - Defend
anim 10455 - Defend
anim 10456 - Trying to talk
anim 10457 - Trying to talk
anim 10466 - Trying to talk
anim 10467 - Huddling in fear sitting on something
anim 10468 - Trying to push thing
anim 10471 - Look at hand
anim 10473 - Crawling
anim 10477 - Bend over in pain
anim 10478 - Bent over in pain
anim 10482 - Stand back up from bending in pain
anim 10492 - Wall Climb (advanced agility)
anim 10493 - Wall Climb (advanced agility) (b)
animGFX 10499 1835 - Vesta's Spear Special Attack (Spear Wall) (October 2008)
anim 10501 - Throw Javelin?
animGFX 10503 1841 - Cast Teleblock
animGFX 10513 1843 - Defend
anim 10516 - Special Move?
anim 10524 - Defend
animGFX 10530 1864 - Trick (emote) (e)
animGFX 10530 738 - Vecna's Skull
animGFX 10532 1866 - Sweep with Broomstick
anim 10534 - Walk
animGFX 10535 1865 - Enchant Broomstick
anim 10537 - Broomstick Teleport (t-a)
animGFX 10538 1867 - Broomstick Teleport (t-l)
animGFX 10542 2701 - Cast water spell
anim 10543 - Stir cauldron with Broomstick
anim 10544 - Fill Goulash bowl from Cauldron
anim 10545 - Fill Goulash bowl (2)
animGFX 10546 457 - Cast Air Wind Rush Spell
anim 10550 - Take Frog From Crate (Swept Away)
anim 10551 - Take Newt From Crate (Swept Away)
anim 10564 - Walk (frag)
anim 10565 - Antsy
anim 10566 - Gus Drunkish Walk (DR 1074)
anim 10567 - Gus Drunksih Idle (DR 1074)
anim 10568 - Wendy walk (looks like awkward teen girl) (DR 1076)
anim 10569 - Wendy idle (looks like awkward teen girl) (DR 1076)

anim 10570 - Teen Girl idle
anim 10571 - Teen Girl walk
anim 10572 - Picking something up (like a crate)
anim 10573 - Walking over Rocks in Elvargs Cave
anim 10574 - Rake
anim 10575 - Running
anim 10576 - Panning tray
anim 10577 - Walk backwards
anim 10578 - Climb into obstacle
anim 10579 - Climb out of obstacle
anim 10580 - Climb through obstacle
anim 10584 - Walk through barrier
anim 10587 - Idle
anim 10588 - Walk
anim 10590 - Jump fence
anim 10602 - Gather Clay Fragments (Stealing Creations)
anim 10603
anim 10604
anim 10605
anim 10606
anim 10607
anim 10608
anim 10609
anim 10610
anim 10611
anim 10612
anim 10613
anim 10614
anim 10615
anim 10616
anim 10617
anim 10618 - SC Butterfly net (Class 1)
anim 10619 - SC Butterfly net (Class 2)
anim 10620 - SC Butterfly net (Class 3)
anim 10621 - SC Butterfly net (Class 4)
anim 10622 - SC Butterfly net (Class 5)
anim 10627 - Using Rose Tinted Lens
anim 10646 - Get sucked into obstacle pipe?
anim 10647 - Dig with BIG spade
anim 10650 - Attack
anim 10651 - Attack
anim 10653 - Attack
anim 10654 - Attack

anim 10662 - Attack slash
anim 10663 - Defend
anim 10704 - Lying on back, get up
anim 10705 - Getting down on back
anim 10706 - Show Broav Dirty Laundry (While Guthix Sleeps)
animGFX 10709 1932 - Light Creature Descends You Into Cavern (WGS) (November 2008)
animGFX 10711 1933 - Ascend light creature
anim 10715 - Stick hand out
anim 10716 - Stick hand out
anim 10717 - Stick hand out
anim 10718 - Stick hand out
anim 10719 - bend and climb down
anim 10720 - Take hand back
anim 10721 - Take hand back
anim 10722 - Take hand back
anim 10724 - Lift hand above head and do thing
anim 10725 - Hands out do thing - superheat item?
anim 10726 - Blow into hands
anim 10727 - Look to side give teleorb
anim 10728 - Look to side give teleorb (b)
anim 10729 - crawling (tiny)
anim 10730 - crawling idle (tiny)
anim 10733 - Look and reach something on top shelf
anim 10735 - Look and reach something on top shelf
anim 10737 - Electrocute
anim 10738 - Running Jump over chasm
anim 10739 - Running Jump over chasm
anim 10740 - Running Jump over chasm, fall down on knees and get up
anim 10741 - Jump over gap
anim 10742 - Jump up to hang onto thing
anim 10743 - Get floor obstacle
anim 10744 - Jump up to hang onto thing climb up
anim 10745 - Floor obstacle knees get up
anim 10749
anim 10753 - Drink Truth Serum?
anim 10755 - Give thing?
anim 10756 - Give thing?
anim 10758 - hit with blast fusion hammer
anim 10764 - Take thing move forward do thing
anim 10765 - take and read scroll
anim 10768 - Lying on back legs out back reclined
anim 10769 - Reading scroll
anim 10793 - Throw/swipe attack

anim 10794 - defend
anim 10795 - Throw/swipe attack
anim 10796 - defend
anim 10797 - Throw/swipe attack
anim 10798 - Defend
anim 10799 - defend
anim 10800 - Death
anim 10801 - Death
anim 10817 - Roll dive head first
anim 10825 - Touch something/pull switch
anim 10828 - Put Rune on Strong Woodcutting Urn
anim 10829 - Teleport Cracked Mining Urn
anim 10830 - Teleport Fragile Mining Urn
anim 10831 - Teleport Mining Urn
anim 10841 - Look to side, defend, arch back
anim 10842 - Idle shake head, do thing with hands in front of face
anim 10843 - Idle hold stomach and do thing
anim 10846 - Fall down and die
anim 10847 - Fall down and die
anim 10848 - Draw bow
anim 10849 - put hand over face
anim 10850 - Fall on knees and die
anim 10851 - defend push
anim 10853 - Holding stomach with both hands
anim 10854 - attack
anim 10855 - covering stomach with both hands
anim 10856 - Fall on knees and die
anim 10857 - Walk
anim 10858 - Walk
anim 10865 - Idle
anim 10866 - Walk
anim 10868 - Idle
anim 10869 - Idle
anim 10870 - Idle
anim 10871 - Walk
anim 10872 - Stumble over
anim 10873 - on knees
anim 10876 - Bang on hit thing
anim 10881 - On ground scratching head
anim 10898 - Idle
anim 10899 - Walk
anim 10913 - Crawling tiny
anim 10914 - Hitting with hammer

anim 10915 - Crawling (tiny)
anim 10916 - Running then jumping over gap
animGFX 10940 721 - Bubble Maker
anim 10941 - Praise Bouquet
anim 10942 - Souvenir Mug
anim 10947 - Teleport Strong Mining Urn
anim 10951 - Toss Bouquet
animGFX 10952 1341 - Throw Confetti
animGFX 10961 1950 - Dragon Claws Spec
anim 10963 - Jump across leaf trap?
anim 10964 - Picking Up the Bouquet
anim 10968 - Idle
anim 10969 - Walk
anim 10970 - Idle
anim 10971 - Walk
anim 10972 - Idle
anim 10973 - Walk
anim 10974 - On ground on butt
anim 10975 - Death lying on back
anim 10977 - Death
anim 10980 - Walking over stile obstacle
anim 10981 - Do thing
anim 10982 - Spin teleport
anim 10987 - Thrown back
anim 10988 - land on butt
anim 10990 - Light fire with SC bow?
anim 10992 - Turning crank
anim 10994 - Give thanks (Begin)
anim 10995` - Give thanks (End)
anim 11008 - Get off knees and stand
anim 11010 - Jump hurdles
anim 11011 - Jump two obstacles
anim 11019 - Mining with Sacred Clay Pickaxe
anim 11020 - Mining with SC Pickaxe
anim 11021 - Mining with SC Pickaxe
anim 11022 - Mining with SC Pickaxe
anim 11023 - Mining with SC Pickaxe
anim 11024 - Mining up high with SC Pickaxe
anim 11025 - Mining up high with SC Pickaxe
anim 11026 - Mining with SC Pickaxe
anim 11028 - Push Ice Block (Myths of White Land)
anim 11029 - Standing on ice?
anim 11030 - Standing on ice?

anim 11033 - Blow Into Horn (Myths of White Land)
anim 11041 - Using hammer and chisel
anim 11042 - Crawl into cave (Myths of White Land)
anim 11043 - Climb out of Vine (Jadinko Habitat)
animGFX 11044 1973 - Freeze and Melt (emote) (e) (December 2008)
anim 11051 - Thrown down on butt
anim 11053 - Huddled on butt
anim 11057 - Jump twirl and disappear
anim 11060 - WC with SC Hatchet
anim 11061 - WC with SC Hatchet
anim 11062 - Smithing with SC Hammer
anim 11063 - Smithing with SC Hammer
anim 11064 - Crafting with SC Needle
anim 11065 - Crafting with SC Needle
anim 11066 - Hit with SC Hammer
anim 11067 - Hit with SC Hammer
anim 11068 - Mine Hit with SC Pickaxe
anim 11069 - Mine Hit with SC Pickaxe
anim 11070 - Smith down low with SC Hammer
anim 11071 - Smith down low with SC Hammer
anim 11088 - Prune with secateurs
anim 11089 - Prune with magic secateurs
anim 11091 - clap
anim 11141 - Bend clap
anim 11142 - Spin plate
anim 11143 - Using plate
anim 11144 - Dropping plate
anim 11145 - Crawl down, but not, get up
anim 11146 - Chisel Granite (5kg)
anim 11147 - Use chisel and Sacred Clay Hammer
anim 11148 - Back flip into air and become ghost (WAKE ME UP INSIDE) (CAN'T WAKE UP)
anim 11150 - Chisel and Sacred Clay Hammer
anim 11151 - Chisel and Volatile Clay Hammer
anim 11152 - Cut Opal
anim 11153 - Cut Jade
anim 11154 - Cut Red Topaz
anim 11155 - Building with SC Hammer
anim 11156 - Building with SC Hammer
anim 11157 - Smithing with SC Hammer
anim 11158 - Smithing with SC Hammer
anim 11159 - Hitting Gong with SC Hammer
anim 11160 - Hitting Gong with Volatile Hammer
anim 11161 - Craft Broodoo Shield SC Hammer

anim 11162 - Craft Green Broodoo Shield with SC Hammer
anim 11163 - Craft Orange Broodoo Shield with SC Hammer
anim 11164 - Craft White Broodoo Shield with SC Hammer
anim 11165 - Craft Green Broodoo Shield with SC Hammer
anim 11166 - Craft Orange Broodoo Shield with SC Hammer
anim 11167 - Build Wall with SC Hammer
anim 11168 - Build Wall with SC Hammer
anim 11169 - Smith hit with SC Hammer
anim 11170 - Smith hit with SC Hammer
anim 11171 - Hitting L Block SC Hammer
anim 11172 - Hitting L Block SC Hammer
anim 11175 - Hit SC Hammer
anim 11176 - Hit SC Hammer
anim 11177 - Smith SC Hammer
anim 11178 - Smith SC Hammer
anim 11179 - Smith SC Hammer
anim 11180 - Smith SC Hammer
anim 11181 - Smith SC Hammer
anim 11182 - Smith SC Hammer
anim 11183 - Smith SC Hammer
anim 11184 - Smith SC Hammer
anim 11185 - Animal Magnetism SC Hammer
anim 11186 - Animal Magnetism SC Hammer
anim 11187 - hit SC Hammer
anim 11188 - hit SC Hammer
anim 11189 - Hit SC Hammer
anim 11190 - Hit SC Hammer
anim 11191 - Hit SC Hammer
anim 11192 - Hit SC Hammer
anim 11193 - Hit SC Hammer
anim 11194 - Hit SC Hammer
anim 11220 - Appear
anim 11227 - Throw
anim 11228 - Balance on statue
anim 11229 - Jump across statue
anim 11230 - Jump across statue
anim 11231 - Jump across statue and lose footing
anim 11232 - Fall off statue
anim 11234 - Jump statue
anim 11236 - Jump statue
anim 11238 - Jump statue
anim 11244 - Land appear from sky
anim 11257 - lift hands up

anim 11258 - put hands together, clap, then lift them up
anim 11265 - put hands together, then lift them up
anim 11309 - Standing hands crossed
anim 11310 - get hit
anim 11337 - walking hands behind back
anim 11359 - Zanik's Crossbow
anim 11380 - Goblin teleport holding hands?
anim 11387 - Look to left hand slightly
anim 11388 - Fall down and die
anim 11419 - Teleport decorated mining urn
anim 11420 - Place rune on cracked mining urn
anim 11421 - Place rune on fragile mining urn
anim 11425 - Place rune on fragile mining urn
anim 11447 - Place rune on Strong mining urn
anim 11448 - Place rune on Decorated mining urn
anim 11449 - Sitting down
anim 11455 - Crawling
anim 11475 - In pain
anim 11481 - Running
anim 11482 - Idle
anim 11484 - Sitting in a lot of stomach pain
anim 11486 - Stand proud
anim 11487 - Jump and hit
anim 11489 - lift hands up
anim 11490 - Getting Water From Well
anim 11491 - Combine items in hand?
anim 11492 - Combine items in hand?
anim 11493 - Open Barrier Clan battlefield?
anim 11495 - Dig with shovel
anim 11520 - Scared then disappear
animGFX 11542 2037 - Around the World in Eggty Days (emote) (e)
anim 11543 - Idle
anim 11544 - Run
anim 11545 - Walk
anim 11547 - Whack with carrot
anim 11554 - Walk reading scroll/map (slightly offset)
anim 11555 - get hit and lose balance
anim 11556 - appear, with flashing
anim 11557 - walk with limp
anim 11558 - idle
anim 11569 - Wrap something around log
anim 11571 - step back do thing
anim 11572 - do thing

anim 11573 - do thing on ground
anim 11574 - big jump across obstacle
anim 11577 - Dig with spade
anim 11578 - Balance
anim 11579 - hands up
anim 11588 - defend thing?
anim 11589 - defend thing, bend forward
anim 11590 - hands up, turn to side, then point
anim 11594 - bronze hatchet
anim 11595 - rune hatchet
anim 11596 - adamant hatchet
anim 11597 - Mithril hatchet
anim 11598 - black hatchet
anim 11599 - steel hatchet
anim 11600 - iron hatchet
anim 11601 - dragon hatchet
anim 11602 - sc hatchet
anim 11603 - sc hatchet
anim 11604 - inferno adze
anim 11617 - sc hatchet
anim 11618 - sc hatchet
anim 11619 - hold Lily of Valley in front of you
anim 11620 - hold Lily of Valley in front of you
anim 11622 - Smelling Lily of the Valley (emote) (i)
anim 11623 - Idle
anim 11625 - Read scroll of the dead
anim 11656 - Scratch head
anim 11657 - Clap
anim 11658 - Lady Servil Laughing (Fight Arena)
anim 11659 - Lady Servil Crying (Fight Arena)
anim 11660 - Justin Servil Idle (Fight Arena)
anim 11661 - Grow huge
anim 11662 - Walk slowly and solemnly
anim 11663 - Idle hold stomach pain while dizzy
anim 11664 - Old Khazard Defend
anim 11665 - Old Khazard Attack
anim 11666 - Old Khazard Death
anim 11667 - Stand Solemnly
anim 11671 - Dozing in chair
anim 11672 - Fight Arena Soldier Cheering Seated
anim 11673 - Fight Arena Soldier Cheering (Standing Up)
anim 11674 - Fight Arena Soldier Cheering (Standing Up)
anim 11675 - Fight Arena Soldier Chatting Seated

anim 11676 - Fight Arena Soldier Chatting Seated
anim 11677 - Dozing on bench
anim 11678 - Sitting in bench (turned around)
anim 11679 - Cheering in bench (turned around)
anim 11680 - Cheering (turned around)
anim 11681 - Cheering (turned around)
anim 11682 - Chatting seated (turned around)
anim 11683 - Chatting seated (turned around)
anim 11684 - Dozing on bench (turned around)
anim 11685 - Cheering seated (sideways)
anim 11686 - Cheering (sideways)
anim 11687 - Cheering (sideways)
anim 11690 - Citizen Sleeping in Chair (Doesn't fully work w/ players as knees aren't bent)
anim 11702 - Death collapse
animGFX 11705 1340 - Get Glacor Cave Stone of Jas Buff (RotM)
anim 11706 - Combine pieces?
anim 11726 - Jump statue
anim 11727 - Jump statue
anim 11728 - Jump statue
anim 11729 - Jump statue
anim 11731 - On knees, get up scratch head idle
anim 11735 - Bend touch thing
anim 11739 - Riding Chuck (Red Raktuber)
anim 11782 - Moose Hunting Penguin
anim 11783 - Start running for advanced gnome bar swing
anim 11784 - Running for Advanced Gnome bar swing
anim 11785 - Initial Advanced Gnome Bar Swing Jump
anim 11786 - Sitting pretzel resting
anim 11787 - Sitting pretzel resting
anim 11788 - Get up from resting
anim 11789 - Advanced Gnome Swing
anim 11790 - Sliding down advanced barbarian
anim 11791 - Jump off room advanced barbarian
anim 11792 - Begin sliding down
anim 11793 - Advanced Gnome Failing Sign
anim 11794 - Stand up
anim 11795 - Musician Playing Drums
anim 11796 - Musician Playing Guitar
anim 11797 - Musician Playing Guitar
anim 11798 - Musician Playing Guitar
anim 11799 - Music appreciator?
anim 11802 - Musician

anim 11803 - Music appreciator on bench
anim 11804 - Music appreciator (looks like jacking off)
anim 11805 - Music appreciator, with kicking leg (looks like jacking off)
anim 11806 - Music appreciator
anim 11807 - Music appreciator, clapping
anim 11809 - Musician playing accordion
anim 11810 - Musician playing violin
anim 11811 - Musician playing violin
anim 11812 - Musician playing violin
anim 11813 - Musician
anim 11814 - Musician
anim 11815 - Musician
anim 11816 - Musician seated playing snake flute
anim 11817 - Reclined playing instrument
anim 11826 - Attaching severed arm to statue?
anim 11838 - Running away in fear
anim 11839 - On back in pain holding stomach, trying to get up but collapses
anim 11856 - Two hit attack with both fists
anim 11857 - Walking, then climbing down tree?
anim 11876 - Climbing up tree?
anim 11878 - Pick plants?
anim 11879 - Hands on hip
anim 11880 - Look to the right
anim 11881 - Scratch head
anim 11893 - Go insane (Mobilizing Army Commander)
anim 11900 - Roll dice
anim 11901 - Shake skull
anim 11904 - Blow Race Horn
anim 11906 - Pick something off ground
anim 11908 - Check stopwatch
anim 11909 - Check stopwatch
anim 11911 - Check stopwatch
anim 11919 - Attack (Arrav?)
anim 11920 - Defend (Arrav?)
anim 11921 - Death (Arrav?)
anim 11922 - Attack
anim 11924
animGFX 11931 2102 - Electrocution (Curse of Arrav)
anim 11933 - Bending over slightly with hands on hip
anim 11942 - Getting Hit By Darts (Brimhaven Agility)
anim 11944 - Drowning in river
anim 11945 - Fall backwards off obstacle
anim 11946 - Pulling Yourself Through River by Rope

anim 11948 - Lose grip of handhold
anim 11949 - Fall down on belly and face
anim 11950 - Wiggling butt on ground
anim 11951 - Wiggling butt on ground
anim 11960 - Proud duellist idle?
anim 11963 - Idle
anim 11964 - Walk
anim 11965 - Walking
anim 11966 - Side step
anim 11967 - Side step
anim 11968 - Attack (whip?)
anim 11969 - Attack (whip?)
anim 11970 - Attack (whip?)
anim 11971 - Abyss Whip Special Attack (GFX 2108 H96 on Target))
anim 11973 - Legacy Idle Holding Whip (DR-1578)
anim 11974 - Legacy Defend Holding Whip
anim 11975 - Legacy Walk Holding Whip (DR-1578)
anim 11976 - Legacy Run Holding Whip (DR-1578)
anim 11977 - walk
anim 11978 - attack
anim 11980 - attack
anim 11981 - attack
anim 11982 - idle
anim 11983 - walk
anim 11984 - run
anim 11985 - side step
anim 11986 - side step
anim 11987 - back step
anim 11988 - Side step
animGFX 11989 2113 - Armadyl Godsword Spec
animGFX 11991 2114 - Bandos Godsword Spec
anim 11999 - Walk
anim 12000 - Idle
anim 12001 - run
anim 12002 - attack
anim 12003 - attack
anim 12004 - defend
anim 12005 - attack
anim 12006 - attack/defend?
anim 12008 - defend
anim 12009 - attack
anim 12010 - idle
anim 12011 - wiggle hips?

anim 12012 - walk
anim 12013 - back walk
anim 12014 - side step
anim 12015 - side step
anim 12016 - run
anim 12017 - attack?
animGFX 12019 2109 - Saradomin Godsword Spec
anim 12021 - Idle
anim 12022 - Defend
anim 12024 - Walk
anim 12028 - Attack
anim 12029 - Attack
anim 12030 - Defend
anim 12031 - Special attack?
anim 12033 - Attack
anim 12036 - Stand at bar?
animGFX 12055 2133 - Bonesack Teleport (t-l)
animGFX 12057 2134 - Bonesack Teleport (t-a)
anim 12059 - rub hands
anim 12106 - sitting pretzel
anim 12107 - sitting pretzel
anim 12108 - going into sitting pretzel position
anim 12114 - put hands out to thing?
anim 12120 - Sitting in chair, hands crossed, nodding
anim 12122 - Twist screwdriver
anim 12126 - push/lift rock thing
anim 12127 - push passed thing?
anim 12152 - Fire handcannon
anim 12153 - Fire handcannon and reload
anim 12154 - Walk with Hand cannon
anim 12155 - Idle with Hand Cannon
anim 12156 - Defend with Hand Cannon
anim 12161 - Remove pothole
anim 12162 - Pothole
anim 12163 - Jackhammer
anim 12164 - Twisting jackhammer
anim 12169 - Dragon Pickaxe
anim 12171 - Defend then swat away
anim 12174 - Fire hand cannon and reload
anim 12175 - Fire hand cannon
anim 12183 - Run with Hand Cannon
anim 12187 - Mining swing Dragon Pickaxe
anim 12188 - Mine with Dragon Pickaxe

anim 12189 - Mining Dragon Pickaxe
anim 12190 - Mining Dragon Pickaxe
anim 12191 - Mining Dragon Pickaxe
anim 12216 - Climb down thing
anim 12217 - Climbing down thing
anim 12226 - Defend then disappear (no fade)
anim 12227 - walk/push?
anim 12228 - Holding onto thing, shaking, then let go and stop shaking, then grab again
anim 12229 - stand then duck down
anim 12230 - stand then stab attack?
anim 12232 - jump up attack
anim 12233 - Put hand out and wiggle it?
anim 12234 - Stand idle
anim 12235 - Stand idle?
anim 12237 - Take out Oily Rag (2009 Tutorial)
anim 12238 - Pin thing against wall
anim 12239 - Smack something in hand
anim 12258 - Put hands down in front and shake them
anim 12260 - Sidestep
animGFX 12265 2145 - Squirrel Ears (e) (i)
anim 12267 - Bend over and pick something up
anim 12268 - move forward to touch?
anim 12270 - Jump up and cheer
anim 12272 - Pull thing that down?
anim 12274 - Climb over stile
anim 12276 - Take tinderbox
anim 12277 - Gie tinderbox
anim 12278 - Bronze Pickaxe
anim 12280 - Walk over stile/wall obstacle
anim 12282 - Bronze hatchet
anim 12283 - Drugged Meat
anim 12290 - Stand hands behind back
anim 12291 - Walk hands behind back
anim 12292 - Stand below ground cheer thing?
anim 12303 - turning thing clockwise with hands?
anim 12305 - Dagger Autoattack (Legacy)
anim 12306 - punch attack
anim 12307 - Dagger Defend (Legacy)
anim 12310 - attack
anim 12311 - attack
anim 12314 - Combine thing in hands?
anim 12318 - Sc hatchet
anim 12319 - SC hatchet

anim 12322 - bronze hatchet
anim 12323 - inferno adze
anim 12324 - SC hatchet
anim 12325 - SC hatchet
anim 12326 - throw thing?
anim 12327 - Jump belly first
anim 12329 - Bronze hatchet
anim 12330 - Iron Hatchet
anim 12331 - Steel hatchet
anim 12332 - Black hatchet
anim 12333 - Mithril Hatchet
anim 12334 - Adamant Hatchet
anim 12335 - Rune Hatchet
anim 12336 - Dragon Hatchet
anim 12337 - Inferno Adze
anim 12338 - SC Hatchet
anim 12339 - SC Hatchet
anim 12340 - Rune Hatchet
anim 12341 - Adamant Hatchet
anim 12342 - Mithril hatchet
anim 12343 - Steel hatchet
anim 12344 - Iron Hatchet
anim 12345 - Bronze Hatchet
anim 12346 - Dragon Hatchet
anim 12347 - Inferno Adze
anim 12348 - SC Hatchet
anim 12349 - SC hatchet
anim 12350 - Look down, shake head
anim 12363 - Sawing
anim 12364 - Lift block and smash it down
anim 12365 - Crystal Saw
anim 12366 - Crystal Saw
anim 12367 - Crystal Saw
anim 12368 - Crystal Saw
anim 12371 - Side step agility
anim 12375 - Collect Bark
anim 12379 - Sawing
anim 12380 - Look around suspicious
anim 12381 - Crystal Saw
anim 12382 - Crystal Saw
anim 12383 - Crystal Saw
anim 12384 - Crystal Saw
anim 12393 - Look around suspicious

anim 12398 - Pull lever?
anim 12399 - Walk around looking left and right
anim 12400 - Eucalyptus logs
anim 12407 - Walk around looking left and right
anim 12413 - Collapse on floor
anim 12414 - Get off floor
anim 12415 - Looking suspicious, facing sideways
anim 12418 - Curtsy
anim 12419 - Jump hurdle
anim 12420 - Jump big hurdle
anim 12422 - Pull thing
anim 12423 - Chisel wrist, then think, idle?
anim 12429 - Teleport?
anim 12431 - Twist wrist
anim 12436 - Headbang emote
anim 12437 - Teleport?
animGFX 12438 762 - Ardougne Cloak Farm Patch Teleport Arrive
animGFX 12441 2172- Ardougne Cloak Monastery Teleport Leave
animGFX 12442 2173 - Ardougne Cloak Monastery Teleport Arrive
anim 12449 - Kneel (Clan Citadel Theater) (e)
anim 12450 - Beg (Clan Citadel Theater) (e)
anim 12453 - hand out, pull switch?
anim 12454 - Stir cauldron?
anim 12455 - Mining steel pickaxe
anim 12456 - Leaning At bar idle
anim 12457 - Obstacle?
anim 12458 - Obstacle Pipe
anim 12463 - Stir Cauldron (Clan Citadel Theater) (e)
anim 12468 - Throw Tomato (Clan Citadel Theater) (Seated) (e)
anim 12469 - Throw Flowers (Clan Citadel Theater) (Seated) (e)
anim 12470 - Throw Coins (Clan Citadel Theater) (Seated) (e)
anim 12471 - Throw Panties (Clan Citadel Theater) (Seated) (e)
anim 12472 - Jump and Yell (Clan Citadel Theater) (e)
anim 12473 - Cheer (Clan Citadel Theater) (e)
anim 12474 - Get off Floor from Dramatic Death (Clan Citadel Theater) (e)
anim 12475 - Get off Floor from Dramatic Death (Clan Citadel Theater) (e)
anim 12476 - Point (Clan Citadel Theater) (e)
anim 12477 - Punch (Clan Citadel Theater) (e)
anim 12478 - Balance walk
anim 12479 - Sidestep obstacle idle
anim 12480 - Sidestep obstacle walk
anim 12481 - Sidestep obstacle idle
anim 12482 - Sidestep obstacle walk

anim 12484 - Raise Hand (Clan Citadel Theater) (e)
anim 12487 - Raise Hand (Clan Citadel Theater) (Seated) (e)
anim 12488 - Wave (Clan Citadel Theater) (Seated) (e)
anim 12489 - Make Speech (Clan Citadel Theater) (e)
animGFX 12490 2178 - Eek the Spider (e) (i)
anim 12492 - Idle
anim 12493 - Walk
anim 12494 - Punch attack
anim 12495 - Defend
anim 12496 - Sword Fight (Clan Citadel Theater) (e)
anim 12497 - Tantrum (Clan Citadel Theater) (e)
anim 12500 - Cheer (Clan Citadel Theater) (Seated) (e)
anim 12504 - Agree (Clan Citadel Theater) (Seated) (e)
anim 12505 - Point (Clan Citadel Theater) (Seated) (e)
anim 12506 - Raise Hand (Clan Citadel Theater) (Seated) (e)
anim 12509 - Whistle (Clan Citadel Theater) (Seated) (e)
anim 12510 - Idle
anim 12511 - Walk
anim 12513 - Doomsayer Idle?
anim 12529 - Flash bomb?
anim 12531 - Azzanadra?
anim 12532 - Azzanadra?
anim 12542 - Walk with weapon
anim 12543 - Attack
anim 12544 - Dramatic Death (Clan Citadel Theater) (e)
anim 12547 - Floating shaking weirdly
anim 12548 - Thrown back, bent forward weird angle
anim 12551 - About to climb down
anim 12563 - Pray at Sentestian Curses Altar
anim 12564 - Pray standing up
animGFX 12565 2226 - Turmoil
animGFX 12567 2213 - Protect Item Curse
animGFX 12569 2214 - Sap Warrior Curse
animGFX 12569 2217 - Sap Ranger Curse
animGFX 12569 2220 - Sap Mage Curse
animGFX 12569 2223 - Sap Spirit Curse
animGFX 12573 2227 - Deflect Summoning Curse
animGFX 12573 2228 - Deflect Ranged Curse
animGFX 12573 2229 - Deflect Ranged Curse
animGFX 12573 2230 - Deflect Melee Curse
anim 12575 - Leech Curse
anim 12583 - Wrath Curse
animGFX 12584 2255 - Soulsplit

anim 12585 - Move forward, to do thing?
animGFX 12589 2266 - Berserker Curse
anim 12591 - idle
anim 12592 - walk
anim 12593 - bleh
anim 12594 - Throw
anim 12595 - Defend
anim 12598 - touch thing
anim 12601 - Dr. Harlow Gives you Stake (Vampire Slayer)
anim 12602 - Receiving Stake from Dr. Harlow (Vampire Slayer)
anim 12603 - Receiving Stake Hammer from Dr. Harlow (Vampire Slayer)
anim 12606 - Stake Count Draynor
anim 12610 - breathing heavily, arms drooped down idle
anim 12611 - Tiptoe
anim 12614 - Give thing?
anim 12615 - Get thing?
anim 12616 - Opening big door?
anim 12618 - hand out
anim 12619 - Take Out Silverlight Proudly (Demon Slayer)
anim 12620 - Climb Down Into Varrock Sewer
anim 12621 - Bucket
anim 12625 - Showing off Silverlight Proudly (Demon Slayer)
anim 12626 - bend down forward to grab
anim 12628 - bend down forward to grab
anim 12629 - Try to find an opening in locked door?
anim 12633 - Idle
anim 12640 - Look up at sky as if something is about to fall
anim 12641 - uncross arms
anim 12642 - cover face with hands
anim 12643 - Use bucket
anim 12645 - Pull lever and use machine?
anim 12651 - look to the sky
anim 12652 - Cross arms
anim 12653 - cover face with hands
anim 12657 - Idle
anim 12658 - Dramatic Point Emote (e)
anim 12661 - Standing idle
anim 12662 - Attack
anim 12663 - Running
anim 12664 - Candy Cane Spin (Holiday Item) (e)
anim 12665 - Walking
anim 12667 - Defend

anim 12668 - Lean slightly side to side
anim 12669 - Antsy anticipation
anim 12670 - hearty laugh, slap knee, wipe brow
anim 12671 - Turn slightly, hands on hip, nodding
anim 12672 - Stand holding something in hand
anim 12673 - Walk holding something in hand
anim 12674 - Drink from cup in hand
anim 12675 - Antsy anticipation
anim 12676 - hearty laugh, slap knee, wipe brow
anim 12677 - Turn slightly, hands on hip, nodding
anim 12678 - Drink from cup in hand?
anim 12687 - Thumbs Up (Clan Citadel Theater) (Seated)
anim 12688 - Booing (Clan Citadel Theater) (Seated) (e)
anim 12689 - Walking Drunk
anim 12690 - One frame reading book
anim 12691 - Clapping (Clan Citadel Seated)
anim 12737 - small push
anim 12738 - pull
anim 12739 - forward to grab thing, foot bent?
anim 12740 - pick up something from ground
anim 12741 - bend forward to do something
anim 12742 - begin to climb ladder
anim 12743 - death
anim 12746 - push
anim 12747 - on floor, beat
anim 12748 - on floor, beat
anim 12749 - collapse from on floor beat
anim 12754 - bend down to touch ground
animGFX 12755 2298 - Blow Penance Master Horn
anim 12756 - Crank winch
anim 12757 - Crank winch
anim 12759 - pull switch
anim 12761 - push
anim 12764 - Idle
anim 12765 - Idle thinking
anim 12766 - Idle
anim 12767 - Idle
anim 12768 - Idle
anim 12772 - Hands on hip idle
anim 12773 - Hands closer and further idle look sideways
anim 12774 - hand on hip, lift hands up, repeat
anim 12776 - Get sucked into portal?
anim 12777 - Roll out portal

anim 12781 - Stand, turn face sideways, resume
anim 12784 - Holding orb of oculus
anim 12785 - Walking with orb of oculus
anim 12786 - Running with orb of oculus
anim 12787 - Defend with orb of oculus
anim 12804 - Staff of Light Spec
anim 12806 - Defend
anim 12810 - Antsy/Impatient Idle (Pikkenmix) (DR 1698)
anim 12814 - Touch Familiarization Obelisk
anim 12828 - Walking through tall grass Impetuous Impulses
anim 12829 - Walking through tall grass Impetuous Impulses
anim 12830 - Walking through tall grass Impetuous Impulses
anim 12832 - Catching an Impling Barehanded
anim 12835 - Put a Statue Piece on the Dhamorak Statue (Shattered Heart)
anim 12837 - Retaliation After Placing the Final Piece on the Dhamorak Statue (Shattered Heart)
anim 12849 - Xenia pretending to be wounded Idle (The Blood Pact)
anim 12850 - Walking hand on stomach
anim 12851 - Reese Falls to His Knees (The Blood Pact)
anim 12852 - Getting off knees
anim 12854 - Getting off knees
anim 12855 - Kayle Gets Hit and Falls to His Knees (Blood Pact)
anim 12856 - Kayle Gets Up if you Spare Him (Blood Pact)
anim 12857 - Death (Blood Pact)
anim 12860 - Walking arms tied
anim 12875 - Drink something?
anim 12876 - Pray and bow spell?
anim 12877 - On knees
anim 12878 - Reese Dies if You Kill Him (Blood Pact)
anim 12880 - Kayle Dies if You Kill Him (Blood Pact)
anim 12882 - Die on knees
anim 12884 - Looking over wall/reading something?
anim 12885 - Finish reading tablet thing?
anim 12900 - Climb over wall
anim 12901 - Bend over to grab
anim 12904 - Walk
anim 12906 - Idle
anim 12907 - Attack
anim 12908 - Attack
anim 12909 - Defend
anim 12910 - Idle
anim 12911 - Run
anim 12912 - Walk
anim 12913 - Invisible

anim 12915 - Climb Over Crumbled Wall Shortcut in Falador
anim 12916 S15 - Climb Over Crumbled Wall Shortcut in Falador
anim 12917 - Lose balance and fall
anim 12919 - Fishing
anim 12920 - Walk
anim 12921 - Idle
anim 12923 - Rub something with hand in front of you
anim 12925 - One frame dead on floor
animGFX 12926 1761 - Head in the Sand (emote) (e) (LP)
anim 12928 - Hula Hoop (emote) (e) (LP)
animGFX 12929 1760 - Disappear (emote) (e) (LP)
anim 12931 - Palm Fist (emote) (e) (LP)
animGFX 12932 1762 - Ghost (emote) (e) (LP)
anim 12934 - Bring it! (emote) (e) (LP)
anim 12935 - Mining with Volatile Clay Pickaxe
anim 12982 - hand out thing
anim 12983 - Mining with Gilded Dragon Pickaxe
anim 12994 - Mining with Gilded Rune Pickaxe
anim 13014 - Mining with Gilded Adamant Pickaxe
anim 13034 - defend
anim 13035 - Attack hit
anim 13036 - attack
anim 13037 - Attack with bow
anim 13038 - defend
anim 13039 - attack
anim 13040 - attack
anim 13041 - Mining with Gilded Mithril Pickaxe
anim 13042 - defend
anim 13043 - defend
anim 13044 - attack
anim 13045 - attack
anim 13046 - defend
anim 13047 - attack
anim 13048 - attack
anim 13049 - attack
anim 13050 - attack
anim 13051 - defend
anim 13052 - attack
anim 13053 - attack
anim 13054 - defend
anim 13065 - bend on ground and pick something up
anim 13066 - attack force palm?
anim 13068 - idle stand

anim 13074 - Mining with Novite Pickaxe
anim 13075 - Mining with Bathus pickaxe
anim 13076 - Mining with Marmaros pickaxe
anim 13077 - Mining with Kratonite pickaxe
anim 13078 - Mining with Fractite pickaxe
anim 13079 - Mining with Zephyrium pickaxe
anim 13080 - Mining with Argonite pickaxe
anim 13081 - Mining with Katagon pickaxe
anim 13082 - Mining with Gorgonite pickaxe
anim 13083 - Mining with Promethium pickaxe
anim 13084 - Mining with Primal pickaxe
anim 13085 - Mining swing with Novite pickaxe
anim 13086 - Mining swing with Bathus pickaxe
anim 13087 - Mining swing with Marmaros pickaxe
anim 13088 - Mining swing with Kratonite pickaxe
anim 13089 - Mining swing with Fractite pickaxe
anim 13090 - Mining swing with Zephyrium pickaxe
anim 13091 - Mining swing with Argonite pickaxe
anim 13092 - Mining swing with Katagon pickaxe
anim 13093 - Mining swing with Gorgonite pickaxe
anim 13094 - Mining swing with Promethium pickaxe
anim 13095 - Mining swing with Primal pickaxe
anim 13096 - Mining fail with Novite pickaxe
anim 13097 - Mining fail with Bathus pickaxe
anim 13098 - Mining fail with Marmaros pickaxe
anim 13099 - Mining fail with Kratonite pickaxe
anim 13100 - Mining fail with Fractite pickaxe
anim 13101 - Mining fail with Zephyrium pickaxe
anim 13102 - Mining fail with Argonite pickaxe
anim 13103 - Mining fail with Katagon pickaxe
anim 13104 - Mining fail with Gorgonite pickaxe
anim 13105 - Mining fail with Promethium pickaxe
anim 13106 - Mining fail with Primal pickaxe
anim 13107 - Mining swing with Novite pickaxe
anim 13108 - Mining swing with Bathus pickaxe
anim 13109 - Mining swing with Marmaros pickaxe
anim 13110 - Mining swing with Kratonite pickaxe
anim 13111 - Mining swing with Fractite pickaxe
anim 13112 - Mining swing with Zephyrium pickaxe
anim 13113 - Mining swing with Argonite pickaxe
anim 13114 - Mining swing with Katagon pickaxe
anim 13115 - Mining swing with Gorgonite pickaxe
anim 13116 - Mining swing with Promethium pickaxe

anim 13117 - Mining swing with Primal pickaxe
anim 13118 - Woodcutting with Novite hatchet
anim 13119 - Woodcutting with Bathus hatchet
anim 13120 - Woodcutting with Marmaros hatchet
anim 13121 - Woodcutting with Kratonite hatchet
anim 13122 - Woodcutting with Fractite hatchet
anim 13123 - Woodcutting with Zephyrium hatchet
anim 13124 - Woodcutting with Argonite hatchet
anim 13125 - Woodcutting with Katagon hatchet
anim 13126 - Woodcutting with Gorgonite hatchet
anim 13127 - Woodcutting with Promethium hatchet
anim 13128 - Woodcutting with Primal hatchet
anim 13129 - Woodcutting door with Novite hatchet
anim 13130 - Woodcutting door with Bathus hatchet
anim 13131 - Woodcutting door with Marmaros hatchet
anim 13132 - Woodcutting door with Kratonite hatchet
anim 13133 - Woodcutting door with Fractite hatchet
anim 13134 - Woodcutting door with Zephyrium hatchet
anim 13135 - Woodcutting door with Argonite hatchet
anim 13136 - Woodcutting door with Katagon hatchet
anim 13137 - Woodcutting door with Gorgonite hatchet
anim 13138 - Woodcutting door with Promethium hatchet
anim 13139 - Woodcutting door with Primal hatchet
anim 13140 - Fail Woodcutting door with Novite hatchet
anim 13141 - Fail Woodcutting door with Bathus hatchet
anim 13142 - Fail Woodcutting door with Marmaros hatchet
anim 13143 - Fail Woodcutting door with Kratonite hatchet
anim 13144 - Fail Woodcutting door with Fractite hatchet
anim 13145 - Fail Woodcutting door with Zephyrium hatchet
anim 13146 - Fail Woodcutting door with Argonite hatchet
anim 13147 - Fail Woodcutting door with Katagon hatchet
anim 13148 - Fail Woodcutting door with Gorgonite hatchet
anim 13149 - Fail Woodcutting door with Promethium hatchet
anim 13150 - Fail Woodcutting door with Primal hatchet
anim 13172 - Mining with Gilded Steel Pickaxe
anim 13173 - Mining with Gilded Iron Pickaxe
anim 13179 - Holding stomach standing up
anim 13180 - Blow glass or look through telescope?
anim 13181 - Idle hand out in front of chest looking cautiously
anim 13182 - Walking with hand in front of chest
anim 13183 - Marmaros Idle (On floor scared position)
anim 13184 - Marmaros Idle (On floor scared position)
anim 13185 - Marmaros Idle (On floor scared position)

anim 13186 - Mining with Gilded Bronze Pickaxe
anim 13187 - Standing Holding Weapon?
anim 13188 - Lift weapon up?
anim 13189 - Walking with weapon
anim 13190 - Dungeoneering Skillcape (Begin)
anim 13192 - Dungeoneering Skillcape (Melee)
anim 13193 - Dungeoneering Skillcape (Mage)
anim 13194 - Dungeoneering Skillcape (Ranged)
anim 13201 - Mining with Dwarven Army Axe
anim 13217 - Idle Holding Weapon
anim 13218 - Walk Holding Weapon
anim 13219 - Walk Backwards Holding Weapon
anim 13220 - Run Holding Weapon
anim 13221 - Walk Holding Flame Pit Piece
anim 13222 - Sidestep Holding Weapon
anim 13223 - Sidestep Holding Weapon
anim 13225 - Fletch Tangle Gum Longbow
anim 13226 - Fletch Seeping Elm Longbow
anim 13227 - Fletch Blood Spindle Longbow
anim 13228 - Fletch Utuku Longbow
anim 13229 - Fletch Spinebeam Longbow
anim 13230 - Fletch Bovistrangler Longbow
anim 13231 - Fletch Thigat Longbow
anim 13232 - Fletch Corpsethorn Longbow
anim 13233 - Fletch Entgallow Longbow
anim 13234 - Fletch Grave Creeper Longbow
anim 13235 - Fletch Tangle Gum Shortbow
anim 13236 - Fletch Seeping Elm Shortbow
anim 13237 - Fletch Blood Spindle Shortbow
anim 13238 - Fletch Utuku Shortbow
anim 13239 - Fletch Spinebeam Shortbow
anim 13240 - Fletch Bovistrangler Shortbow
anim 13241 - Fletch Thigat Shortbow
anim 13242 - Fletch Corpsethorn Shortbow
anim 13243 - Fletch Entgallow Shortbow
anim 13244 - Fletch Grave Creeper Shortbow
anim 13245 - Craft Salve Cloth
anim 13246 - Craft Wildercreess Cloth
anim 13247 - Craft Blightleaf Cloth
anim 13248 - Craft Roseblood Cloth
anim 13249 - Craft Bryll Cloth
anim 13250 - Craft Duskweed Cloth
anim 13251 - Craft Soulbell Cloth

anim 13252 - Craft Ectocloth
anim 13253 - Craft Runic Cloth
anim 13254 - Craft Spiritbloom Cloth
anim 13268 - Walk Holding Foot Pit Piece
anim 13270 - Fire bow in air
anim 13271 - Fire bow
anim 13274 - Walk Holding Lighting Pit Piece
anim 13276 - Fire bow
anim 13278 - Walk Holding Skull Pit Piece
anim 13283 - Walk Holding Sword Pit Piece
animGFX 13285 2517 - Dungeoneering Gatestone Teleport (Arrive)
animGFX 13288 2516 - Dungeoneering Gatestone Teleport (Leave)
anim 13290 - Idle Holding Flame Pit Piece
anim 13300 - Idle Holding Foot Pit Piece
anim 13301 - Cover head with hands and disappear
anim 13311 - Idle Holding Lightning Pit Piece
anim 13314 - Idle Holding Skull Pit Piece
anim 13318 - Idle Holding Sword Pit Piece
anim 13319 - Place Flame Pit Piece
anim 13325 - Attack with thrown weapon
anim 13326 - Touch/get thing?
anim 13350 - Place Foot Pit Piece
anim 13351 - Place Lighting Pit Piece
anim 13353 - Death
anim 13354 - Right hand touches left wrist
anim 13355 - Right hand and left hand meet in front of body
anim 13356 - Ranged Dung Statue Alive
anim 13357 - Ranged Dung Statue
anim 13358 - Dung Statue
anim 13359 - Place Skull Pit Piece
anim 13360 - Melee Dung Statue
anim 13361 - Dung Statue
anim 13362 - Place Sword Pit Piece
anim 13363 - Dung Statue
anim 13364 - Dung Statue
anim 13365 - Dung Statue Alive
anim 13366 - Pick Up Flame Pit Piece
anim 13367 - Pick Up Foot Pit Piece
anim 13368 - Ranged Dung Statue Alive
anim 13369 - Pick Up Lightning Pit Piece
anim 13370 - Pick Up Skull Pit Piece
anim 13371 - Ranged Dung Statue Alive
anim 13372 - Pick Up Sword Pit Piece

anim 13373 - Run with Flame Pit Piece
anim 13375 - Dung Statue Alive
anim 13376 - Dung Statue
anim 13377 - Dung Statue Alive
anim 13378 - Dung Statue Alive
anim 13379 - Dung Statue Alive
anim 13380 - Dung Statue Alive
anim 13381 - Dung Statue
anim 13382 - Dung Statue Alive
anim 13383 - Dung Statue Alive
anim 13384 - Dung Statue Alive
anim 13387 - Run Holding Foot Pit Piece
anim 13397 - Run Holding Lightning Pit Piece
anim 13410 - Idle
anim 13412 - Idle
anim 13413 - Lift weapon up
anim 13415 - Run Holding Skull Pit Piece
anim 13417 - Stand transparent
anim 13444 - Run Holding Sword Pit Piece
anim 13484 - Lose balance and fall sideways
animGFX 13493 2437 - Failing Guardian Sphere Lodestone Puzzle
anim 13494 - Slide out on floor and get up
anim 13495 - Jump Short Gap
anim 13497 - Jump gap
anim 13498 - Jump gap
anim 13505 - Jump gap
anim 13506 - Jump gap
anim 13507 - Jump gap
anim 13509 - Move forward and pull switch?
anim 13511 - Getting Lured/Hit by “The Pit” Talent Scout
anim 13512 - Push statue
anim 13513 - Pull statue
anim 13514 - Finish pulling statue
anim 13528 - Take thing from box?
anim 13530 - Take thing from box and cover face?
anim 13532 - Getting Hit By “The Pit” Talent Scout
anim 13540 - Swipe attack
anim 13543 - Open Agility Door (Dungeoneering)
anim 13544 - Fail Agility Door (Dungeoneering)
anim 13547 - Open Thieving Door
anim 13548 - Fail Thieving Door
anim 13564 - Open Strength Door
anim 13565 - Open Strength Door

anim 13568 - Fail Strength Door
anim 13569 - Fail Strength Door
anim 13573 - Open Farming Door
anim 13584 - Open Woodcutting Door (No hatchet)
anim 13585 - Fail Woodcutting Door (No Hatchet)
anim 13598 - Get up and brush yourself off
anim 13599 - Backstep holding flame pit piece
anim 13600 - Backstep holding foot pit piece
anim 13601 - Backstep holding lightning pit piece
anim 13602 - Backstep holding skull pit piece
anim 13603 - Backstep holding sword pit piece
anim 13604 - Sidestep holding flame pit piece
anim 13605 - Sidestep holding foot pit piece
anim 13606 - Sidestep holding lightning pit piece
anim 13611 - Sidestep holding skull pit piece
anim 13612 - Sidestep holding sword pit piece
anim 13619 - Sidestep holding flame pit piece
animGFX 13633 2597 - Icy Bones Freeze Attack
anim 13646 - Idle
anim 13647 - Walk
anim 13648 - back walk
anim 13649 - Sidestep
anim 13650 - Sidestep
anim 13651 - Stand arms crossed idle then bend on ground
animGFX 13652 2602 - Ring of Kinship Teleport (Leave)
animGFX 13654 2603 - Ring of Kinship Teleport (Arrive)
anim 13657 - hand out doing thing
anim 13658 - Take thing and rub hands together crafting thing?
animGFX 13659 2571 - Daemonheim RuneCrafting (Dungeoneering)
anim 13662 - Daemonheim RuneCrafting Staff (Dungeoneering)
anim 13665 - The Pit Swinging on Bars
anim 13687 - Living on Borrowed Time (Grim Reaper)
anim 13691 - Slow attack
anim 13692 - Duck, place hand over head
anim 13693 - Living on Borrowed Time
anim 13694 - Force Imbue Tile Daemonheim RuneCrafting Puzzle (Dungeoneering)
anim 13695 - Step back failing thing
anim 13710 - hit (really stuttery)
anim 13711 - hit (really stuttery)
anim 13740 - Chisel stone block
anim 13742 - Cooking/crafting thing?
anim 13743 - Hand out reaching to touch thing
anim 13744 - Death

anim 13745 - Tangle Gum Branches
anim 13746 - Seeping Elm Branches
anim 13747 - Blood Spindle Branches
anim 13748 - Utuku Branches
anim 13749 - Spinebeam Branches
anim 13750 - Bovistrangler Branches
anim 13751 - Thigat Branches
anim 13752 - Corpsethorn Branches
anim 13753 - Entgallow Branches
anim 13754 - Grave Creeper Branches
anim 13755 - Touch thing and shake hand as if salt shaker
anim 13756 - harvest plant dungeoneering
anim 13758 - Defend
anim 13759 - Hammer thing in hand
anim 13760 - Slide Down Dungeoneering Lobby Balcony
anim 13798 - Open Door Dungeoneering
animGFX 13798 2673 - Opening Elemental Workshop 3 Door
anim 13799 - hand out do thing
anim 13800 - Thok Idle (DR 1788)
anim 13801 - Idle
anim 13802 - Idle
anim 13803 - Idle
anim 13804 - Idle
anim 13805 - Idle?
anim 13806 - Idle?
anim 13807 - Walk
anim 13808 - Idle
anim 13809 - Walk
anim 13810 - Idle
anim 13811 - Walk
anim 13812 - Idle
anim 13818 - Idle
anim 13819 - Enter Thieve's Guild Cellar in Lumbridge
anim 13820 - Idle
anim 13821 - Walk
anim 13822 - Run
anim 13823 - Attack
anim 13824 - Defend or pull switch
anim 13825 - Pull switch?
anim 13828 - Pull switch up
anim 13829 - back walk
anim 13830 - Side step
anim 13831 - Side step

anim 13842 - Walk then jump/fall into hole
anim 13843 - Falador Shield 1
anim 13844 - Falador Shield 2
animGFX 13845 1965 - Falador Shield 3
anim 13846 - Walk
anim 13851 - Idle
anim 13936 - Crank winch or do something on ground?
anim 13938 - Pull lever?
anim 13949 - Idle
anim 13958 - Idle (sideways)
anim 13961 - Idle
anim 13962 - Get Punch from Punch Bowl (Halloween 2011)
anim 13964 - Living on Borrowed Time (Grim Reaper)
anim 13965 - Living on Borrowed Time (Player)
anim 13974 - Tooth Extractor
anim 13980 - Sitting in seat
anim 13981 - Getting out of seat
anim 13984 - Drink Punch (Halloween 2011)
anim 13985 - Stomp (emote) (e)
anim 14000 - Yawn (emote) (e)
anim 14001 - Wave (emote) (e)
anim 14002 - Dance (emote) (e)
anim 14010 - Bucket of milk
anim 14018 - Idle
anim 14055 - Walk
anim 14056 - Run
anim 14057 - Wak
anim 14061 - look to the side then get crouched and do things with hands
anim 14063 - Climb through spiderweb?
anim 14080 - Hammer floor
anim 14081 - Tooth extractor
anim 14082 - Dizzy
anim 14098 - Fishing
animGFX 14102 1818 - Take rune essence from wicked hood
anim 14103 - Trying to grab something then it snaps off?
animGFX 14105 1857 - Take rune essence from worn wicked hood
anim 14114 - Swipe attack
anim 14117 - Defend
anim 14118 - Awkward dance (Dominion Tower Taunt)
anim 14119 - Cower and hide in fear (Dominion Tower Taunt)
anim 14120 - Beckon taunt
anim 14125 - Climb Up Stairs Elemental Workshop III (A)
anim 14126 - Climb Up Stairs Elemental Workshop III (B)

anim 14127 - Climb Down Stairs Elemental Workshop III (A)
anim 14128 - Climb Down Stairs Elemental Workshop III (B)
anim 14149 - Cry in Despair (Dominion Tower Taunt)
anim 14150 - Take Body Bar From Slot
anim 14151 - Put Primed Bar in Slot
anim 14152 - Put something on desk
anim 14164 - Gavel (emote) (i)
anim 14165 - Faint (emote) (e)
anim 14175 - Mixing stuff?
animGFX 14177 2692 - Investigating Gorged Effigy and Receiving Dragonkin Lamp
anim 14179 - Drink potion to enter Jessica's Mind (Quiet Before the Swarm)
anim 14180 - hands out, quick
anim 14181 - hand to head like cellphone
anim 14182 - shake head like talking into cell phone
anim 14183 - walking with hand to head
anim 14184 - getting Jessica Mind Potion
anim 14185 - Giving Jessica Mind Potion
anim 14186 - Jessica Mind Potion
anim 14189 - Holding stomach, rocking, with clipping
anim 14190 - hands on hip, swaying slightly
anim 14191 - Ship lookout?
anim 14192 - Clapping, hammering discretely?
anim 14193 - Turning boat wheel?
anim 14194 - Running hand on ground
anim 14195 - You're Dead (emote) (e) (LP)
anim 14196 - Walk
anim 14197 - Stand hands together
anim 14198 - Looking out to the horizon like a sailor?
anim 14199 - Thinking and scratch chin
anim 14200 - Void Knight Ghost
anim 14207 - Running
anim 14209 - Cast Earth Spell
anim 14210 - Cast Spell?
animGFX 14220 2702 - Cast Water Staff Spell
animGFX 14221 457 - Cast Wind Air Staff Spell
animGFX 14222 2712 - Cast Earth Staff Spell
animGFX 14223 2728- Cast Fire Staff Spell
anim 14224 - Lift staff up then cast spell thing?
anim 14228 - Craft Something PoH Workshop (looped)
anim 14232 - Looking up a skirt?
anim 14233 - Using Chisel (Love Story)
anim 14234 - Using Chisel (Love Story)
anim 14235 - Using Chisel (Love Story)

anim 14238 - Idle head looks up think hmmm
anim 14236 - Step on Landmine (Love Story)
anim 14238 - Scratch chin
anim 14239 - Nodding head forward and back slightly
anim 14240 - Mabel Crying (Love Story)
animGFX 14242 2745 - HP/Constitution Skillcape
anim 14279 - Getting sucked into portal?
anim 14287 - Moon (Dominion Tower Taunt)
anim 14288 - Victory (Dominion Tower Taunt)
anim 14290 - Cower (Dominion Tower Taunt)
anim 14292 - Rage (Dominion Tower Taunt)
animGFX 14293 94 - Read Teleport Scroll
anim 14297 - Cower and hide in fear (Dominion Tower Taunt)
animGFX 14298 101 - Bat Staff
animGFX 14299 117 - Cat Staff
animGFX 14300 118 - Dragon Staff
animGFX 14301 119 - Penguin Staff
animGFX 14302 120 - Wolf Staff
anim 14305 - Climb Down Hook (Dominion tower)
anim 14307 - Throw Something?
anim 14308 - Preach Godbook
anim 14309 - Preach godbook
anim 14310 - Preach godbook
anim 14318 - Using winch?
anim 14319 - Picks something off ground?
anim 14320 - use machine?
anim 14338 - hammer something?
animGFX 14339 1869 - Cast a spell with red glowing hands (Used in Broken Home)
anim 14340 - Headbang forward
anim 14341 - Fall backwards and flicker in and out of existence
anim 14346 - Pulls something up then cast it aside
anim 14347 - Pulls something up then cast it aside
anim 14350 - Holding something big and heavy
anim 14351 - Walking with something big heavy
anim 14352 - Shake Puzzle box
anim 14353 - Stab, arms up, hit attack
anim 14356 - Blow Void Knight Whistle
anim 14357 - Hammer
anim 14358 - Rune Pickaxe
anim 14359 - Bronze Pickaxe
anim 14360 - Iron Pickaxe
anim 14361 - Steel Pickaxe
anim 14362 - Adamant Pickaxe

anim 14363 - Mithril Pickaxe
anim 14364 - Dragon Pickaxe
anim 14365 - Sacred Clay Pickaxe
anim 14366 - Inferno Adze
anim 14367 - Bend down onto knees and hands next to face looking
anim 14368 - Left hand to the side, right arm bent hands facing up, looking at hand
animGFX 14388 2767 - Troll Invasions Wizard Pulls You
animGFX 14388 471 - Ancient Ceremonial Robes
anim 14393 - Goliath Gloves Punch
anim 14409 - Hit floor
anim 14413 - Hammer
animGFX 14417 1929 - Goliath Gloves Special Punch
anim 14419 - Cast Bow/pray spell?
anim 14519 - Jump gap
anim 14522 - Hammer ground
anim 14524 - Put arms out to touch something
anim 14529 - Pull wall lever?
anim 14545 - Pull wall lever?
anim 14550 - Throw climbing hook
anim 14554 - Balance walk, hands out
anim 14557 - Throw and tie climbing hook
anim 14560 - Twist lever
anim 14566 - Hammer
anim 14567 - Accidentally hitting hand while hammering
anim 14568 - forward doing something
anim 14569 - forward doing something, pull hand back as if it's burnt and brush it
anim 14571 - Idle standing hands behind back
anim 14572 - shake hand as if wrangling rope and step
anim 14573 - Fall on back and die
anim 14574 - idle
anim 14575 - walk
anim 14576 - Fall over and catch yourself
anim 14577 - walk
anim 14578 - do hit thing
anim 14579 - Fall over and die
anim 14580 - Stumble back and regain balance
anim 14581 - idle
anim 14582 - Jump and twirl
anim 14583 - Fall over and die
anim 14584 - Stumble backwards and regain footing
anim 14585 - idle
anim 14586 - walk
anim 14589 - crouched attack

anim 14590 - crouched defend then die
anim 14591 - crouched fall back and catch self
anim 14592 - crouched idle
anim 14593 - crouched walk
anim 14594 - defend attack
anim 14595 - defend fall back and die
anim 14596 - defend fall and catch self
anim 14597 - defensive stance idle
anim 14598 - defensive stance walk
anim 14599 - defensive stance idle
anim 14600 - defensive stance attack
anim 14601 - defensive stance defend
anim 14602 - defensive stance fall over and die
anim 14603 - walk hand on stomach
anim 14604 - idle hands in front of stomach
anim 14605 - walk holding stomach
anim 14606 - swing sword attack
anim 14607 - fall on back and die
anim 14608 - fire bow
anim 14611 - jump up in air for a couple seconds then land
anim 14612 - jump up in air for a couple seconds then land
anim 14613 - jump up in air for a couple seconds then land
anim 14614 - Jump up in the air flexing arms
anim 14615 - jump up in air
anim 14616 - jump up in air
anim 14617 - jump up in air
anim 14634 - Martin Steelweaver Idle (copy)
anim 14635 - Martin Steelweaver Idle (Smithing Tutor)
anim 14636 - Fletcher idle?
anim 14637 - Fletcher idle?
anim 14640 - Ozan Idle?
anim 14641 - Ozan Idle?
anim 14642 - Carwen Essencebinder Idle (Runecrafting Tutor)
anim 14643 - Carwen Essencebinder Idle (copy)
anim 14646 - Tobias Bronzearms (copy)
anim 14647 - Tobias Bronzearms (Mining Tutor)
anim 14648 - Idle
anim 14649 - Idle
anim 14650 - Idle
anim 14651 - Idle
anim 14674 - Herbalist idle?
anim 14675 - Herbalist idle?
anim 14676 - Head Farmer Jones Idle (Copy)

anim 14677 - Head Farmer Jones Idle (Taverly Farming Tutor)
anim 14678 - Will Oakfeller Idle Idle (Woodcutting Tutor)
anim 14679 - Will Oakfeller Idle Idle (Copy)
anim 14680 - Jacquelyn Manslaughter Idle (Copy)
anim 14681 - Jacquelyn Manslaughter Idle (Slayer Tutor)
anim 14682 - Brush self off then idle
anim 14683 - Brush self off then idle
anim 14684 - Ramsey Idle
anim 14685 - Mess Sergeant Ramsey Idle (Cooking Tutor)
anim 14686 - Nicholas Angle Idle
anim 14687 - Nicholas Angle Idle (Fishing Tutor)
anim 14688 - Drill Sergeant Hartman Idle
anim 14689 - Drill Sergeant Hartman Idle (Agility Tutor)
anim 14690 - Idle
anim 14691 - Idle
anim 14692 - Idle
anim 14693 - Idle
anim 14695 - Jack Oval Idle (Crafting Tutor)
anim 14696 - Jack Oval Idle
anim 14697 - Ayleth Beaststalker Idle
anim 14698 - Ayleth Beaststalker Idle (Taverly Hunter Tutor)
anim 14699 - Wrangle, pull back, wrangle
anim 14700 - Wrangle, pull back, wrangle
anim 14703 - Death
anim 14713 - Falador Shield 4 Emote
anim 14714 - Hands out do something
anim 14715 - hands out, do something, put back
anim 14716 - Check Falador Shield 4
anim 14717 - Karamja Gloves 4 Shortcut
anim 14718 - Karamja Gloves 4 Shortcut (pt 2)
animGFX 14722 2794 - Karamja Gloves 4 Rebirth
anim 14723 - Get off ground and brush yourself off
anim 14724 - Listening In on Long Hall (Gunnar's Ground)
anim 14727 - Strumming guitar seated (DR 1882)
anim 14730 - Walk
anim 14732 - Walk
anim 14733 - Woodcut with SGS Fire axe
anim 14734 - Chieftain Gunthor Making a Speech (Gunnar's Ground)
anim 14735 - Woodcut with SGS Fire axe
anim 14736 - Chisel something in hand
anim 14737 - Put hand out
anim 14738 - Put something in pocket
anim 14739 - Barbarian Cheering During Chieftain's Speech (Gunnar's Ground)

anim 14740 - Defend
anim 14741 - Defend
anim 14745 - Flip Open up thing
anim 14746 - Reach hand out to grab something
anim 14749 - Taskmaster (Male)
anim 14750 - Taskmaster (Female)
anim 14762 - Twist dial?
anim 14767 - Ghostly death
anim 14774 - Thrown back and backflip, land on knees one hand on ground
anim 14775 - on knees, one fist on ground, other back
anim 14784 - Heavy attack charge
animGFX 14788 1729 - Korasi's Sword Special Attack [gfx 2795 on target]
anim 14816 - Stab/lunge
anim 14818 - Idle?
anim 14819 - Idle?
anim 14820 - Walk backwards
anim 14821 - Sidestep
anim 14822 - Sidestep
anim 14823 - Running
anim 14824 - Look at commorb
anim 14825 - Listen to commorb
anim 14826 - Dramatic pointing
anim 14827 - Put commorb in pocket
anim 14829 - Raising fists "grah"
anim 14830 - "Oh, Woe is me!"
anim 14831 - Shaking head no "This can't be"
anim 14832 - Lift left hand up
anim 14835 - Look at commorb
anim 14836 - Crying
anim 14837 - Take off black helm
anim 14838 - Tinderbox
anim 14839 - Panicky fear
anim 14840 - Swipe up with arm
anim 14841 - Yaktwee Stick
anim 14863 - Stand
anim 14864 - Walk
anim 14865 - Run
anim 14866 - Defend/pull?
anim 14867 - Bolas?
animGFX 14869 2837 - Puppet Master (emote) (e)
anim 14870 - Bone Brooch (break apart) (emote) (i)
anim 14884 - Bone Brooch (reform) (emote) (i)
anim 14885 - Giddy

anim 14886 - Get thing
anim 14890 - Fall and die dizzy
anim 14945 - Pulling statue?
anim 14946 - Blink knocked down
anim 14947 - Blink running
anim 14948 - Blink idle
anim 14949 - Blink attack
anim 14950 - Blink walk
anim 14954 - Blink death
anim 14956 - Blink crazy
anim 14994 - Jump fall down hole
anim 14997 - Blink magic in ya face
anim 15029 - Old teleport shrink
anim 15030 - Regrow old teleport
animGFX 15033 2930 - Taskmaster (Male) (emote) (e)
animGFX 15034 2930 - Taskmaster (Female) (emote) (e)
anim 15066 - Help Horn (Dominion Tower)
anim 15069 - Idle
anim 15070 - Run
anim 15071 - Attack
anim 15072 - Attack
anim 15073 - Walk
anim 15074 - Defend
anim 15075 - Backstep
anim 15076 - Sidestep
anim 15077 - Sidestep
anim 15078 - jump and spin (like darklight spec)
anim 15079 - Slow Attack
anim 15080 - Slow attack
anim 15104 - Seal of Approval (emote) (e) (begin)
anim 15105 - Seal of Approval (emote) (e) (end)
anim 15118 - Attack
anim 15120 - Idle
anim 15121 - Golden Hammer smithing
anim 15122 - Golden hammer hit
anim 15123 - Golden hammer White broodoo shield
anim 15124 - Golden Hammer Green Broodoo Shield
anim 15125 - Golden Hammer Orange Broodoo Shield
anim 15126 - Golden hammer smithing low
anim 15127 - Golden hammer hit floor
anim 15128 - Golden hammer hit
anim 15129 - Golden hammer hit thing
anim 15130 - Golden hammer hit

anim 15131 - Golden hammer Animal Magnetism
anim 15132 - Hammer thing
anim 15133 - Sacred Clay hammer thing
anim 15134 - Volatile Clay Hammer thing
anim 15135 - Golden hammer thing
anim 15136 - Golden hammer
anim 15137 - Golden hammer
anim 15138 - Golden hammer
anim 15139 - Golden hammer hit up and down
anim 15140 - Golden hammer hit down and up
anim 15141 - Golden hammer and chisel
anim 15142 - Golden hammer and chisel
anim 15143 - Golden hammer L Block
anim 15144 - Golden hammer thing in hand
anim 15145 - Golden hammer
anim 15146 - Golden hammer
anim 15147 - Golden hammer up high
anim 15148 - Golden hammer down low
animGFX 15149 2953 - Golden Hammer Spin (emote) (i)
anim 15150 - Golden Hammer brandish (emote) (i)
anim 15152 - Pull golden cracker
anim 15153 - Pull!
anim 15156 - Golden hammer
anim 15158 - Attack
anim 15160 - Attack
anim 15161 - Defend
anim 15162 - Attack
anim 15163 - Lift big rock (Dwarf Quest)
anim 15180 - Big rock
anim 15182 - Big rock
anim 15184 - Unused Chrome Goggles emote
animGFX 15185 1961 - Chrome Goggles (emote) (i)
anim 15186 - Chrome Goggles
anim 15188 - Preach godbook
anim 15189 - Preach godbook
anim 15190 - Preach godbook
anim 15191 - Preach godbook
anim 15194 - Preach godbook
anim 15198 - Use Key?
anim 15199 - Get thing?
anim 15200 - Receive Item from NPC
anim 15203 - Preach godbook
anim 15207 - use key

anim 15217 - Get Rose
anim 15232 - Idle
anim 15233 - Walk
anim 15238 - Collapse holding chest and disappear
anim 15239 - Climb and slide down thing
anim 15241 - Attack with spear?
anim 15242 - Bronze Pickaxe
anim 15243 - Iron Pickaxe
anim 15244 - Steel Pickaxe
anim 15245 - Mithril Pickaxe
anim 15246 - Adamant Pickaxe
anim 15247 - Rune Pickaxe
anim 15248 - Dragon Pickaxe
anim 15249 - Inferno Adze
anim 15250 - Inferno Adze
anim 15295 - Chisel Astral Block (Elemental Workshop IV)
anim 15297 - Turn Back to Notice Sister Catherina Being Locked Out (One Piercing Note)
anim 15300 - Pull Lever (Elemental Workshop IV)
anim 15317 - Operate Cosmic Machine (Elemental Workshop IV)
anim 15327 - Using Control Panel (Elemental Workshop IV)
anim 15337 - Sitting in fetal position
anim 15338 - Cover ears as bell rings
anim 15352 - Strykewyrm Hunter Idle
anim 15355 - Teasing/Taunting
anim 15356 - Chisel Ice Statue
animGFX 15357 1415 1391 371 - Invoke Spring (emote) (e)
anim 15361 - Idle
anim 15362 - Standing idle one hand on hip
anim 15377 - Play Holy Cithara
anim 15378 - Inspect Body (One Piercing Note)
anim 15379 - Finish Inspecting Body (One Piercing Note)
anim 15380 - Turning Winch
anim 15383 - Cecilia Playing Instrument with Foot on Rock
anim 15389 - Witnessing Sister Catherina Being Murdered (“What just happened?”)
anim 15397 - Kicking Sister Anna Off Clock Tower
anim 15399 - Troubadour Dance
anim 15414 - Musician Beating Drum
anim 15415 - Musician Playing Instrument
anim 15417 - Look Under Bed
anim 15419 - Doing a Crazy Breakdance
anim 15424 - Troubadour Dance Emote (Emote) (e)
animGFX 15430 2028 - Give Thanks Enhanced (Emote) (e) (Holiday) (End)
anim 15431 - Sewing

animGFX 15433 2033 - Give Thanks Enhanced (Emote) (e) (Holiday) (Begin)
anim 15434 - Polypore Staff Recharge
anim 15448 - Polypore Staff Attack
anim 15456 - climb up ladder
anim 15457 - up from ladder
anim 15458 - Climb down ladder
anim 15459 - Land down
anim 15460 - Take thing?
anim 15461 - Jump Across gap
anim 15520 - Golf Clap (Emote) (LP) (e)
animGFX 15524 2195 - Divine Power (Emote) (LP) (e)
anim 15526 - Scream [Male] (Emote) (LP) (e)
anim 15527 - Scream [Female] (Emote) (LP) (e)
animGFX 15529 2197 - Infernal Power (Emote) (LP) (e)
animGFX 15530 2196 - Tornado (Emote) (LP) (e)
animGFX 15532 2191 - Lolcano [Male] (Emote) (LP) (e)
animGFX 15533 2191 - Lolcano [Female] (Emote) (LP) (e)
anim 15535 - Evil Laugh [Male] (Emote) (LP) (e)
anim 15536 - Evil Laugh [Female] (Emote) (LP) (e)
anim 15537 - Jump to Monkey Bars (Flash Powder Factory)
anim 15538 - Cross Monkey Bars (Flash Powder Factory)
anim 15539 - End Monkey Bars
anim 15540 - End crawl through obstacle
anim 15541 - Begin crawl through obstacle
anim 15542 - Jump across gears
anim 15545 - Fail obstacle
anim 15546 - Rub hands together
anim 15547 - Touch something
anim 15548 - Press button (FPF?)
anim 15549 - Check rubble (Flash Powder Factory)
anim 15552 - Charge funnel (Flash Powder Factory)
anim 15557 - Cross floor (Flash Powder Factory)
anim 15558 - Cross floor (Flash Powder Factory)
anim 15562 - Take thing up high
anim 15563 - Put thing up high
anim 15568 - Put thing
anim 15569 - Put thing
anim 15570 - Cross obstacle
anim 15571 - Cross obstacle
anim 15574 - Climb inconvenient wall
anim 15575 - Fail to crack safe
anim 15576 - listen to safe
anim 15593 - Dragon's Eye

anim 15594 - Idle
animGFX 15604 2239 - Chaotic Cookery
anim 15606 - Seated
anim 15617 - Swipe grab thing
anim 15618 - Swipe grab lower
anim 15619 - Swipe thing?
anim 15621 - Attack
anim 15622 - Attack with rubber chicken?
anim 15623 - stab lunge attack
anim 15624 - attack
anim 15633 - Hold Torch
anim 15634 - Walk with torch
anim 15635 - Wave torch
anim 15643 - Jump across obstacle
anim 15644 - Jump across short obstacle
anim 15646 - Climb thing
anim 15647 - Cover self in scare
anim 15648 - Pick torch of ground
anim 15676 - Fall into floor
anim 15677 - reach out to grab something
anim 15678 - Failing Fire Poi Circus
anim 15679 - Fire Poi
anim 15680 - Fire Poi
anim 15681 - Fire Poi
anim 15682 - Fire Poi
anim 15683 - Fire Poi Spin
anim 15684 - Fire Poi
anim 15694 - Failing Fire Breathing and Choking
anim 15696 - brush/cut arm
anim 15727 - take something
anim 15731 - brushing arm
anim 15732 - Climb Down Stairs
anim 15733 - Climb Up Stairs
anim 15742 - Climb over thing
anim 15746 - hitting/lumberjack?
anim 15756 - walk
anim 15761 - Idle
anim 15762 - Bryll Thoksdottir Idle (Dungeoneering Tutor)
anim 15763 - Marcus Everburn Idle (Firemaking Tutor)
anim 15764 - Poletax Idle (Taverly Herbalism Trainer)
anim 15765 - Climb Up Burthorpe Agility Course Wall
anim 15766 - Fishing rod
anim 15767 - Holding woman over shoulder

anim 15768 - Walking with Woman over shoulder
anim 15769 - Jump across floorboard with woman
anim 15770 - Idle?
anim 15771 - Idle?
anim 15772 - Woman being picked up?
anim 15773 - Putting the woman down?
anim 15774 - on floor in distress
anim 15775 - Seated, arms crossed
anim 15776 - Standing idle arms behind back
anim 15777 - walk head side to side
anim 15778 - Idle
anim 15780 - Sidestep obstacle walk
anim 15781 - Sidestep obstacle idle
anim 15782 - Climb Burthorpe Agility Course Obstacle Wall
anim 15790 - Pick something heavy up?
anim 15791 - Idle
anim 15792 - Seated hands on knees
anim 15793 - Standing leaning forward arms down
anim 15794 - Seated arms and legs crossed
anim 15795 - Idle
anim 15809 - Sitting in pain idle
anim 15810 - Idle
anim 15811 - Walk
anim 15812 - Stand pass gas idle?
anim 15819 - Cutting wood hard and heavy (Gone Sexual)
anim 15820 - soldier on bed in pain
anim 15821 - sitting idle
anim 15822 - Get up from lying down, drink something
anim 15823 - Take something, put it, look at it
anim 15826 - lying on side
anim 15827 - herbalist picking plant samples
anim 15828 - idle
anim 15829 - smithing idle?
anim 15830 - idle?
anim 15831 - Praying or crying on knees
anim 15832 - bronze hatchet
anim 15833 - dwarven army axe
anim 15835 - idle
anim 15836 - Lying down up high, get up to sitting
anim 15837 - Idle against wall
anim 15838 - Idle against wall (sideways)
anim 15845 - Rip Heart From Gelatinous Abomination
anim 15847 - idle?

anim 15848 - idle?
anim 15849 - idle (turned around)
anim 15850 - idle
anim 15861 - Fall over and climb back up
anim 15862 - fail agility wall obstacle
anim 15870 - fire arrow
anim 15871 - idle
anim 15874 - idle?
anim 15876 - idle?
anim 15878 - idle or look behind
anim 15883 - sitting idle
anim 15884 - sitting idle
anim 15885 - sitting idle
anim 15886 - sitting idle
anim 15887 - sitting eating idle
anim 15888 - sitting eating idle
anim 15889 - sitting eating idle
anim 15890 - sitting eating idle
anim 15901 - do thing??
anim 15902 - idle?
anim 15903 - turn to side surprised
anim 15905 - tie rope to something
anim 15907 - crying
anim 15911 - Climb up stairs
anim 15912 - Climb down stairs
anim 15913 - woodcutting
anim 15914 - punch
anim 15922 - Climb Ladder in Pikkupstix House
animGFX 15924 2814 - Pikkupstix Enchants Quest Items
anim 15925 - idle
anim 15926 - give items
anim 15937 - making pie crust
anim 15943 - cutting stone fish
anim 15946 - Alfred Stonemason Idle (Taverly Construction Tutor)
anim 15947 - Idle
anim 15948 - Smithing idle (choppy)
anim 15949 - Fire arrow (glitchy)
anim 15950 - stand idle?
anim 15952 - Get sword
anim 15953 - Give sword
anim 15955 - Hammer
anim 15956 - Walking towards slow steps at a time
anim 15958 - Walk stance

anim 15959 - Walk stance
anim 15960 - Look side stance
anim 15961 - Look side
anim 15962 - look around
anim 15963 - Look to side and get thrown back
anim 15964 - look to side and get thrown
anim 15965 - turn to look to side, nod, look
anim 15966 - standing pointing
anim 15967 - Stand lift arm out high to point
anim 15970 - Turn around
anim 15973 - Walk, look
anim 15974 - Run to action/run away
anim 15975 - Lift sword up proud
anim 15976 - point then do confused twist
anim 15977 - hand on hip (glitchy)
anim 15978 - look around
anim 15979 - arms crossed
anim 15980 - look
anim 15981 - look behind you
anim 15982 - look holding sword
anim 15983 - running with bronze sword
anim 15987 - Arm Injured and coughing
anim 15988 - Walking hurt arm
anim 15989 - standing hurt arm coughing
anim 15990 - walking with hurt arm
anim 15991 - enter stage (cutscene piece)
anim 15995 - Hit with bronze pickaxe
anim 15996 - Iron pickaxe
anim 15997 - Steel pickaxe
anim 15998 - Mithril pickaxe
anim 15999 - Adamant pickaxe
anim 16000 - Rune pickaxe
anim 16001 - Dragon pickaxe
anim 16002 - Inferno adze
anim 16003 - Sacred Clay Pickaxe
anim 16004 - Dwarven Army Axe
anim 16005 - Kaqemeex Idle
anim 16006 - Kaqemeex Walk
anim 16007 - Punch
anim 16008 - Defend
anim 16009 - hands on hip, look bossy
anim 16016 - Jump down thing
anim 16021 - Jump down stomach first

anim 16025 - Side step past obstacle
anim 16031 - Climb up
anim 16032 - Fiddling with thing then giving/using it
anim 16033 - Idle?
anim 16034 - Lying on back
anim 16035 - Sitting injured
anim 16036 - on back
anim 16037 - on back
anim 16038 - on side
anim 16039 - on back
anim 16040 - on back
anim 16041 - on back
anim 16042 - on back
anim 16046 - Crouching
anim 16047 - Crouching and Signalling Soldiers (Death Plateau)
anim 16048 - Crouching
anim 16049 - Get up from crouching to fire arrow
anim 16050 - Firing arrow troll ambush
anim 16051 - Standing after troll ambush
anim 16052 - Sneaky hunched walk
anim 16063 - Cheering After Successful Troll Ambush
anim 16064 - Crouching and Waiting, Looking to the Side (Death Plateau)
anim 16065 - Crouching and Waiting, Swaying (Death Plateau)
anim 16066 - Crouching and Waiting, Swaying + Eating (Death Plateau)
anim 16067 - Keenblade Special Attack
anim 16068 - Looking at watch?
anim 16069 - Burthorpe Monkey Bars (Begin)
anim 16070 - Burthorpe Monkey Bars (end)
anim 16071 - Monkey bars
anim 16075 - Hit floor golden hammer
anim 16076 - Hit floor SC hammer
anim 16077 - Hit floor SC hammer
anim 16205 - Banana?
anim 16250 - Giving Ket-Yit'tal's TokKul
anim 16254 - Giving Tokhaar Hok Firecape Sacrifice for Fight Kiln
anim 16267 - Attack
anim 16268 - Attack
anim 16269 - Attack
anim 16270 - Attack
anim 16273 - Punch
anim 16274 - Two fist punch
anim 16276 - punch twice?
anim 16278 - hit with fist

anim 16280 - hit up high
anim 16281 - both fists together
anim 16282 - swipes?
anim 16283 - attack
anim 16285 - attack?
anim 16286 - attack?
anim 16287 - attack?
anim 16288 - attack?
anim 16289 - attack
anim 16290 - jump attack
anim 16291 - attack
anim 16293 - attack with both fists
anim 16294 - attack?
anim 16295 - attack?
anim 16297 - jump kick
anim 16298 - attack
anim 16299 - attack
anim 16300 - attack?
anim 16303 - Sword attack
anim 16305 - Sword attack
anim 16306 - Sword Attack
anim 16307 - Defend
anim 16308 - Dwarven Army Axe
anim 16322 - Cover face in shock
anim 16330 - cross obstacle
anim 16331 - Cross obstacle and slip
anim 16332 - fall on back
anim 16333 - on back
anim 16334 - get off back
anim 16335 - sitting
anim 16336 - idle
anim 16338 - walking with one hand on head
anim 16339 - flail attack?
anim 16340 - defend
anim 16341 - run
anim 16342 - back walk
anim 16343 - idle
anim 16344 - idle
anim 16345 - idle
anim 16346 - walk
anim 16347 - run
anim 16348 - punch
anim 16349 - defend

anim 16350 - idle
anim 16351 - idle
anim 16352 - idle
anim 16353 - walk backwards
anim 16354 - walk
anim 16355 - run
anim 16356 - climb up over thing
anim 16357 - fire bow
anim 16371 - climb thing and walk down it
anim 16372 - climb up thing
animGFX 16373 3009 - ROFLCopter (male) (emote) (e) (LP)
animGFX 16374 3009 - ROFLCopter (female) (emote) (e) (LP)
animGFX 16376 3011 - Nature's Might (emote) (e) (LP)
animGFX 16380 3013 3016 - Werewolf Transformation (emote) (e) (LP)
animGFX 16382 3014 - Inner Power (emote) (e) (LP)
anim 16384 - Activate Lodestone
animGFX 16385 3017 - Standard Home Teleport
animGFX 16386 3018 - Land on Lodestone
anim 16393 - Get off Lodestone
anim 16402 - Fletch Bloodwood Logs
animGFX 16409 3028 - Morytania Legs Ectofuntus Teleport (t-l)
animGFX 16410 3029 - Morytania Legs Ectofuntus Teleport (t-a)
anim 16414 - Run With Weapon
anim 16415 - Saradomin Godsword Spec
anim 16417 - Bandos Godsword Spec
anim 16418 - Armadyl Godsword Spec
anim 16428 - Hit by Eggsterminator
anim 16429 - Egg on Face Mask
anim 16438 - Fire Eggsterminator
anim 16444 - RuneCrafting bind
anim 16445 - RuneCrafting bind (end)
anim 16446 - Air Battlestaff
anim 16447 - Earth Battlestaff
anim 16448 - Water battlestaff
anim 16449 - Fire Battlestaff
anim 16450 - Armadyl Battlestaff
anim 16451 - Sit on floor
anim 16452 - Sit on floor, wipe face
anim 16453 - Stand hands on hip
anim 16454 - Swag walk
anim 16455 - Punch
anim 16456 - Walk
anim 16457 - Run

anim 16458 - Walk
anim 16459 - Run
anim 16460 - Walk
anim 16461 - Walk
anim 16462 - Run
anim 16463 - Run
anim 16464 - Walk
anim 16465 - Walk
anim 16466 - Hitting
anim 16467 - Float and freeze frame
anim 16468 - Unfreeze and land
anim 16469 - Speak into wrist watch?
anim 16470 - Speak into wrist watch
anim 16471 - Hearty laugh?
anim 16472 - Death
anim 16473 - Standing arms across facing opposite ways
anim 16474 - Walking arms crossed (Moia Fremennik Saga)
anim 16475 - Speak into wrist watch?
anim 16476 - Death
anim 16478 - Duck head
anim 16479 - floatingish?
anim 16480 - Idle
anim 16481 - Speak into wrist watch
anim 16482 - Walk
anim 16483 - Walk
anim 16484 - Moia speaking into communicator (Fremennik Saga)
anim 16485 - hit
anim 16486 - Moia grab memory?
anim 16487 - memory grab?
anim 16488 - Speak into communicator
anim 16489 - on knees on ground covering face
anim 16490 - step back look down
anim 16491 - punch then freeze frame
anim 16492 - Speak into communicator
anim 16493 - punch
anim 16494 - gesture like “what”
anim 16495 - Hands on hip laughing, cleaning shoulder
anim 16507 - Life something into air to show it off then put in pocket
anim 16508 - head bang?
anim 16509 - Dejected
anim 16510 - Dejected
anim 16511 - hand out taking something?
anim 16512 - hand out taking something?

anim 16513 - hand out
anim 16514 - disappear
anim 16515 - cross arms
anim 16516 - uncross arms
anim 16517 - sad.weak
anim 16518 - uncross arms
anim 16519 - appear hands out - conquest minigame scout animation
anim 16520 - hands out
anim 16521 - disappear
anim 16522 - put hand back in
anim 16523 - appear touch
anim 16524 - hand out
anim 16525 - disappear
anim 16526 - appear
anim 16527 - get dejected
anim 16528 - get dejected
anim 16529 - mind being prodded?
anim 16530 - uncross arms
anim 16531 - speak in both wrists
anim 16536 - hit and think
anim 16538 - step back pull and growl
anim 16541 - headbang
anim 16542 - Thok punch
anim 16543 - Thok Run
anim 16544 - Step back (loop)
anim 16545 - Jump back
anim 16546 - on floor face down
anim 16550 - take thing out of pocket
anim 16552 - put thing back in pocket
anim 16553 - speak into communicator?
anim 16554 - speak into communicator?
anim 16555 - Speaking into communication
anim 16556 - Put communicator away
anim 16557 - take out communicator
anim 16558 - speak into communicator
anim 16559 - put communicator away
anim 16560 - put communicator away
anim 16561 - speaking in communicator
anim 16562 - take out communicator
animGFX 16596 3062 - RuneSpan Siphon
animGFX 16596 3071 - RuneSpan Siphon
anim 16599 - End Siphon
animGFX 16635 3086 - Missile platform

anim 16637 - Climb down bone ladder
anim 16638 - Climb up ladder
anim 16639 - Climb down ladder
anim 16640 - Climb up bone ladder
animGFX 16645 3079 - Cross Skeletal RuneSpan platform
animGFX 16645 3081 - Cross RuneSpan platform
animGFX 16646 3072 - Cross Earth RuneSpan platform
animGFX 16646 3074 - Cross Flesh RuneSpan platform
animGFX 16646 3076 - Cross Ice RuneSpan platform
anim 16651 - End cloud platform
animGFX 16652 3084 - Cloud platform
animGFX 16653 3084 - Cloud Platform
animGFX 16654 3082 - Start Cloud Platform
animGFX 16662 3090 3091 - Greater Conjuraction Platform
animGFX 16662 3090 3091 - Lesser Conjuraction Platform
anim 16668 - Climb up Vine Ladder
anim 16669 - Come down Vine Ladder
animGFX 16672 3087 - End Missile Platform
anim 16674 - Climb up ladder
anim 16675 - Climb down ladder
animGFX 16681 3094 - Mist Platform (begin)
animGFX 16684 3093- Mist Platform (land)
animGFX 16685 3095 - Comet Platform (begin)
animGFX 16686 3096 - Comet Platform (end)
anim 16698 - Burnt hand
anim 16699 - Put log on Bonfire
anim 16700 - Light Tinderbox
anim 16701 - Stoke Fire
anim 16702 - End stoke fire
anim 16703 - Put log on bonfire
anim 16705 - Burnt hand
anim 16710 - frozen step frame
anim 16711 - frozen walk frame
anim 16713 - Sitting/lying on ground
anim 16724 - falling
anim 16725 - On hands and knees
anim 16726 - Flying/falling headfirst
anim 16727 - Defensive stand (cutscene)
anim 16734 - Slow motion
anim 16735 - Slow mo cutscene
anim 16750 - Touch wall
anim 16752 - Teleport
anim 16754 - Teleport

anim 16757 - Put something in pocket
anim 16772 - On floor in pain
anim 16773 - Try to get up but collapse again
anim 16801 - Hit
anim 16802 - Hit
anim 16804 - Running to jump in QBD Chasm
anim 16805 - Jumping into QGD Chasm
anim 16828 - Raptor Jumping into chasm
anim 16829 - Lured soul into chasm
anim 16832 - Restless sleep
anim 16833 - Restless sleep twitch
anim 16836 - Fire Coral Crossbow
anim 16838 - Fletch royal bolts?
anim 16853 - Remora's Cutscene Necklace
anim 16870 - Brandish Royal Crossbow
anim 16872 - Hands together standing
anim 16873 - Hands together standing
anim 16874 - Hands together standing
anim 16875 - brush while hands together standing
anim 16876 - Get up from seat
anim 16877 - Sit down
anim 16878 - Seated
animGFX 16913 3175 - Celebrate (emote) (e)
anim 16915 - Diamond Jubilee Crown (e)
anim 16916 - Diamond Scepter (e)
anim 16917 - Diamond Jubilee crown
anim 16925 - Clap, drink, celebrate
anim 16926 - Clap, drink, celebrate
anim 16927 - Drink, celebrate, clap
anim 16928 - Celebrate, clap, drink
anim 16929 - Fire royal crossbow
anim 16932 - Big fish
anim 16933 - Catching big fish (fish flingers)
anim 16935 - Cast
anim 16940 - Put log on fire
animGFX 16959 3192 - Fire arrows into the air
anim 16960 - Wave and catch
anim 16961 - Hit strong
anim 16962 - Remove sword
anim 16963 - Arm out
animGFX 16964 3193 - Crucible "Supreme Champion"
anim 16979 - Look and signal
anim 16985 - Cheer

anim 16986 - Cheer
anim 16987 - Cheer
anim 17006 - Holding big thing
anim 17023 - Sidestep obstacle
anim 17024 - Sidestep obstacle
animGFX 17025 3204 - Ripping curtains
anim 17027 - Pull dragon head off wall
anim 17029 - Set up tripwire
anim 17031 - Set up obstacle
anim 17032 - Walk over tripwire
anim 17064 - Tying up girl
anim 17072 - Slayer Battle Cry (s) (SGS)
animGFX 17074 3215 - Assassin Home Teleport (t)
animGFX 17075 3215 - Assassin Home Teleport (t) (SGS)
animGFX 17076 3226 - Break Wind Emote (emote) (e) (SGS)
animGFX 17077 3219 - Gravedigger emote (e) (SGS)
anim 17079 - Breakdance Emote (e) (SGS)
animGFX 17080 3220 - Frog Transformation (e) (SGS)
anim 17081 - Frog Transformation End (Unused)
anim 17083 - Headbutt Mining (s) (SGS)
anim 17084 - Deep Sea Fishing (s) (SGS)
anim [17085-17096] - Lumberjack Woodcutting (s) (SGS)
animGFX 17097 3216 - Enhanced Potion making [Smoke] (s) (SGS)
animGFX 17097 3217 - Enhanced Potion making [Bubbles] (s) (SGS)
animGFX 17097 3218 - Enhanced Potion making [Color] (s) (SGS)
animGFX 17099 3214 - Enhanced High Alchemy (s) (SGS)
animGFX 17101 3221 - Backflip Emote (e) (SGS)
animGFX 17103 3222 - Mahjarrat Transformation (e) (SGS)
animGFX 17106 3223 - Pegasus Teleport (t) (SGS)
animGFX 17108 3224 3225 - Demon Teleport (t) (SGS)
anim 17111 - Wipe sweat off face
anim 17112 - Stand with hands on hips
anim 17113 - Nod (e)
anim 17114 - Twirl (e)
anim 17115 - Cheer (e)
anim 17116 - Wave (e)
anim 17117 - Yawn (e)
animGFX 17118 3227 - Veteran's Cape [10 Years] (e)
anim [17122-17132] - Dungeoneering Lumberjack (s) (SGS)
anim 17133 - Fall over to the side
animGFX 17135 3248 - Gold Torch (i) (e)
animGFX 17136 3247 - Silver Torch (i) (e)
animGFX 17137 3246 - Bronze Torch (i) (e)

anim 17142 - Trip over cheese
anim 17144 - Climb on winner's podium and cheer
anim 17145 - Twirl around exercise
anim 17162 - Kick in disappointment
anim 17163 - Mexican Wave (emote) (e)
anim 17164 - Climb on winner's podium and cheer
anim 17165 - Climb on winner's podium and wave
anim 17166 - Sportsman (emote) (e)
anim 17176 - Climb on podium and wave (frag)
anim 17177 - Waving on podium
anim 17178 - Get off from waving on podium
anim 17179 - Get on podium and cheer (frag)
anim 17180 - Cheering on podium.
anim 17181 - Get off from cheering on podium
anim 17182 - Get on podium and cheer (frag)
anim 17183 - Cheer on podium
anim 17184 - Get off from cheering on podium
animGFX 17186 3252 - Kick Sand (emote) (e) (SGS)
anim 17187 - Kick Sand [Laughing at other player] (emote) (e) (SGS)
animGFX 17189 3253 - Crab Transformation (emote) (e) (SGS)
animGFX 17191 3254 - Gnome Air Teleport (t) (SGS)
anim 17193 - Throw Water Balloon
anim 17196 - Kick Beach Ball
anim 17202 - Eating from Ice Cream hat
anim 17203 - Kick Beach Ball
anim 17204 - Kick Beach Ball
anim 17206 - Running with water balloon
anim 17207 - Walking with water balloon
anim 17208 - Attack
anim 17209 - Attack
animGFX 17211 3257 - Sunbathe Emote (e) (SoF)
animGFX 17212 3257 - Sunbathe Emote (e) (SoF)
animGFX 17213 3257 - Sunbathe Emote (e) (SoF)
anim 17226 - Larry Waddle Walk
anim 17233 - Larry Holding egg
anim 17234 - Larry Waddle with egg
anim 17239 - Levitate Circus Thieving Performance
anim 17243 - Rabbit from Hat Circus Thieving Performance
anim 17244 - Flowers from Sleeve Circus Thieving Performance
animGFX 17245 3258 - Water Tank Escape Circus Thieving Performance
anim 17247 - Cards from Sleeve Circus Thieving Performance
anim 17248 - Fail Circus Thieving Performance

anim 17249 - fire axe
anim 17250 - fire axe
anim 17251 - Stretching knee out?
anim 17274 - get off ground
animGFX 17279 3270 - Summoning Clan Avatar
anim 17298 - Pick Protea Flower
animGFX 17299 3300 - Karate Chop Fletching (s) (SGS)
anim 17301 - Entering Zen Resting (r) (SGS)
anim 17302 - Zen Resting (Resting) (r) [Render anim: 2591]
anim 17303 - Exiting Zen Resting (r) (SGS)
animGFX 17304 3301 - Roundhouse Woodcutting (s) (SGS)
animGFX 17306 3302 3303 - Skyjump Short Teleport (t-l) (SGS)
animGFX 17309 3305 - Ironfist Smithing (s) (SGS)
animGFX 17310 3304 - Chi Blast Mining (s) (SGS)
animGFX 17314 3306 - Samurai Cooking (s) (SGS)
animGFX 17317 3311 3309 3310 - Sky Jump Teleport (ht) (SGS)
anim 17321 - Grab moth
anim 17322 - Grab moth
anim 17329 - Moth jar
anim 17331 - Catch moth
anim 17332 - Attempt to catch moth
animGFX 17333 3312 - Empty Soporith Moth Jar (Big Chinchompa)
anim 17454 - Jump Zamorak GWD Bridge
anim 17455 - Idle slightly up/down
anim 17513 - Gudrun Hugging Dororan (Gunnar's Ground)
anim 17519 - Fire axe
anim 17520 - fire axe
anim 17521 - fire axe
anim 17522 - Botany Bay
animGFX 17523 3396 - Botany Bay Dragon Death
anim 17525 - Shake Pitchfork
anim 17526 - Shake Pitchfork
anim 17527 - Shake Golden Pitchfork
anim 17528 - Shake Golden Pitchfork
anim 17530 - Bot Wyrn Death
animGFX 17532 3397 3398 - Divine Bot Death
anim 17537 - Bot arrive at trial
anim 17540 - Bot quick pose
animGFX 17542 3402 - Bot crushed by Dragon Claw
animGFX 17544 3403 - Botany Bay Bot picked up By Dragon Claw
anim 17550 - Foot stuck in sand
anim 17551 - Stuck in sand
anim 17552 - Stuck in sand

anim 17553 - Stuck in sand
anim 17554 - Stuck in sand
anim 17555 - Stuck in sand
anim 17556 - Stuck in sand (only head remains)
anim 17557 - Stuck in sand (only head remains)
anim 17558 - Swallowed by sand
anim 17573 - Jump out of sand
anim 17574 - Jump out of sand
anim 17575 - Slowly rise out of sand and point
anim 17576 - climb down
anim 17584 - look around caught
anim 17585 - look around caught
anim 17595 - stealthy
anim 17605 - sneaky walk
anim 17606 - look around caught
anim 17607 - look around caught cape waving
anim 17608 - climb up cliff/wall
anim 17609 - swing monkey bars
anim 17618 - Lean forward and Grab thing
anim 17619 - look away, covering face with arm
anim 17620 - Swing Across Wooden Frame (Stolen Hearts)
anim 17621 - Jump From Scaffold (Stolen Hearts)
anim 17622 - tremble in fear
anim 17623 - hold Diamond heart
anim 17624 - walk with diamond heart
anim 17630 - Leela Idle holding crossbow
anim 17631 - Throw diamond heart
anim 17632 - Inspect diamond heart
anim 17633 - Skulls Mercenary Stolen Hearts Cutscene
anim 17634 - Khnum Realizes He's Been Followed
anim 17635 - stand cautiously then do thing?
anim 17636 - fire bow across gap and tie rope
anim 17637 - swing across rope
anim 17638 - Bound on Awning (Stolen Hearts)
anim 17639 - Climbing up Brickwork (Stolen Hearts)
anim 17640 - Breaking into Skylight (Stolen Hearts)
anim 17641 - jump off roof into haystack
anim 17642 - jump gap
anim 17643 - Climb Ladder in Al Kharid Crafting Store (Stolen Hearts)
anim 17644 - Climb Outdoor Rooftop Al Kharid Ladder (Stolen Hearts)
anim 17645 - Slide Down Al Kharid Awning (Stolen Hearts)
anim 17646 - Walk Across Washing Line (Stolen Hearts)
anim 17647 - Ozan stand holding bow

anim 17648 - Walk Across Al Kharid Rooftop Plank (Stolen Hearts)
anim 17680 - Walk Across Planks Above Al Kharid Arch (Stolen Hearts)
anim 17681 - Climb Down Rug (Stolen Hearts)
anim 17686 - Listening in on palace
anim 17687 - stand
anim 17688 - Stealth walk
anim 17689 - Stealth walk
anim 17690 - Leela Lowers Her Crossbow
anim 17691 - Listening in on palace
anim 17694 - Ozan putting bow down
anim 17695 - Ozan Drawing Bow
anim 17698 - Stand leaning against wall arms crossed
anim 17707 - bend down do thing
anim 17709 - stand back fire bolt (loop)
anim 17710 - spazzy attack
anim 17711 - Both hand attack
anim 17712 - swipe with hand attack
anim 17713 - stab attack
anim 17715 - cover head with hands
anim 17718 - crouched pose head facing down
anim 17719 - sitting down, one hand out, one hand on back
anim 17720 - sitting down, one hand out, one hand on back
anim 17736 - Skulls Mercenary Succumbs to Lady Keli's Spell, then Turns Around
anim 17739 - Glitchy possessed
anim 17740 - Walk
anim 17741 - Mercenary Joe Succumbs to Lady Keli's Spell, then Turns Around
anim 17743 - Mercenary Joe Runs During Stolen Hearts Cutscene
anim 17744 - Skulls Mercenary Runs During Stolen Hearts Cutscene
anim 17746 - Skulls Mercenary Possessed
anim 17747 - Skulls Mercenary Possessed
anim 17750 - bent slightly arm to defend
anim 17751 - defensive stance
anim 17752 - look cautious (glitch loop)
anim 17753 - look cautious (glitch loop)
anim 17754 - Stand on Guard
anim 17761 - Stand on Guard Stolen Hearts Cutscene
anim 17762 - Ozan Stand on Guard Stolen Hearts Cutscene
anim 17763 - Stealth stand
anim 17764 - Look side to side holding Diamond Heart
animGFX 17768 3425 - Soul Phylactery (Fate Card)
anim 17775 - Pushy push push
animGFX 17797 3444 - Rocket Teleport (ht) (SGS)
anim 17799 - Robot Dance (emote) (e) (SGS)

animGFX 17801 3446 - Thruster Stomp (emote) (e) (SGS)
anim 17803 - use Chaos Tunnels Portal
anim 17808 - Hey woah there (hands in front of player as if to gesture for personal space)
anim 17810 - Jump into obstacle (Karamja dungeon?)
anim 17811 - Crawl through crevice in Rellekka slayer dungeon
anim 17816 - Standing with Arms Behind Back During End Cutscene (What's Mine Is Yours)
anim 17817 - Clapping then Shaking Doric's Hand What's Mine Is Yours
anim 17828 - Clapping During End Cutscene (What's Mine Is Yours)
anim 17829 - Clapping During End Cutscene (What's Mine Is Yours)
anim 17841 - Hide Behind Rock and Spy on Dwarf and Wizard (What's Mine is Yours)
animGFX 17843 3448 - Give Black Axe (What's Mine Is Yours)
anim 17853 - Dark Wizard Elijah Places Trap on Ore (with tile gfx 3449)
anim 17857 - Fall Over Onto Back
anim 17858 - VERY Stuttery animation
anim 17879 - Stumble and fall down
anim 17880 - Jump down and roll
animGFX 17893 3455 - Merge/Meld into Light Creature
animGFX 17894 3456 - Exit Light Creature
anim 17897 - fall down face first
anim 17909 - craft thing
anim 17946 - idle, look to side talk
animGFX 17947 3918 - Blast mining (s)
animGFX 17948 3457 - Explosive Woodcutting
animGFX 17952 3458 - Explosive Alchemy
animGFX 17953 3459 - Depth Charge Fishing
animGFX 17955 3460 - Explosive Firemaking
anim 17957 - Big hit attack to the ground
animGFX 17958 3462 - Lightning Staff Emote
anim 17961 - SGS Godsword spec?
anim 17964 - ZGS Spec?
anim 17970 - 1H Melee Weapon Idle (Combat) (DR-2687)
anim 17971 - 1H Melee Weapon Walk (Combat) (DR-2687)
anim 17972 - 1H Melee Weapon Run (Combat) (DR-2687)
anim 17973 - Run Holding Whip (Combat) (DR-2694)
anim 17974 - Walk
anim 17975 - stand holding weapon in combat
anim 17976 - walk holding weapon in combat
anim 17977 - run holding weapon in combat
anim 17978 - Stand holding weapon (spear?)
anim 17979 - Walk holding weapon
anim 17980 - run holding weapon
anim 17981 - Idle Holding 2H Sword (Combat) (DR-2692)
anim 17982 - Walk Holding 2H Sword (Combat) (DR-2692)

anim 17983 - Run Holding 2H Sword (Combat) (DR-2692)
anim 17984 - Death Holding Stomach
anim 17985 - Death Falling To the Side
anim 17986 - Death trying to eat?
anim 17987 - Stand holding weapon
anim 17988 - Walk holding weapon
anim 17989 - Run holding weapon
anim 17990 - Stand holding weapon
anim 17991 - Death turning around and dying on back
anim 17992 - Walk holding weapon
anim 17993 - Run holding weapon
anim 17994 - Walk Holding Whip (Combat) (DR-2694)
anim 17995 - Idle Holding Whip (Combat) (DR-2694)
anim 17996 - Idle Holding 2H Sword (DR-2695)
anim 17997 - Walk Holding 2H Sword (DR-2695)
anim 17998 - Run Holding 2H Sword (DR-2695)
anim 17999 - Death Falling on Face
anim 18000 - Drink potion
anim 18001 - Eat Food
anim 18002 - Eat Food in Combat
anim 18003 - Drink Potion in Combat
anim 18004 - Lift left hand up teleport
anim 18005 - Teleport land in combat
anim 18006 - Lift left hand up teleport
anim 18007 - Teleport land
anim 18008 - Bury Bones
anim 18009 - Bury Bones (In Combat)
anim 18010 - Activate Prayer (During Combat)
anim 18011 - Combat Stance Walk Unarmed (DR-2688)
anim 18012 - Combat Stance Idle Unarmed (DR-2688)
anim 18013 - Combat Run Unarmed (DR-2688)
anim 18014 - Drink potion holding weapon
anim 18015 - 1H Melee Weapon Idle (DR-2698)
anim 18016 - 1H Melee Weapon Walk (DR-2698)
anim 18017 - 1H Melee Weapon Run (DR-2698)
anim 18018 - Activate Prayer (Outside Combat)
anim 18019 - stand
anim 18020 - walk
anim 18021 - run
anim 18022 - stand
anim 18023 - stand
anim 18024 - walk
anim 18025 - Exit Combat Stance (1H Melee)

anim 18026 - Exit Combat Stance (Staff)
anim 18027 - Unsheathe
anim 18028 - Unsheathe
anim 18029 - Flash bomb tele?
anim 18030 - Flash bomb tele?
anim 18031 - Leave combat?
anim 18032 - Exit Combat Stance (Shortbow)
anim 18033 - Exit Combat Stance (2H Sword)
anim 18034 - Exit Combat Stance (Whip)
anim 18035 - Stand holding weapon
anim 18036 - run holding weapon
anim 18037 - Walk holding weapon
anim 18038 - stand
anim 18039 - run
anim 18040 - walk
anim 18041 - stand
anim 18042 - run
anim 18043 - walk
anim 18044 - walk
anim 18045 - walk
anim 18046 - stand
anim 18047 - walk
anim 18048 - stand
anim 18049 - Stand
anim 18050 - stand
anim 18051 - run
anim 18052 - run
anim 18053 - walk
anim 18054 - walk
anim 18055 - Dualweild or Shield Idle (DR-2701)
anim 18056 - stand
anim 18057 - Dualweild or Shield Walk (DR-2701)
anim 18058 - walk
anim 18059 - Dualweild or Shield Run (DR-2701)
anim 18060 - run
anim 18061 - stand
anim 18062 - stand
anim 18063 - walk
anim 18064 - walk
anim 18065 - run
anim 18066 - run
anim 18067 - place hands together combat stance

anim 18068 - place hands together outside combat
anim 18069 - Anticipate Ability
anim 18070 - Freedom Ability
anim 18071 - freedom?
anim 18072 - freedom?
anim 18073 - freedom?
anim 18074 - Debilitate Ability (1H Melee and Shield)
anim 18075 - Kick
anim 18076 - Kick
anim 18077 - Kick
anim 18078 - Kick
anim 18079 - Kick
anim 18080 - Bash Ability
anim 18081 - Resonance Ability (1H Weapon and Shield)
animGFX 18081 3615 - Reflect Ability (1H Weapon and Shield)
animGFX 18082 3617 - Rejuvenate Ability (1H Melee and Shield)
anim 18083 - Rejuvenate
anim 18084 - Rejuvenate
anim 18085 - Rejuvenate
anim 18086 - Rejuvenate
anim 18087 - Rejuvenate
anim 18088 - Freedom (Magic 2h)
anim 18089 - freedom?
anim 18091 - barricade
anim 18092 - Anticipate
anim 18093 - Anticipate
anim 18094 - Anticipate (Magic 2h)
anim 18095 - Anticipate
anim 18096 - Anticipate
animGFX 18098 3616 - Revenge Ability (1H Melee and Shield)
anim 18099 - Shield ability (Revenge or Reflect)
anim 18100 - Shield ability (Revenge or Reflect)
anim 18101 - Shield ability (Revenge or Reflect)
anim 18102 - Shield ability (Revenge or Reflect)
anim 18103 - Shield ability (Revenge or Reflect)
animGFX 18106 3614 - Preparation Ability
anim 18107 - Shield ability
anim 18117 - Immortality Resurrection
animGFX 18119 3631 3630 - Immortality Resurrection (Ultimate)
anim 18120 - Immortality Resurrection
anim 18121 - Immortality Resurrection
anim 18122 - Immortality Resurrection
anim 18123 - Immortality Resurrection

animGFX 18124 3623 3624 - Casting Immortality Ability (1H Melee and Shield)
anim 18125 - Shield Ability
anim 18126 - Shield Ability
anim 18127 - Shield Ability
anim 18128 - Shield Ability
anim 18129 - Shield Ability
anim 18130 - Provoke (1H Melee and Shield)
anim 18131 - Provoke
anim 18132 - Provoke
anim 18133 - Provoke
anim 18134 - Provoke
anim 18135 - Provoke
anim 18136 - Provoke
anim 18142 - Melee Ability
anim 18143 - Melee Ability
anim 18144 - Sever Ability (1H Melee)
anim 18145 - Melee Ability
anim 18146 - Melee Ability
anim 18147 - Melee Ability
animGFX 18148 4578 - Melee Ability
anim 18149 - Melee Ability
anim 18150 - Melee Ability
anim 18151 - Melee Ability
anim 18152 - Melee Ability
anim 18153 - Melee Ability
anim 18154 - Melee Ability
animGFX 18155 4579 - Slice (1H Whip)
animGFX 18156 4580 - Slice (2H Maul)
anim 18157 - Melee Ability
animGFX 18158 4582 - Slice (2H Sword)
anim 18159 - Smash (2H Sword)
animGFX 18160 4583 - Slaughter (1H Sword)
anim 18161 - Melee Ability
animGFX 18162 4584 - Slaughter (2H Maul)
animGFX 18163 4585 - Slaughter (2H Spear)
animGFX 18164 4586 - Slaughter (2H Sword)
animGFX 18165 3582 - Hurricane (2H Sword)
animGFX 18167 4575 - Backhand (2H Maul)
animGFX 18168 4576 - Backhand (2H Spear)
animGFX 18169 4577 - Backhand (2H Sword)
anim 18170 - Smash (2H Maul)
anim 18171 - Smash (2H Spear)
animGFX 18175 3583 - Meteor Strike (2H Sword)

animGFX 18177 3585 - Overpower (2H Spear)
animGFX 18178 3586 - Overpower (2H Maul)
anim 18179 - Overpower
animGFX 18180 3587 - Overpower (2H Sword)
animGFX 18185 3582 - Hurricane (2H Spear)
animGFX 18186 3582 - Hurricane (2H Maul)
anim 18187 - Melee Ability
anim 18188 - Melee Ability
anim 18189 - Melee Ability
anim 18190 - Sever Ability (2H Sword)
anim 18191 - Dismember (2H Spear)
anim 18192 - Melee Ability
animGFX 18593 3581 - Dismember (2H Sword)
anim 18594 - Dismember (2H Maul)
anim 18197 - Slice (2H Spear)
animGFX 18198 3583 - Meteor Strike (2H Maul)
animGFX 18199 3583 - Meteor Strike (2H Spear)
anim 18202 - Melee Ability
anim 18203 - Melee Ability
anim 18204 - Melee Ability
anim 18205 - Momentum
anim 18208 - Momentum
anim 18209 - Momentum
anim 18213 - Momentum
anim 18221 - Auto Attack 1H Mace
anim 18222 - Attack
anim 18223 - Attack
anim 18224 - Auto Attack Unarmed (Punch)
anim 18225 - Auto Attack Dagger (Stab)
anim 18226 - Auto Attack 1H Sword
anim 18227 - Attack
anim 18228 - Attack
anim 18229 - Ranged Attack
anim 18230 - Ranged Attack
anim 18231 - Ranged Attack
anim 18232 - Ranged Attack
anim 18233 - Ranged Attack
anim 18234 - Ranged Attack
anim 18235 - Attack
anim 18236 - Attack
anim 18237 - Fire Shortbow
anim 18238 - Attack
anim 18239 - Attack

anim 18240 - Attack
anim 18241 - Attack
anim 18242 - Auto Attack (Whip)
anim 18243 - Attack
anim 18244 - Attack
anim 18245 - Attack
anim 18246 - Attack
anim 18247 - Attack
anim 18248 - Attack
anim 18249 - Cast Spell
animGFX 18250 3601 - Cast Air Strike (One Handed)
animGFX 18251 102 - Cast Confuse Spell (One Handed)
animGFX 18252 3605 - Cast Water Strike (One Handed)
animGFX 18253 3603 - Cast Earth Strike (One Handed)
animGFX 18254 105 - Cast Weaken (One Handed)
animGFX 18255 3607 - Cast Fire Strike (One Handed)
animGFX 18256 3601 - Cast Air Bolt (One Handed)
animGFX 18257 108 - Cast Curse (One Handed)
animGFX 18258 177 - Cast Bind (One Handed)
animGFX 18259 3605 - Cast Water Bolt (One Handed)
animGFX 18260 3603 - Cast Earth Bolt (One Handed)
animGFX 18261 3607 - Cast Fire Bolt (One Handed)
animGFX 18262 3601 - Cast Air Blast (One Handed)
animGFX 18263 3605 - Cast Water Blast (One Handed)
animGFX 18264 177 - Cast Snare (One Handed)
anim 18265 - Cast Slayer Dart (One Handed)
animGFX 18266 3603 - Cast Earth Blast (One Handed)
animGFX 18267 3607 - Cast Fire Blast (One Handed)
animGFX 18268 3601 - Cast Divine Storm (One Handed)
animGFX 18269 3601 - Cast Air Wave (One Handed)
animGFX 18270 3605 - Cast Water Wave (One Handed)
animGFX 18271 167 - Cast Vulnerability (One Handed)
animGFX 18272 3603 - Cast Earth Wave (One Handed)
animGFX 18273 170 - Cast Enfeeble (One Handed)
animGFX 18274 3607 - Cast Fire Wave (One Handed)
animGFX 18275 3601 - Cast Storm of Armadyl (One Handed)
animGFX 18276 177 - Cast Entangle (One Handed)
animGFX 18277 173 - Cast Stagger (One Handed)
animGFX 18278 3601 - Cast Air Surge (One Handed)
animGFX 18279 3605 - Cast Water Surge (One Handed)
animGFX 18280 3603 - Cast Earth Surge (One Handed)
animGFX 18281 3607 - Cast Fire Surge (One Handed)

anim 18282 - Cast Spell
anim 18283 - Cast Spell
anim 18284 - Cast Spell
anim 18285 - Cast Spell
anim 18286 - Cast Spell
anim 18287 - Cast Spell
anim 18288 - Cast Spell
anim 18289 - Cast Spell
anim 18290 - Cast Spell
anim 18291 - Attack
anim 18292 - Take Damage
anim 18293 - Take Damage
anim 18294 - Take Damage with Staff
anim 18295 - Take Damage with Bow
anim 18296 - Auto Attack Mainhand Claw
anim 18297 - Take Damage
anim 18298 - Take Damage
anim 18299 - Take Damage
anim 18300 - Cast Spell
anim 18301 - Cast Spell
animGFX 18302 3601 - Cast Air Strike (Two Handed-A)
animGFX 18303 102 - Cast Confuse Spell (Two Handed-A)
animGFX 18304 3605 - Cast Water Strike (Two Handed-A)
animGFX 18305 3603 - Cast Earth Strike (Two Handed-A)
animGFX 18306 105 - Cast Weaken (Two Handed-A)
animGFX 18307 3607 - Cast Fire Strike (Two Handed-A)
animGFX 18308 3601 - Cast Air Bolt (Two Handed-A)
animGFX 18309 108 - Cast Curse (Two Handed-A)
animGFX 18310 177 - Cast Bind (Two Handed-A)
animGFX 18311 3605 - Cast Water Bolt (Two Handed-A)
animGFX 18312 3603 - Cast Earth Bolt (Two Handed-A)
animGFX 18313 3607 - Cast Fire Bolt (Two Handed-A)
animGFX 18314 3601 - Cast Air Blast (Two Handed-A)
animGFX 18315 3605 - Cast Water Blast (Two Handed-A)
animGFX 18316 177 - Cast Snare (Two Handed-A)
anim 18317 - Cast Slayer Dart (Two Handed-A)
animGFX 18318 3603 - Cast Earth Blast (Two Handed-A)
animGFX 18319 3607 - Cast Fire Blast (Two Handed-A)
animGFX 18320 3601 - Cast Divine Storm (Two Handed-A)
animGFX 18321 3601 - Cast Air Wave (Two Handed-A)
animGFX 18322 3605 - Cast Water Wave (Two Handed-A)
animGFX 18323 167 - Cast Vulnerability (Two Handed-A)
animGFX 18324 3603 - Cast Earth Wave (Two Handed-A)

animGFX 18325 170 - Cast Enfeeble (Two Handed-A)
animGFX 18326 3607 - Cast Fire Wave (Two Handed-A)
animGFX 18327 3601 - Cast Storm of Armadyl (Two Handed-A)
animGFX 18328 - Cast Entangle (Two Handed-A)
animGFX 18329 173 - Cast Stagger (Two Handed-A)
animGFX 18330 3601 - Cast Air Surge (Two Handed-A)
animGFX 18331 3605 - Cast Water Surge (Two Handed-A)
animGFX 18332 3603 - Cast Earth Surge (Two Handed-A)
animGFX 18333 3607 - Cast Fire Surge (Two Handed-A)
anim 18334 - Cast Spell
anim 18335 - Cast Spell
anim 18336 - Cast Spell
anim 18337 - Cast Spell
anim 18338 - Cast Spell
anim 18339 - Cast Spell
anim 18340 - Cast Spell
anim 18341 - Cast Spell
anim 18342 - Cast Spell
anim 18343 - Attack
anim 18344 - Off-Hand Claw Autoattack
anim 18345 - Take Damage
anim 18346 - Take Damage in Combat (Unarmed)
anim 18347 - Take Damage
anim 18348 - Take Damage
anim 18349 - Take Damage
anim 18350 - Take Damage
anim 18351 - Take Damage
anim 18352 - Take Damage
anim 18353 - Take Damage
anim 18354 - Take Damage
animGFX 18355 3530 - Wrack Ability (One Handed)
anim 18356 - Magic Ability
anim 18357 - Magic Ability
animGFX 18358 3537 - Surge Ability
animGFX 18360 3539 - Use Detonate
anim 18361 - Detonate
animGFX 18362 3538 - Detonate
anim 18363 - Detonate
animGFX 18364 3564 - Omnipower Ultimate (One Hand)
anim 18365 - Omnipower
anim 18366 - Omnipower
anim 18367 - Omnipower
anim 18368 - Omnipower

anim 18369 - Omnipower
animGFX 18370 3564- Omnipower Ultimate (Two Hand)
animGFX 18371 3561 - Dragonbreath Ability (One Handed)
anim 18372 - Dragonbreath
anim 18373 - Dragonbreath
animGFX 18374 3561- Dragonbreath Ability (Two Handed)
anim 18375 - Dragonbreath
anim 18376 - Dragonbreath
animGFX 18379 3531 - Wrack Ability (Two Handed)
anim 18380 - Wild Magic Ability (Two Handed)
anim 18381 - Magic Ability
anim 18382 - Magic Ability
anim 18383 - Magic Ability
animGFX 18392 3541 - Asphyxiate (One Handed)
anim 18393 - Asphyxiate
animGFX 18394 3542 - Asphyxiate (Two Handed)
anim 18395 - Asphyxiate
anim 18396 - Asphyxiate
anim 18397 - Asphyxiate
anim 18398 - Asphyxiate
anim 18406 - Surge?
anim 18407 - Surge?
anim 18410 - Wild Magic Ability (One Handed)
anim 18411 - Wild Magic
anim 18412 - Wild Magic
anim 18413 - Wild Magic
anim 18414 - Wild Magic
anim 18415 - Wild Magic
animGFX 18417 3549 - Tsunami (One Handed)
animGFX 18418 3550 - Metamorphosis (Fire)
animGFX 18420 3549 - Tsunami (Two Handed)
anim 18421 - Tsunami
anim 18422 - Tsunami
anim 18423 - Tsunami
anim 18424 - Tsunami
anim 18425 - Tsunami
animGFX 18426 3553 - Impact/Chain Ability (One Handed)
anim 18427 - Magic Ability
animGFX 18428 3554 - Impact/Chain Ability (Two Handed)
anim 18429 - Magic Ability
anim 18430 - Magic Ability
anim 18431 - Magic Ability
anim 18432 - Magic Ability

animGFX 18449 3568 - Combust Ability (One Handed)
anim 18450 - Magic Ability
anim 18451 - Magic Ability
animGFX 18452 3569 - Combust Ability (Two Handed)
anim 18453 - Magic Ability
anim 18454 - Magic Ability
anim 18455 - Magic Ability
anim 18459 - Ranged Ability
anim 18460 - Ranged Ability
anim 18461 - Ranged Ability
anim 18462 - Ranged Ability
anim 18463 - Ranged Ability
anim 18467 - Ranged Ability
anim 18469 - Ranged Ability
anim 18470 - Ranged Ability
anim 18471 - Ranged Ability
anim 18472 - Ranged Ability
anim 18473 - Ranged Ability
anim 18474 - Ranged Ability
anim 18475 - Ranged Ability
anim 18476 - Ranged Ability
anim 18478 - Ranged Ability
anim 18481 - Fire Arrow
anim 18482 - Ranged Ability
anim 18483 - Ranged Ability
anim 18484 - Ranged Ability
anim 18485 - Ranged Ability
anim 18486 - Ranged Ability
anim 18487 - Ranged Ability
anim 18488 - Ranged Ability
anim 18503 - Ranged Ability
anim 18504 - Ranged Ability
anim 18505 - Ranged Ability
anim 18506 - Ranged Ability
anim 18507 - Ranged Ability
anim 18508 - Ranged Ability
anim 18509 - Ranged Ability
anim 18510 - Ranged Ability
anim 18511 - Ranged Ability
anim 18519 - Ranged Ability
anim 18520 - Ranged Ability
anim 18521 - Ranged Ability
anim 18522 - Ranged Ability

anim 18523 - Ranged Ability
anim 18524 - Ranged Ability
anim 18525 - Ranged Ability
anim 18526 - Ranged Ability
anim 18527 - Escape?
anim 18528 - Escape?
anim 18529 - Escape?
anim 18532 - Ranged Ability
anim 18533 - Ranged Ability
animGFX 18540 3473 - Pulverise (2h Sword)
animGFX 18542 4595 - Kick
animGFX 18543 3472 - Quake (2h Sword)
animGFX 18544 3472 - Quake (2h Maul)
animGFX 18545 3472 - Quake (2h Spear)
anim 18546 - Melee Ability
anim 18547 - Melee Ability
anim 18548 - Melee Ability
animGFX 18549 3469 - Fury (2h Sword)
animGFX 18552 3470 - Fury (2h Maul)
animGFX 18554 3471 - Fury (Spear)
anim 18556 - Melee Ability
animGFX 18557 3484 - Cleave (2H Sword)
animGFX 18558 3482 - Cleave (2h Maul)
animGFX 18559 3483 - Cleave (2h Spear)
anim 18560 - Melee Ability
anim 18561 - Melee Ability
anim 18562 - Punish (Spear)
anim 18563 - Punish (2H Sword)
anim 18564 - Punish (2h Maul)
animGFX 18565 4595 - Kick Ability (2h Maul)
animGFX 18566 4595 - Kick Ability (2h Spear)
animGFX 18567 4595 - Kick Ability (2h Sword)
anim 18569 - Berzerk?
anim 18572 - Melee Ability
anim 18577 - Melee Ability
animGFX 18578 3478 - Assault (2h melee)
animGFX 18579 3480 - Assault (2h Sword)
animGFX 18580 3479 - Assault (Spear)
animGFX 18585 3485 - Frenzy (Dual Wield Ultimate)
anim 18586 - Melee Ability
animGFX 18588 3474 - Pulverise (Spear)
anim 18590 - Melee Ability
anim 18591 - Dismember (1H Whip)

anim 18592 - Melee Ability
animGFX 18593 3581 - Dismember (2H Sword)
anim 18594 - Melee Ability
animGFX 18595 3473 - Pulverise (2h Maul)
animGFX 18597 3475 3476 - Berserk
anim 18598 - Berserk
anim 18599 - Berserk
anim 18600 - Melee Ability
anim 18601 - Melee Ability
anim 18602 - Melee Ability
anim 18603 - Melee Ability
anim 18634 - Lift up attack then push?
anim 18635 - Lift up attack then push?
anim 18636 - Lift up attack then push?
anim 18637 - Lift up attack then push?
anim 18638 - Lift up attack then push?
anim 18639 - Lift up attack then push?
anim 18640 - Lift up attack then push?
anim 18641 - Lift up attack then push?
anim 18645 - Combat stance then attack then back up
anim 18646 - Thrown back flapping like chicken
anim 18648 - Pull bow
anim 18649 - Pull bow
anim 18658 - Pull bow, then fire
anim 18659 - Pull bow, then fire
anim 18660 - Climb
anim 18661 - Climb
anim 18662 - Combat stance then fight
anim 18663 - Lowering bow
anim 18664 - Walk into the distance
anim 18665 - Walk into the distance
anim 18667 - Climb up
anim 18668 - Stamp impatient
anim 18669 - Look behind you!
anim 18672 - Crouching sitting
anim 18673 - Sitting eating
anim 18674 - Burthorpe Troll Invasion lady giving speech
anim 18675 - Burthorpe Troll Invasion Lady
anim 18678 - Look behind you
anim 18680 - Look cautious, make movement
anim 18681 - Lying on floor wounded, look up
anim 18682 - Stand cautious attack
anim 18683 - Stand cautious attack

anim 18689 - Stand cautious
anim 18690 - Get off ground and hold head
anim 18691 - Holding head, then look at hand
anim 18693 - Walk forward holding head
anim 18694 - Stand, turn to look around
anim 18695 - Reverse hand on hip
anim 18697 - Look up then get defensive
anim 18700 - Stand cutscene
anim 18701 - Stand cutscene turn head to side
anim 18702 - Walk try to motivate
anim 18703 - walk into distance
anim 18704 - walk into distance
anim 18705 - walk into distance
anim 18706 - walk into distance combat stance
anim 18707 - sitting talking
anim 18708 - stand up cover head in fear
anim 18709 - stand up step back cautious
anim 18710 - cautious defend
anim 18711 - get into combat stance cutscene
anim 18712 - in combat stance
anim 18713 - stand looking up cutscene
anim 18714 - stand looking up
anim 18715 - combat stance cutscene
anim 18716 - combat stance cutscene
anim 18717 - combat stance cutscene
anim 18718 - stance cutscene
anim 18719 - stance cutscene lunge defend
anim 18720 - walk into distance
anim 18721 - thrown back chicken arms flapping
anim 18722 - stamp and stand legs close together
anim 18723 - arms out as if touching two scales
anim 18729 - combat stance sword lunge
anim 18737 - sword attack
anim 18745 - get into combat pose
anim 18746 - mouth open in shock, look up
anim 18747 - head down look up
anim 18748 - cutscene look behind you and then forward
anim 18749 - look like you're walking away and then fall
anim 18750 - troll throws person
anim 18751 - troll carrying person walking away then throws them
anim 18752 - troll knocks person back
anim 18753 - troll knocks person back with a backroll
anim 18760 - in combat stance

anim 18761 - shielding eyes doing thing
anim 18772 - grab thing
anim 18776 - forward stomach dive
anim 18777 - running hug?
anim 18778 - walking arms out
anim 18779 - cutting with knife (cooking?)
anim 18780 - fire bow
anim 18781 - standing around looking up
anim 18782 - combat stance
anim 18783 - standing arms behind back
anim 18785 - combat stance
anim 18787 - combat stance
anim 18788 - combat stance
anim 18790 - walk into distance
anim 18791 - walk into distance hands behind back
anim 18792 - stand hands behind back
anim 18793 - talk (cutscene)
anim 18794 - walking other way
anim 18795 - stand
anim 18797 - stand defensive combat stance
anim 18798 - defensive combat stance
anim 18799 - get in defensive combat stance
anim 18800 - fire bow down
anim 18802 - thrown up and back
anim 18803 - jump down obstacle
anim 18804 - climb up high obstacle
anim 18807 - look to side fletch thing
anim 18812 - walk
anim 18813 - walk backwards
anim 18814 - run
anim 18815 - idle
anim 18816 - run
anim 18817 - walk
animGFX 18820 3639 - Ozan Teleport
animGFX 18823 3640 - Ariane's Power (emote) (e) (SGS)
anim 18824 - Ozan's Smile (Emote)
animGFX 18825 3641 - Ariane Teleport (SGS)
anim 18831 - on floor, butt in air
anim 18832 - fall on floor butt in air
anim 18833 - step back aside fall over
anim 18834 - stumble onto knees
anim 18835 - take hand out and throw into portal
anim 18836 - magic appear

anim 18837 - teleport up
anim 18838 - stand hand behind back
anim 18839 - Rune Memories electrocute
anim 18840 - pushing away spell with hands
anim 18841 - look down, dodge, walk
anim 18842 - Rune Memories electrocute
anim 18843 - tend spell with hands
anim 18856 - flicker away to nothing on floor
anim 18857 - look side to side while flickering away
anim 18858 - on floor on back dead
anim 18859 - look side to side while flickering
anim 18860 - floating
anim 18861 - on floor crawling stomach facing down
anim 18862 - floating
anim 18864 - bend down and look low
anim 18865 - look to right
anim 18875 - flickering
anim 18878 - look side to side, cape blowing
anim 18879 - look side to side
anim 18880 - stand distress
anim 18881 - idle
anim 18885 - casting ward spell
anim 18886 - look to the right wide agape
animGFX 18893 3647 - Ariane Trying to Enter Wizards Tower But Gets Thrown Back By Magical Ward
anim 18894 - On floor belly down
anim 18895 - Ariane floating spell
anim 18896 - Ariane floating spell
anim 18897 - Ariane finish float spell
anim 18898 - Ariane idle?
anim 18899 - Ariane gets off the floor
anim 18900 - mage give
anim 18901 - mage stand
anim 18902 - mage check hand
anim 18903 - mage check hand
anim 18904 - looking away covering eyes
anim 18905 - Sitting Down In Front of Wizard's Tower Organ
anim 18906 - Getting Up From Playing Wizard's Tower Organ
anim 18907 - get on knees, and put hand on chest
anim 18908 - Ariane floating spell
anim 18909 - Ariane finish floating
anim 18910 - sitting flickering
anim 18911 - walking one hand behind back
anim 18914 - Ariane finish float worry

anim 18915 - defend flickering
anim 18916 - Ariane floating spell
anim 18926 - Sit Down to Play Wizard's Tower Organ
anim 18927 - Ascend Wizards Tower
anim 18928 - Descend Wizards Tower
anim 18938 - Magical Vortex Pushes You
anim 18941 - sitting flickering
anim 18942 - sitting flickering
anim 18968 - idle
anim 18970 - balance walk
anim 18972 - Running away in fear (DR 2725)
anim 18973 - Running away in fear
anim 18974 - hand on hip idle
anim 18975 - stand lift thing
anim 18976 - move to push statue under wizard tower
anim 18977 - push statue wizard tower
anim 18979 - push statue wizard tower
anim 18981 - sitting
anim 18982 - Wizard inspecting fairy ring
anim 18983 - wizard browsing books
anim 18984 - wizard browsing books
anim 18985 - wizard browsing books
anim 18986 - Wizard Browsing Book in Library
anim 18987 - Dozing wizard
anim 18988 - Dozing wizard
anim 18993 - Idle
anim 19002 - Archmage Sedridor Teleports You To Rune Essence Mine
anim 19003 - Throw magic into ward spell
anim 19005 - begin to push
anim 19006 - pushing
anim 19007 - finish pushing
anim 19009 - Turning wheel
anim 19031 - idle fiddle wrist
anim 19032 - idle
anim 19125 - idle hands together
anim 19126 - idle hands on hip
anim 19127 - Ship Cutscene
anim 19128 - sitting up high
anim 19129 - hammering way back
anim 19130 - hammering way up high
anim 19131 - scrubbing up high back
anim 19132 - sitting up high
anim 19133 - sitting up high

anim 19140 - standing hand on hip
anim 19141 - standing
anim 19142 - walk
anim 19143 - idle
anim 19144 - walk
anim 19145 - idle
anim 19146 - walk
anim 19149 - holding stomach on knees look up
anim 19150 - Idle?
anim 19151 - do thing
anim 19165 - standing at bar
anim 19166 - standing back against wall
anim 19167 - sitting against wall
anim 19168 - sitting
anim 19169 - standing against wall
anim 19170 - standing against wall
anim 19171 - talk sideways
anim 19172 - stand idle arms crossed
anim 19173 - hold thing
anim 19174 - walk hold thing
anim 19175 - sitting up high
anim 19176 - running
anim 19177 - walk
anim 19178 - idle
anim 19181 - fletch scrimshaw
anim 19183 - look around
anim 19184 - Introduction
anim 19185 - fire crossbow (Ports cutscene)
anim 19186 - fire crossbow (Ports cutscene)
anim 19187 - stand
anim 19188 - thing
anim 19189 - stand
anim 19190 - stand
anim 19191 - walk
anim 19192 - turn around run and nose dive
anim 19193 - get up off back with help
anim 19194 - do thing
anim 19195 - hand on hip
anim 19196 - beckon
anim 19197 - kick barrel (Ports cutscene)
anim 19198 - throw thing
anim 19200 - help person off ground
anim 19201 - look around punch look around run away

anim 19220 - get hit and fall backwards
anim 19221 - get hit and fall down forwards
anim 19222 - blast fall over
anim 19223 - jump and shiver in fear
anim 19224 - step back thing
anim 19225 - look down cover face
anim 19226 - look down cover face
anim 19231 - get hit and knocked back onto back
anim 19232 - get hit and knocked back onto back
anim 19233 - get hit and knocked back onto back
anim 19234 - get hit and knocked back onto back
anim 19235 - on sitting
anim 19237 - sitting up high
anim 19239 - slide obstacle
anim 19274 - Skypouncer Baby "Knot what I signed up for" (Player)
anim 19282 - Skypouncer Baby "Die, Tiny Victim!" (Player)
animGFX 19288 3728 - Skypouncer Adolescent "A Shiny! It Must Die!" (Player)
anim 19290 - Skypouncer Adolescent "I Think Not" (Player)
anim 19308 - Skypouncer Adult "Cat Treat Delivery" (Player)
anim 19310 - Skypouncer Adult "Behold My Glory" (Player)
animGFX 19317 3717- Blazehound Baby "Can't Touch This" (Player)
anim 19322 - Blazehound Baby "Play Dead" (Player)
anim 19330 - Blazehound Adolescent "Fetch" (Player)
anim 19332 - Blazehound Adolescent "Stop Drop Roll" (Player)
anim 19350 - Blazehound Adult "Dog Eat Goblin" (Player)
animGFX 19352 3721 - Blazehound Adult "Hot Dog" (Player)
anim 19367 - Play with pet?
anim 19376 - Bloodpouncer Baby "Can Have Rat?" (Player)
anim 19424 - God Statues
anim 19425 - God Statues
anim 19426 - God Statues
anim 19427 - God Statues
anim 19434 - knocked back on butt
anim 19497 - walk forward stealthy
anim 19498 - walk forward and climb into thing
anim 19499 - walk forward and start climb up
anim 19500 - finish walking
anim 19501 - knocked back on butt
anim 19502 - knocked back on butt (slowly)
anim 19503 - knocked back on butt (super slowly)
anim 19504 - knocked back on butt (ultra slowly)
anim 19505 - knocked back on butt (extra ultra slowly)
anim 19506 - Walk forward climb down

anim 19507 - Climb Into Kalphite Hive
animGFX 19508 3754 3755- Vyrewatch Teleport (t) (SGS)
animGFX 19511 3753 - Dragged Under Teleport (t) (SGS)
animGFX 19514 3756 3762- Goblin Mob Teleport (t) (SGS)
animGFX 19515 3763 3764 - KGP [Killer Gentoo Penguins] Teleport (t) (SGS)
animGFX 19519 3760 - Desert Amulet Make Glass
anim 19523 - Desert Amulet Nardah Arrive (t-a)
animGFX 19524 3761 - Desert Amulet Nardah Teleport (t-l)
anim 19627 - Invisible then appear?
anim 19628 - Idle
anim 19630 - Take Silverlight From Pedestal
anim 19633 - Cheer
anim 19634 - Clap
anim 19657 - Dragon Wolf Pet Trick?
anim 19674 - Fetch Trick (Dragon Wolf puppy)
anim 19678 - Dragon Wolf Pet Trick?
anim 19681 - Dragon Wolf Pet Trick?
anim 19683 - Dragon Wolf Meat Pet Trick
animGFX 19718 3841 - Jealous Rage Emote
animGFX 19720 3842 - Love At First Sight Emote
anim 19725 - Pray holding white orb
anim 19726 - Pray holding blue orb
anim 19727 - Pray holding red orb
anim 19728 - Pray holding green orb
anim 19729 - Cut white orb
anim 19730 - Cut blue orb
anim 19731 - Cut red orb
anim 19732 - Cut green orb
anim 19736 - Cut tree with Balmung
animGFX 19739 3846 - Saradomin God Teleport (t) (SGS)
animGFX 19741 3847 - Zaros God Teleport (t) (SGS)
animGFX 19743 3848 - Guthix God Teleport (t) (SGS)
animGFX 19745 3849 - Zamorak God Teleport (t) (SGS)
animGFX 19748 3873 - Balanced Strike (1h)
anim 19749 - Balanced Strike
animGFX 19750 3875 - Balanced Strike (2h maul)
animGFX 19751 3874 - Balanced Strike (Spear)
animGFX 19752 3872 - Balanced Strike (2h Sword)
anim 19766 - look around and step back
anim 19767 - look around and step back
anim 19802 - Getting into a defensive combat stance
animGFX 19831 3850 - Guthix Blessing Healing Ultimate
anim 19837 - Death

anim 19838 - Get off ground
anim 19839 - "here, let me help you"
anim 16494 - "What, no... let me help you!"
animGFX 19858 3855 - Natural Instinct Ability
animGFX 19866 3856 - Sunshine Ability
animGFX 19879 3869 - Death's Swiftess ability
animGFX 19880 3870 3871 - Becoming Guardian of Guthix
anim 19913 - being teleported by sliske?
anim 19941 - Death
anim 19942 - Point
anim 19943 - "Hey, what?"
anim 19944 - Beckon and try to argue
anim 19945 - raise hand like saying "ok!"
anim 19946 - open door
anim 19965 - on floor face down
anim 19966 - Punch
anim 19967 - Punch
anim 19968 - Punch
anim 19970 - hit
anim 19971 - hit
anim 19973 - climb up something then jump off it
anim 19974 - Drink punch
anim 19975 - Drink punch
anim 19978 - idle frag
animGFX 19979 3894 - Balance of Nature (e) (SGS)
animGFX 19981 3895 - Heart of Spring Teleport (t) (SGS)
animGFX 19983 3896 - Heart of Autumn Teleport (t) (SGS)
anim 19985 - Ranged ability
animGFX 19989 3900 - Concentrated Blast Ability
animGFX 19995 3897- Sonic Wave Ability
anim 19999 - Ranged ability
anim 20001 - ranged ability
anim 20005 - Flip Coin of Balance (i) (SoF)
anim 20006 - Fail to Catch Coin of Balance (i)(SoF)
animGFX 20009 3916 3917 - Butterfly Dervish (emote) (e)
anim 20012 - Woodcutting fire hatchet
anim 20019 - Throw
anim 20020 - Siphon?
anim 20029 - Attack big
anim 20030 - Throw attack ranged
anim 20032 - Magic charge?
anim 20033 - Attack/throw weapon?
anim 20037 - Attack

anim 20038 - Fire gun/cannon weapon?
anim 20042 - Lift hand up then throw forward
anim 20046 - Put hands together then stab with one hand
anim 20050 - Attack
anim 20054 - Attack
anim 20055 - Pray and teleport (like chaos tunnel)
anim 20057 - Plead (emote) (e) (SGS)
anim 20058 - Gesture (emote) (e) (SGS)
anim 20059 - Slight Nod (emote) (e) (SGS)
anim 20060 - Cross arms, shake head disapprovingly
anim 20061 - Put hand on chin and ponder
anim 20062 - Contemplate (emote) (e) (SGS)
anim 20063 - Dejected (emote) (e) (SGS)
anim 20064 - Decisive (emote) (e) (SGS)
anim 20065 - Shock (emote) (e) (SGS)
anim 20066 - Surprised gasp
anim 20067 - Sob variant
anim 20068 - Sob (emote) (e) (SGS)
anim 20069 - Sob lightly
anim 20070 - Accuse (emote) (e) (SGS)
anim 20071 - Talk A (emote) (e) (SGS)
anim 20072 - Talk B (emote) (e) (SGS)
anim 20073 - Talk to Skull (emote) (e) (SGS)
anim 20074 - Super innocent and excited
anim 20075 - Distress (emote) (e) (SGS)
anim 20076 - Restrained Anger (emote) (e) (SGS)
anim 20077 - Conspire (emote) (e) (SGS)
anim 20078 - Innocent (emote) (e) (SGS)
anim 20079 - Gentle No (emote) (e) (SGS)
anim 20080 - Conspire variant
anim 20081 - Plead lift hand above head
anim 20082 - Plead (slightly longer)
anim 20083 - Talk variant
anim 20084 - Put hand on chin and think and turn head slightly
anim 20085 - Put hand behind head hehe
anim 20086 - Dejected
anim 20087 - Decisive
anim 20088 - Facepalm groan
anim 20090 - Sobbing
anim 20091 - Accuse
anim 20092 - Talking
anim 20094 - Restrained anger extended
anim 20095 - Super distressed

anim 20096 - Excited (emote) (e) (SGS)
anim 20117 - Praying
animGFX 20120 3947 - Ring of Fire Emote (e) (SGS)
animGFX 20123 3950 - Rock Smash (e) (SGS)
animGFX 20124 3949 - Lightning Blast (e) (SGS)
animGFX 20126 3948 - Water Dance (e) (SGS)
anim 20127 - Stand up and do a modeling pose
anim 20131 - Jump over obstacle
anim 20133 - Take slice of cake (o) (SGS)
anim 20134 - Place cake (i) (SGS)
anim 20135 - Drink glass of bubbly (i) (SGS)
anim 20136 - Cake Hat Congratulate A (i) (SGS)
anim 20137 - Cake Hat Congratulate B (i) (SGS)
anim 20138 - Party Pack dance (i) (SGS)
animGFX 20139 3953 - Sparkler wand (i) (SGS)
anim 20141-20144 - Party pack dance (i) (SGS)
animGFX 20145 3954 - Confetti (i) (SGS)
anim 20146-anim 20156 - Party pack dance (i) (SGS)
anim 20158 - Blow party favor (i) (SGS)
anim 20160 - Melee ability ***
animGFX 20162 3955 - Death by Air (SGS)
animGFX 20164 3956 - Death by Water (SGS)
animGFX 20166 3957 - Death by Earth (SGS)
animGFX 20168 3958 - Death by Fire (SGS)
anim 20173 - Point aggressively
anim 20174 - Collect Corruption From Nexus Sack
anim 20175 - Nexus Sack
anim 20176 - Nexus Sack
animGFX 20196 3970 - Purify Nexus Up High
animGFX 20202 3964 - Purify Nexus Down Low
anim 20203 - Barberry Bush Harvest
animGFX 20205 3972 - Harvest Wishing Well Fruit
anim 20210 - Relomia, Emissary of Sliske Idle
anim 20211 - Moldark, Emissary of Zamorak Idle
anim 20212 - Holstein, Emissary of the Godless Idle
anim 20213 - Julienne, Emissary of Saradomin Idle
anim 20214 - Endwyr, Emissary of Seren Idle
anim 20215 - Soran, Emissary of Zaros Idle
anim 20274 - Disappear as in teleport thing
anim 20284 - Strongarm Mining (SGS)
animGFX 20286 4003 - Start Arcane Resting (SGS)
animGFX 20287 4004 - Arcane Resting (r) (SGS) [Render anim: 2870]

animGFX 20288 4005 - End Arcane Resting (r) (SGS)
animGFX 20292 4000 - Arcane Smelting (s) (SGS)
animGFX 20294 4001 - Strongarm Burial (SGS)
animGFX 20295 4002 - Strongarm Burial (In combat) (SGS)
animGFX 20298 4007 - Arcane Fishing (s) (SGS)
animGFX 20298 3999 - Arcane Cooking (s) (SGS)
anim 20302 - Strongarm Woodcutting (SGS)
anim 20304 - Strongarm Resting (SGS)
anim 20306 - Get up from Strongarm Resting (SGS)
anim 20311 - Ride Vorago?
animGFX 20312 4010 - Arcane Teleport (ht) (SGS)
animGFX 20313 4008 4009 - Strongarm Teleport (t) (SGS)
anim 20338 - Thrown back
anim 20389 - falling down through floor
anim 20390 - Falling back diving down
anim 20394 - Casting spell
anim 20395 - Casting Spell
anim 20396 - Casting Spell
anim 20397 - Casting Spell
anim 20398 - Casting Spell
anim 20399 - Casting Spell
anim 20400 - Finish Casting Spell
anim 20401 - Land on stomach
anim 20402 - Fall
anim 20408 - Walk holding arms out
anim 20409 - Stand holding arms out
anim 20410 - Rub thing with arms out
anim 20411 - Put thing down then wash face?
anim 20426 - Idle looking antsy
anim 20427 - Round of Applause (Fred)
anim 20428 - Round of Applause (Jim)
anim 20429 - Round of Applause (Player)
anim 20442 - Slayer Mask Transform
anim 20443 - Turn back from slayer mask
anim 20444 - Slayer Mask Transform
animGFX 20450 4148 S26 - Moia is Summoned By Zamorak (BoL Cutscene)
animGFX 20452 4140 S4 - Zamorakian Soldier Summoned (BoL Cutscene)
animGFX 20452 3574 S19 - Zamorakian Soldier Summoned (BoL Cutscene)
animGFX 20452 4133 S7 - Saradominist Soldier Summoned (BoL Cutscene)
animGFX 20453 4133 S27 - Saradominist Soldier Summoned (BoL Cutscene)
animGFX 20453 3574 S10 - Zamorakian Soldier Summoned (BoL Cutscene)
animGFX 20454 4133 S22 - Saradominist Soldier Summoned (BoL Cutscene)
animGFX 20455 3574 S22 - Zamorakian Soldier Summoned (BoL Cutscene)

animGFX 20455 4133 S27 - Saradominist Soldier Summoned (BoL Cutscene)
anim 20472 - Duke Horacio Looks Cautiously at Battle (BoL Cutscene)
anim 20476 - Bob Running Away Waving Hands In Air (BoL Cutscene)
anim 20477 - Burthorpe Refugee Running Away, Hand on head (BoL Cutscene)
anim 20478 - Burthorpe Refugee Running Away, Looking Back Occasionally (BoL Cutscene)
anim 20479 - Darren Lightfinger Running Away, Head Looking Down (BoL Cutscene)
anim 20480 - Doomsayer Running Away, Hand on Head (BoL Cutscene)
anim 20482 - get sucked into the side burning up
anim 20483 - get sucked forward burning up
anim 20485 - get sucked forward rolling in air burning up
anim 20487 - Villager Cowers in Absolute Terror (BoL Cutscene)
anim 20488 - Bob Steps Back and Looks Up With Unease (BoL Cutscene)
anim 20489 - Guard Ducks For Cover as Beams Collide (BoL Cutscene)
anim 20495 - Capoeira Dance (A)
anim 20514 - Zamorak Footsoldier Run Into Combat (BoL Cutscene)
anim 20515 - Zamorak Footsoldier Run Into Combat (BoL Cutscene)
anim 20516 - Hank Running Away, Fleeing From Zamorak (BoL Cutscene)
anim 20517 - running one hand on head
anim 20537 - land up on thing
anim 20539 - Guardsman Pazel Stands Pondering (BoL Cutscene)
anim 20540 - Former Vampyre Stands Looking In Awe at Portal (BoL Cutscene)
anim 20541 - Former Vampyre Looks Up, Unsure What to Think (BoL Cutscene)
anim 20542 - Musician Standing Hands on Hips, Uneasy (BoL Cutscene)
anim 20543 - Bob Standing Hands Over Head, Eyes Wide Open (BoL Cutscene)
anim 20544 - Musician on Hands and Knees Praying/Worshipping (BoL Cutscene)
anim 20545 - Burthorpe Refugee Praying Dramatically to the Portal (BoL Cutscene)
anim 20546 - crossed arms awe facial expression
anim 20547 - Hank Huddled, Nervously Fiddling with Ground (BoL Cutscene)
anim 20548 - Guard Walks to Investigate Portal (BoL Cutscene)
anim 20549 - Darren Lightfinger Steps Backwards and Trembles in Fear (BoL Cutscene)
anim 20550 - Villager Sees Zamorak Then Turns To Run Away In Fear (BoL Cutscene)
anim 20551 - Zamorakian footsoldier Awaiting Combat (BoL Cutscene)
anim 20552 - Zamorakian footsoldier Pointing a Taunt While Combat (BoL Cutscene)
anim 20553 - Zamorakian footsoldier Awaiting Combat (BoL Cutscene)
anim 20554 - Zamorakian footsoldier Awaiting Combat, Legs Apart (BoL Cutscene)
anim 20555 - Guardsman Dante Casually Walks to Portal (BoL Cutscene)
anim 20556 - Player Stands Hands On Hips to Observe Portal (BoL Cutscene)
anim 20557 - Saradominist Soldier Standing Combat Ready (BoL Cutscene)
anim 20558 - stand combat ready
anim 20559 - Guard Stands Sword at Ready (BoL Cutscene)
anim 20560 - pointing
anim 20561 - Guard Stands Cautiously (BoL Cutscene)

anim 20562 - looking from behind bush
anim 20563 - Player Running Curiously (BoL Cutscene)
anim 20564 - running
anim 20565 - Player Hiding Behind Broken Wall to Observe (BoL Cutscene)
anim 20567 - Player Ducks for Cover as Beams Collide (BoL Cutscene)
anim 20568 - Zamorakian Footsoldier Running Into Battle (BoL Cutscene)
anim 20569 - Zamorakian Footsoldier Running Into Battle (BoL Cutscene)
anim 20570 - Zamorakian Footsoldier Running Into Battle (BoL Cutscene)
anim 20571 - Zamorakian Warlock Running Into Battle (BoL Cutscene)
anim 20572 - standing beckon
anim 20577 - Player Witnessing the Tension Between the gods from Behind Wall (BoL Cutscene)
anim 20597 - Kneel on Knee?
anim 20598 - Saradomin Crusader Running into Combat and Fights (BoL Cutscene)
anim 20599 - Zamorakian footsoldier Fights (BoL Cutscene)
anim 20600 - Zamorakian footsoldier Fights/Defends (BoL Cutscene)
anim 20601 - Saradomin Sage Running into Combat and Fights (BoL Cutscene)
anim 20618 - Zamorak Footsoldier Run Into Combat (BoL Cutscene)
anim 20619 - Zamorak Footsoldier Run Into Combat (BoL Cutscene)
anim 20640 - wave up high then teleport
anim 20643 - Guard Ducks For Cover as Beams Collide (BoL Cutscene)
anim 20656 - Moia Floats and Points to Command Zamorak Army (BoL Cutscene)
anim 20659 - Guardsman Brawn Standing Up From Ducking For Cover (BoL Cutscene)
anim 20660 - Guardsman Brawn Standing Up From Ducking For Cover (BoL Cutscene)
anim 20666 - hunched thing
animGFX 20676 4109 - Saradomin's Might (Tier One)
animGFX 20676 4110 - Saradomin's Might (Tier Two)
animGFX 20676 4111 - Saradomin's Might (Tier Three)
animGFX 20677 4112 - Zamorak's Might (Tier One)
animGFX 20677 4113 - Zamorak's Might (Tier Two)
animGFX 20677 4114 - Zamorak's Might (Tier Three)
anim 20679 - Shake head to argue point
anim 20705 - Wounded/dead
anim 20706 - Wounded
anim 20707 - Wounded on back
anim 20708 - Wounded on back
anim 20709 - Wounded on back
anim 20710 - Wounded on back
anim 20711 - Wounded on back
anim 20712 - Wounded on back
anim 20713 - Wounded on back
anim 20715 - Wounded on back
anim 20716 - sitting on ground wounded

anim 20717 - lying on back wounded, one hand on stomach, head turned
anim 20718 - lying on back wounded, one hand on head
anim 20720 - lying on back wounded, with one hand on stomach, legs straight
anim 20722 - lying on back wounded,
anim 20723 - lying on back wounded, with one hand on stomach
anim 20737 - Death
anim 20738 - Dying
anim 20739 - Dying
anim 20740 - Dying
anim 20741 - Dying
anim 20742 - Take damage defend
anim 20743 - shoot spell
anim 20744 - Take damage
anim 20745 - Ranger take damage?
anim 20761 - Appear, combat ready
anim 20765 - Appear, combat ready
anim 20770 - Appear, combat ready
anim 20771 - Appear, combat ready
anim 20772 - Appear, combat ready
anim 20773 - Appear, combat ready
anim 20774 - Appear, combat ready
anim 20777 - Appear, combat ready
anim 20778 - Idle
anim 20780 - Casting protection spell lumbridge castle
anim 20783 - Capoeira Dance (B)
animGFX 20801 4150 - Saradomin Token Emote
animGFX 20801 4151 - Zamorak Token Emote
animGFX 20801 4491 - Armadyl Token Emote
animGFX 20801 4492 - Bandos Token Emote
anim 20810 - Sophie Round of Applause
anim 20817 - Woodcutting With Inferno Adze
anim 20818 - Mining with Inferno Adze
anim 20819 - stand combat
anim 20820 - stand combat
anim 20821 - stand combat
anim 20822 - Mining Dwarven Army
anim 20823 - Woodcutting Dwarven Army
anim 20824 - Woodcutting Rune Hatchet
anim 20825 - Woodcutting Adamant Hatchet
anim 20826 - WC Mithril Hatchet
anim 20827 - Black Hatchet
anim 20828 - Steel Hatchet
anim 20829 - Iron hatchet

anim 20830 - Bronze Hatchet
anim 20831 - Dragon hatchet
anim 20843 - Nod and point
anim 20860 - Think and strong
anim 20876 - Clap (Saradomin pet)
animGFX 20893 4158 - Baby Warborn Behemoth "Playing With Fire"
anim 20898 - Baby Warborn Behemoth "Spicy Lunch?"
animGFX 20909 4161 - Adolescent Warborn Behemoth "Rollcage"
animGFX 20913 4163 - Adolescent Warborn Behemoth "Volcan-oh"
anim 20929 - Adult Warborn Behemoth "What Goes Up"
anim 20937 - Woodcutting with Fire Axe
anim 20942 - Woodcutting SC Hatchet
anim 20943 - Woodcutting SC Hatchet
anim 20948 - Scratch self itchy
anim 20949 - Idle
anim 20951 - Cheer
anim 20953 - Get dizzy
anim 20954 - Mining with Rune Pickaxe
anim 20955 - Mining with Bronze Pickaxe
anim 20956 - Mining with Iron Pickaxe
anim 20957 - Mining with Steel Pickaxe
anim 20958 - Mining with Adamant Pickaxe
anim 20959 - Mining with Mithril Pickaxe
anim 20960 - Mining with Dragon Pickaxe
anim 20961 - Mining with Sacred Clay Pickaxe
anim 20962 - Mining with Gilded Bronze Pickaxe
anim 20963 - Mining with Gilded Iron Pickaxe
anim 20964 - Mining with Gilded Steel Pickaxe
anim 20965 - Mining with Gilded Adamant Pickaxe
anim 20966 - Mining with Gilded Mithril Pickaxe
anim 20967 - Mining with Gilded Rune Pickaxe
anim 20968 - Mining with Gilded Dragon Pickaxe
anim 20970 - Stealth walking
anim 20971 - Stealth Running
anim 20972 - Walking
anim 20973 - Running
anim 20974 - Walking
anim 20975 - Running
anim 20976 - Sweep Broom
anim 20979 - Owen Realizing his arm is gone (Death of Chivalry)
anim 20980 - Shock and point
anim 20982 - Holding wand
anim 20983 - Getting knocked back with wand of res

anim 20985 - Reaching for wand
anim 20986 - Saradomin commanding the player to give him the wand
anim 20989 - Saradomin attack
anim 20991 - Saradomin attack
anim 20992 - Looking, breathing heavily
anim 20996 - Looking down at ground
anim 20997 - On ground listening to earth
anim 21002 - Sir Owen Idle?
anim 21003 - look
anim 21004 - do cheer with hand
anim 21010 - Sir owen looks behind him lifts hand
anim 21011 - Look behind
anim 21012 - Look sideways
anim 21014 - Sideways stealth walk
anim 21015 - Climb down
anim 21016 - Fall from sky and point
anim 21017 - Sir Owen land and point
anim 21020 - look
anim 21021 - walk jump down
anim 21023 - side turn look
anim 21024 - turn around nod turn
anim 21027 - On knees groveling
animGFX 21035 4222 - Saradomin arrive
anim 21041 - Wand is teleported from your hand
anim 21043 - Holding wand
anim 21044 - On floor dead curled
anim 21046 - hand out point
anim 21047 - take out sword?
anim 21050 - Cutting self to drop blood
anim 21052 - Looking over blood drop place?
animGFX 21053 4207 - Dropping blood
anim 21054 - Looking down at blood altar?
anim 21055 - appear
anim 21056 - stand
anim 21057 - turn and back away from
anim 21058 - stick hand out
anim 21059 - shock pose
anim 21060 - confused face
anim 21061 - standing tense
anim 21062 - standing confused
anim 21063 - standing confused
anim 21064 - standing confused
anim 21066 - pull thin and turn

anim 21067 - step
anim 21074 - walk up and cut hand and drop blood
anim 21076 - step back
anim 21077 - appear
anim 21078 - on back and collapse
anim 21082 - use wand
anim 21083 - “Booty got me like”
anim 21084 - Check Sir Owen’s pulse and see he’s dead
anim 21085 - Using wand
anim 21087 - step back as Owen is Resurrected
anim 21088 - turn to look angry at dawn or bringing him back as zombie
anim 21089 - angry look back at Sir Owen Zombie
anim 21090 - look with shock expression on face
anim 21091 - angry face
anim 21095 - Bang on Sir Owen Sonde’s Shield
anim 21103 - Kneel
anim 21107 - Death
anim 21108 - On Floor Dead
anim 21117 - Zombie walk
anim 21118 - Stand with angry face
anim 21120 - Zombie idle
anim 21121 - Zombie attack
anim 21124 - Bang with head slightly
anim 21125 - Beckon slightly
anim 21132 - Use Wand of Res
anim 21133 - Use Wand Of Res
anim 21141 - Dawn Attack with Wand
animGFX 21145 2767 - Dawn pushes player away from her with magic
anim 21147 - step back and die
anim 21161 - stand
anim 21162 - stand
anim 21163 - Zombie stand and walk
anim 21164 - stand hands behind back
anim 21165 - walk hands behind back
anim 21166 - run hands behind back
anim 21174 - Spell?
anim 21175 - Owen’s Mastery (emote) (e) (SGS)
anim 21176 - Owen’s Mastery (emote) (e) (SGS)
animGFX 21179 4234 - Owen's Deliverance Teleport (t) (SGS)
animGFX 21182 4232 - Linza Teleport (t) (SGS)
animGFX 21184 4231 - Linza Arsenal (emote) (e) (SGS)
anim 21191 - Woodcutting with Bronze Hatchet

anim 21217 - Place Divine Location
anim 21225 - Electric Charge then look at left hand
anim 21226 - Electric Charge
animGFX 21228 4235 - Divination Harvesting
anim 21229 - End Divination Harvesting
anim 21231 - Poke wisp
animGFX 21232 4239 - Deposit wisp in crater
anim 21234 - Deposit wisp in crater
anim 21236 - Harvest box trap
animGFX 21241 4254 - Divination Skillcape Emote
animGFX 21248 4249 - Divination Item Weave
animGFX 21251 4250 - Divination Make Boon
animGFX 21255 4258 - Divination chronicle fragment
animGFX 21257 4260 - Super September (emote) (e)
animGFX 21280 4272 - Daemonheim Aura Die and Resurrection (Dungeoneering)
anim 21282 - Thok backhand
anim 21283 - Thok backhand
anim 21284 - Thok backhand
anim 21285 - Thok backhand
anim 21286 - Thok backhand
anim 21287 - Thok backhand
animGFX 21288 4275 4276 - Wardrobe Malfunction [Female] (t) (SGS)
animGFX 21288 4277 4278 - Wardrobe Malfunction [Male] (t) (SGS)
animGFX 21290 4277 - Wardrobe Malfunction Superhero (SGS)
anim 21292 - Wardrobe Malfunction Superhero (SGS)
anim 21293 - Check ground pick up crystal while holding sword
animGFX 21295 4279 4280 - Air Rage (t) (SGS)
anim 21310 - Look at air
anim 21426 - Electric charge
anim 21454 - Lose footing and step back
anim 21457 - Walk across agility obstacle
anim 21468 - "What? I don't understand?"
anim 21477 - Jump in hole
anim 21478 - Point
anim 21503 - Move forward and push something
anim 21505 - Memory wand
anim 21506 - Take something out of pocket and give it
anim 21567 - Despair
anim 21568 - Despair
anim 21594 - Looking behind you then and forward
anim 21595 - Run forward then look up
anim 21596 - Sit on ground in shock eyes wide open
anim 21608 - Belly flop onto the ground

anim 21636 - Look and jab forward and down
anim 21646 - Mining with Imcando Pickaxe
anim 21647 - Mining with imcando pickaxe [a]
anim 21648 - Mining with Imcando Pickaxe
anim 21649 - Mining with imcando pickaxe [a]
anim 21650 - Dragon Hatchet
anim 21651 - Rune Hatchet
anim 21652 - Adamant Hatchet
anim 21653 - Mithril Hatchet
anim 21654 - Black hatchet
anim 21655 - Steel hatchet
anim 21656 - Iron hatchet
anim 21657 - Bronze hatchet
anim 21658 - Fire hatchet
anim 21659 - Inferno Adze
anim 21660 - SC hatchet
anim 21661 - Volatile clay hatchet
anim 21670 - Enchant?
anim 21671 - Light fire with elder shieldbow?
anim 21673 - Fletch elder shortbow
anim 21674 - Fletch elder shieldbow
anim 21678 - Player stands still (MPD - Releasing the Dragonkin Cutscene)
anim 21695 - Player teleports (MPD - Great Escape Cutscene)
anim 21709 - Stand in Combat Stance (MPD - Great Escape Cutscene)
anim 21722 - Looking over balcony (MPD - Sliske's Grand Entrance Cutscene)
anim 21722 - Gasping at what you see MPD - Sliske's Grand Entrance Cutscene)
anim 21728 - Move hands from lips and give seductive smile
anim 21731 - Player dodges Sliske's spell (MPD - Releasing the Dragonkin Cutscene)
animGFX 21734 4368 - Player catches the key (MPD - Releasing the Dragonkin Cutscene)
anim 21738 - Look a bit to the side/behind
anim 21742 - Climb up something (as if getting on top of roof)
anim 21744 - One frame lying on ground dead
anim 21749 - Slaughtered Monk Ghost out of body teleport
anim 21759 - Teleport
anim 21765 - Standing idle
animGFX 21769 4398 - Icthlarin Death
anim 21786 - Running across obstacle (MPD?)
anim 21787 - Teleport
animGFX 21789 4399 - Harold (Grim Reaper) Death
anim 21791 - Put hand out then stand
anim 21796 - Jump across obstacle
anim 21797 - Walk across obstacle
anim 21798 - Climb up and roll

anim 21799 - Eagle dive
anim 21802 - Climb up and over something
anim 21803 - Climb down something
anim 21808 - Stomping on something repeatedly
anim 21810 - Slaughtered Monk Ghost Trying to Escape Body
anim 21811 - Slaughtered Monk Ghost Trying to Escape Body
anim 21812 - Slaughtered Monk Ghost Trying to Escape Body
anim 21813 - Slaughtered Monk Ghost Trying to Escape Body
animGFX 21829 4401 - The Architect (emote) (e)
anim 21833 - Hammering
anim 21834 - Hammering
anim 21835 - Sawing
anim 21836 - Sawing
anim 21838 - Place object on table
anim 21839 - Throw coin into well
animGFX 21840 4402 - Throw many coins via Alchemy
anim 21841 - Throw many coins into well
anim 21846 - Morytanian Music Box
anim 21847 - Kharidian Music Box
anim 21902 - Floating up bound
anim 21903 - floating bound
anim 21907 - up in air slam down
anim 21909 - Put hands out in X position
anim 21910 - Exit X position
anim 21911 - X position
anim 21913 - Floating casting spell
anim 21914 - Finish floating spell
anim 21915 - Teleport appear
anim 21917 - Teleport disappear
anim 21922 - Get kicked out of RoTS Well
anim 21924 - Jump into the Well for RoTS
anim 21925 - Floating up high attack
anim 21926 - Jump up high
anim 21927 - Landing from being up high
anim 21929 - Up attack
anim 21930 - Tuska Jump on Space Platform
anim 21932 - Asphyxiate
anim 21934 - Cover head, then sink below ground and spazz
anim 21935 - Attack three times
anim 21936 - Attack
anim 21937 - Spazz sunk in ground
anim 21938 - Pull self out of ground
anim 21940 - Lift hand up to cast spell

anim 21941 - Spin attack
anim 21942 - Floating hangin on
anim 21943 - Jump up to float and hang
anim 21944 - Throw thing
anim 21945 - Get hit and hold stomach but then stand right back up
anim 21946 - Get hit and lose balance
anim 21947 - Stab and punch
anim 21948 - Run and jump and land attack
anim 21954 - Spinning
anim 21955 - Spinning
anim 21956 - Spinning
anim 21957 - Spin around
anim 21963 - Jump
anim 21977 - Appear from tele?
anim 21979 - Yes (emote) (e)
anim 21980 - No (emote) (e)
anim 21981 - Bow (emote) (e)
anim 21982 - Curtsy (emote) (e)
anim 21983 - Think (emote) (e)
anim 21984 - Angry (emote) (e)
anim 21985 - Wave (emote) (e)
anim 21986 - Shrug (emote) (e)
anim 21987 - Cheer (emote) (e)
anim 21988 - Beckon (emote) (e)
anim 21989 - Laugh (emote) (e)
anim 21990 - Jump For Joy (emote) (e)
anim 21991 - Yawn (emote) (e)
anim 21992 - Cry (emote) (e)
anim 21993 - Salute (emote) (e)
anim 21994 - Panic (emote) (e)
animGFX 21995 4418 - Blow Kiss (emote) (e)
anim 21997 - Clap (emote) (e)
animGFX 21998 4417 - Air Guitar (new) (emote) (e)
anim 22000 - Blow Raspberry (emote) (e)
anim 22050 - Sitting and eating?
anim 22051 - Ashdale Male Lover on Bench
anim 22052 - Ashdale Female Lover on Bench
anim 22053 - Ashdale on Bench
anim 22055 - sitting sideways
anim 22056 - sitting sideways
anim 22061 - ashdale villager
anim 22063 - ashdale villager
anim 22107 - Look and duck

anim 22109 - look surprised leaning against wall
anim 22110 - Cheer
anim 22113 - Cower in fear
anim 22128 - picking thing off ground sitting
anim 22135 - walk
anim 22142 - Smelting
anim 22143 - Smithing on Anvil
anim 22185 - Commander Piggles Emote (Pet) (VIP)
anim 22271 - Walk forward (cutscene)
anim 22272 - Walk forward cutscene then look back
anim 22276 - Bandos' Might
anim 22300 - stand idle
anim 22301 - idle
anim 22304 - Hit building with hammer
anim 22307 - hands thing standing
anim 22308 - Angry
anim 22313 - hand in front of face
anim 22315 - lift hand up
anim 22319 - Cast spell
anim 22323 - disappear teleport
anim 22324 - disappear teleport
anim 22325 - disappear teleport
anim 22336 - Get off of lodestone/out of portal?
animGFX 22338 4495 - Sacrifice Ability (1H Melee)
anim 22339 - Sacrifice ability
animGFX 22340 4499 - Sacrifice Ability (2H Sword)
anim 22341 - Sacrifice ability
anim 22342 - Sacrifice Ability
animGFX 22343 4496 - Sacrifice Ability (Magic 2h)
anim 22344 - Sacrifice Ability
animGFX 22345 4509 - Armadyl's Glory (Tier One)
animGFX 22349 4511 - Armadyl's Glory (Tier Three)
animGFX 22350 4510 - Armadyl's Glory (Tier Two)
anim 22359 - Appear
anim 22360 - Appear
anim 22361 - Surge?
anim 22380 - Look in awe
anim 22382 - Look in amaze
anim 22394 - Idle
anim 22401 - Fall down off of something
anim 22432 - Activate Scrimshaw
anim 22433 - Activate Scrimshaw (in Combat)
anim 22434 - Activate aura?

anim 22436 - Activate aura?
anim 22438 - Activate aura?
anim 22444 - Elvis Pressie Emote (Pet) (SGS)
anim 22498 - Give thing
anim 22500 - Feed reindeer
anim 22501 - Pet reindeer
animGFX 22508 4549 - Rockin' Around The Christmas Tree (emote) (e)
anim 22513 - Pull cracker
anim 22514 - Pulling cracker
animGFX 22516 4552 4553 - Fist of War teleport [Bandos Teleport] (t) (SGS)
animGFX 22519 4554 4555 - Wings of Justice teleport [Armadyll Teleport] (t) (SGS)
anim 22537 - Idle holding stomach as if ill
anim 22538 - On knees guilty
anim 22539 - On knees guilty
anim 22541 - Reese Anger (The Blood Pact)
anim 22542 - Kayle Talk (The Blood Pact)
anim 22543 - Reese Decisive (The Blood Pact)
anim 22544 - Kayle Gasp (The Blood Pact)
anim 22545 - Caitlin Assertive (The Blood Pact)
anim 22546 - Kayle Nod and Agree(The Blood Pact)
anim 22547 - Restrained anger
anim 22548 - Talk
anim 22549 - Accuse
anim 22550 - Standing
anim 22551 - Walking
anim 22553 - Wiggle thing
anim 22554 - Standing
anim 22555 - Shaking head
anim 22556 - Walking
anim 22561 - Xenia Gets Hit With Arrow (The Blood Pact)
anim 22562 - Stand shadily
anim 22566 - Looking around
anim 22567 - Put hands together shrug
anim 22579 - Standing shadily against wall
anim 22611 - Shield eyes
anim 22633 - Eat something
anim 22634 - Sitting Down to Rest
anim 22635 - Sitting (DR-3055)
anim 22636 - Getting up from Resting
anim 22637 - Sitting down
anim 22638 - Resting
anim 22639 - Getting off ground
anim 22640 - Sitting down

anim 22641 - Resting seated (DR-3056)
anim 22642 - Getting up from seat
anim 22672 - Mimic Pet Emote (pet) (TH)
anim 22679 - Loved up
anim 22682 - Down to Earth
anim 22684 - Sitting on something big
anim 22685 - Sitting on something big
anim 22686 - Two Punches
anim 22687 - Pickpocket
anim 22688 - Swimming
anim 22689 - Swimming
anim 22690 - Swimming
anim 22691 - Diving off cliff
anim 22694 - Climbing up ladder
anim 22696 - Climbing up ladder
anim 22697 - Sitting on top of something big
anim 22702 - Holding something above head
anim 22703 - Running with something overhead
anim 22704 - Holding something overhead
anim 22711 - Hands behind back
anim 22712 - Walking with hands behind back
anim 22713 - Running with hands behind back
animGFX 22741 4596 - Cannon teleport (t) (SGS)
animGFX 22744 4597 - Trapeze Teleport (t) (SGS)
animGFX 22747 4598 4599 - Magician Teleport (t) (SGS)
anim 22748 - Read map
anim 22749 - Close Map
anim 22750 - Spy penguin
animGFX 22751 4600 - Recharge summoning obelisk
animGFX 22753 4601 - Make Summoning Scrolls
anim 22755 - Recharging Prayer Points
anim 22756 - Cleaning Herb
anim 22757 - Mixing with Pestle and Mortar
anim 22758 - Shear Sheep
anim 22759 - melee ability?
anim 22760 - Building with Standard Hammer
anim 22761 - Building with Sacred Clay Hammer
anim 22762 - Building with Volatile Clay Hammer
anim 22763 - Building with Golden Hammer
anim 22764 - Building floor with Standard Hammer
anim 22765 - Building floor with Sacred Clay Hammer
anim 22766 - Building floor with Volatile Clay Hammer
anim 22767 - Building floor with Golden Hammer

anim 22768 - Building with Standard Hammer
anim 22769 - Building with Sacred Clay Hammer
anim 22770 - Building with Volatile Clay Hammer
anim 22771 - Building with Golden Hammer
anim 22772 - Remove Construction object
anim 22774 - Chiselling Sapphire
anim 22775 - Chiseling Emerald
anim 22776 - Chiselling Ruby
anim 22777 - Chiselling Diamond
anim 22778 - Chiselling Opal
anim 22779 - Chiselling Jade
anim 22780 - Chiseling Topaz
anim 22781 - Chiseling Dragonstone
anim 22782 - Chiseling Onyx
anim 22783 - Chiseling Stone
anim 22784 - Chiseling Stone
anim 22785 - Chiseling Stone
anim 22791 - Zeppelin Pet Emote
animGFX 22794 4604 4603 - Silverhawk Emote (i) (e) (TH)
anim 22807 - Point and accuse
anim 22808 - Cast ward spell?
anim 22812 - Fall on knees
anim 22813 - Down on knees praying
anim 22823 - Pick something up
anim 22825 - Swipe
anim 22830 - Sitting with head in shoulder
anim 22831 - Sitting and watching
anim 22833 - Using World Gate controls
anim 22845 - Climb down steps (World Gate)
anim 22846 - Use World Gate Controls
anim 22847 - Get off using World Gate Controls
anim 22849 - Fire Bow (Circus)
anim 22850 - Throw Knife (Circus)
anim 22851 - Throw Bronze Battle Axe (Circus)
anim 22856 - Powerful Divination (SGS)
animGFX 22857 4620 - Agile Divination (SGS)
anim 22858 - Divination (SGS)
animGFX 22867 4622 - Agile Divination Conversion (SGS)
anim 22880 - Make planks - Portable sawmill
anim 22913 - Run Across wall
anim 22914 - Arrive in Freneskae
anim 22917 - Run around wall
anim 22920 - Point

anim 22926 - Walking up steps
anim 22928 - Die
anim 22929 - Get off knees and shake head
anim 22931 - Pick something up
anim 22934 - Ghostly
anim 22935 - Appear
anim 22938 - Disappear
anim 22939 - Ghostly
anim 22941 - Disappear
anim 22942 - Ghostly
anim 22943 - Appear
anim 22944 - Disappear
anim 22991 - Floating
anim 23044 - Combat ready
anim 23046 - Look up climb
anim 23050 - Climb down cliff
anim 23061 - Putting memoriam crystal in slot
anim 23091 - Flicker in and out of existence
anim 23092 - Arrive
anim 23096 - Teleport
anim 23105 - Stand
anim 23106 - Arrive
anim 23108 - Stand
anim 23111 - Stand
anim 23113 - Teleport
animGFX 23158 4648 - Shadow Blast Short Teleport (t-l) (SGS)
animGFX 23165 4649 - Shadow Blast Short Teleport (t-a) (SGS)
anim 23172 - Cover eyes
anim 23177 - Look in shock
anim 23185 - Look in shock
anim 23187 - Teleport
anim 23194 - Look at sky
anim 23195 - Look at sky
anim 23196 - Look at sky
anim 23197 - Look at sky
anim 23198 - Look at sky (Staff)
anim 23199 - Look at sky
anim 23200 - Look at sky
anim 23207 - Cast spell
animGFX 23217 4667 - Cast Blood Tendrils (2h Sword)
animGFX 23218 4667 - Cast Smoke Tendrils (Two Hand)
animGFX 23218 4667 - Cast Blood Tendrils (2h Maul)
animGFX 23220 4667 - Cast Blood Tendrils (2H Spear)

anim 23222 - Cast Spell
anim 23223 - Cast spell?
anim 23224 - Cast spell?
anim 23225 - Cast spell?
anim 23227 - Cast spell?
anim 23229 - Cast spell?
anim 23231 - Balancing on obstacle
anim 23232 - Climb down cliff
anim 23233 - Obstacle
anim 23234 - Climb and run over obstacle
anim 23235 - Jump Across Gap
anim 23238 - Slayer Mask Transformation
anim 23243 - Slayer Mask Transformation
anim 23245 - Slayer Mask Transformation
animGFX 23248 4745 - RuneScape Through The Ages
animGFX 23250 4746 - RuneCrafting (Air Runes)
animGFX 23250 4747 - RuneCrafting (Water Runes)
animGFX 23250 4748 - RuneCrafting (Fire Runes)
animGFX 23250 4749 - RuneCrafting (Earth Runes)
animGFX 23250 4750 - RuneCrafting (Mind Runes)
animGFX 23250 4751 - RuneCrafting (Body Runes)
animGFX 23250 4752 - RuneCrafting (Chaos Runes)
animGFX 23250 4753 - RuneCrafting (Nature Runes)
animGFX 23250 4754 - RuneCrafting (Cosmic Runes)
animGFX 23250 4755 - RuneCrafting (Blood Runes)
animGFX 23250 4756 - RuneCrafting (Law Runes)
animGFX 23250 4757 - RuneCrafting (Astral Runes)
animGFX 23250 4758 - RuneCrafting (Death Runes)
animGFX 23250 4759 - RuneCrafting (Soul Runes)
anim 23254 - RuneCrafting (extended)
anim 23255 - Finish RuneCrafting (extended)
anim 23259 - Melee Ability?
anim 23260 - Cabbage FacePunch Bonanza (Looks the same as the one used as emote)
anim 23266 - Turn into Gorilla (player model)
animGFX 23268 4774 - Finish turning into gorilla (Gorilla model -- NPC id 19281)
anim 23270 - Gather node in CPB minigame
anim 23271 - Gather node in CPB minigame
animGFX 23279 4775 - Cabbage FacePunch Bonanza (Kick Monkey)
animGFX 23279 4776 - Cabbage FacePunch Bonanza (Kick Cabbage)
animGFX 23288 4779 - Cute Bunny
animGFX 23290 4780 4781 - Sneaky Bunny
anim 23293 - Lamb Egg Transformation (Turning into lamb)
anim 23297 - Lamb Egg Transformation (Turning back into human)

anim 23298 - Chicken Egg Transformation (Turning into chicken)
anim 23300 - Chicken Egg Transformation (Turning back into human)
anim 23301 - Bunny Egg Transformation (Turning into bunny)
anim 23302 - Bunny Egg Transformation (Turning back into human)
anim 23306 - Open Jar pyramid plunder
anim 23307 - Loot jar pyramid plunder
anim 23308 - Pull back hand
anim 23309 - Trying to open sarcophagus (PP)
anim 23310 - Open sarcophagus (PP)
anim 23313 - Swipe something off ground
anim 23315 - Teleport/arrive
anim 23316 - Cross obstacle stepping stones
anim 23319 - Stand
anim 23321 - Fiddle with things with fingers
anim 23402 - Turning valve
anim 23403 - Pull switch?
anim 23405 - Turn Bust (Shadow Over Ashdale)
anim 23408 - Sitting huddled on floor
anim 23409 - Sitting huddled on floor (look to the side and relax)
anim 23434 - Hand on hip idle
anim 23436 - Step forward
animGFX 23439 4791- Stepping in goo
anim 23441 - Turn around looking around
anim 23447 - Stand back (Agorath cutscene?)
anim 23450 - Stand back
anim 23477 - Fire bow
anim 23478 - Fire bow
anim 23479 - Attack melee
anim 23481 - Cast spell
anim 23482 - Cast spell
animGFX 23483 3601 - Cast Air Strike (Two Handed-B)
animGFX 23484 3601 - Cast Air Strike (Two Handed-C)
animGFX 23485 102 - Cast Confuse Spell (Two Handed-B)
animGFX 23486 102 - Cast Confuse Spell (Two Handed-C)
animGFX 23487 3605 - Cast Water Strike (Two Handed-B)
animGFX 23488 3605 - Cast Water Strike (Two Handed-C)
animGFX 23489 3603 - Cast Earth Strike (Two Handed-B)
animGFX 23490 3603 - Cast Earth Strike (Two Handed-C)
animGFX 23491 105 - Cast Weaken (Two Handed-B)
animGFX 23492 105 - Cast Weaken (Two Handed-C)
animGFX 23493 3607 - Cast Fire Strike (Two Handed-B)
animGFX 23494 3607 - Cast Fire Strike (Two Handed-C)
animGFX 23495 3601 - Cast Air Bolt (Two Handed-B)

animGFX 23496 3601 - Cast Air Bolt (Two Handed-C)
animGFX 23497 108 - Cast Curse (Two Handed-B)
animGFX 23498 108 - Cast Curse (Two Handed-C)
animGFX 23499 177 - Cast Bind (Two Handed-B)
animGFX 23500 177 - Cast Bind (Two Handed-C)
animGFX 23501 3605 - Cast Water Bolt (Two Handed-B)
animGFX 23502 3605 - Cast Water Bolt (Two Handed-C)
animGFX 23503 3603 - Cast Earth Bolt (Two Handed-B)
animGFX 23504 3603 - Cast Earth Bolt (Two Handed-C)
animGFX 23505 3607 - Cast Fire Bolt (Two Handed-B)
animGFX 23506 3607 - Cast Fire Bolt (Two Handed-C)
animGFX 23507 3601 - Cast Air Blast (Two Handed-B)
animGFX 23508 3601 - Cast Air Blast (Two Handed-C)
animGFX 23509 3605 - Cast Water Blast (Two Handed-B)
animGFX 23510 3605 - Cast Water Blast (Two Handed-C)
animGFX 23511 177 - Cast Snare (Two Handed-B)
animGFX 23512 177 - Cast Snare (Two Handed-C)
animGFX 23513 3601 - Cast Slayer Dart (Two Handed-B)
animGFX 23514 3601 - Cast Slayer Dart (Two Handed-C)
animGFX 23515 3603 - Cast Earth Blast (Two Handed-B)
animGFX 23516 3603 - Cast Earth Blast (Two Handed-C)
animGFX 23517 3607 - Cast Fire Blast (Two Handed-B)
animGFX 23518 3607 - Cast Fire Blast (Two Handed-C)
animGFX 23519 3601 - Cast Divine Storm (Two Handed-B)
animGFX 23520 3601 - Cast Divine Storm (Two Handed-C)
animGFX 23521 3601 - Cast Air Wave (Two Handed-B)
animGFX 23522 3601 - Cast Air Wave (Two Handed-C)
animGFX 23523 3605 - Cast Water Wave (Two Handed-B)
animGFX 23524 3605 - Cast Water Wave (Two Handed-C)
animGFX 23525 167 - Cast Vulnerability (Two Handed-B)
animGFX 23526 167 - Cast Vulnerability (Two Handed-C)
animGFX 23527 3603 - Cast Earth Wave (Two Handed-B)
animGFX 23528 3603 - Cast Earth Wave (Two Handed-C)
animGFX 23529 170 - Cast Enfeeble (Two Handed-B)
animGFX 23530 170 - Cast Enfeeble (Two Handed-C)
animGFX 23531 3607 - Cast Fire Wave (Two Handed-B)
animGFX 23532 3607 - Cast Fire Wave (Two Handed-C)
animGFX 23533 3601 - Cast Storm of Armadyl (Two Handed-B)
animGFX 23534 3601 - Cast Storm of Armadyl (Two Handed-C)
animGFX 23535 177 - Cast Entangle (Two Handed-B)
animGFX 23536 177 - Cast Entangle (Two Handed-C)
animGFX 23537 173 - Cast Stagger (Two Handed-B)
animGFX 23538 173 - Cast Stagger (Two Handed-C)

animGFX 23539 3601 - Cast Air Surge (Two Handed-B)
animGFX 23540 3601 - Cast Air Surge (Two Handed-C)
animGFX 23541 3605 - Cast Water Surge (Two Handed-B)
animGFX 23542 3605 - Cast Water Surge (Two Handed-C)
animGFX 23543 3603 - Cast Earth Surge (Two Handed-B)
animGFX 23544 3603 - Cast Earth Surge (Two Handed-C)
animGFX 23545 3607 - Cast Fire Surge (Two Handed-B)
animGFX 23546 3607 - Cast Fire Surge (Two Handed-C)
anim 23547 - Cast Spell
anim 23548 - Cast Spell
anim 23549 - Cast Spell
anim 23550 - Cast Spell
anim 23551 - Cast Spell
anim 23552 - Cast Spell
anim 23553 - Cast Spell
anim 23554 - Cast Spell
anim 23555 - Cast Spell
anim 23556 - Cast Spell
anim 23557 - Cast Spell
anim 23558 - Cast Spell
anim 23559 - Cast Spell
anim 23560 - Cast Spell
anim 23561 - Cast Spell
anim 23562 - Cast Spell
anim 23563 - Cast Spell
anim 23564 - Cast Spell
anim 23592 - Brightflame Ancient Pet Emote
anim 23601 - Inari Pet Emote
anim 23603 - touch something
animGFX 23608 4824 - Magic Beans
anim 23613 - Dizzy
anim 23614 - Dizzy holding staff
anim 23615 - Dizzy
anim 23616 - Dizzy
anim 23617 - Dizzy
anim 23619 - Dizzy/stunned
animGFX 23641 4667 - Cast Smoke Tendrils (One Hand)
anim 23651 - Crowd Serf
anim 23653 - Armchair warrior
animGFX 23654 4838 - Sinister Slumber (r) (SGS) [Render anim: 3166]
animGFX 23656 4840 - End Sinster Slumber (r) (SGS)
animGFX 23660 4841 - Crowd Serf (r) (SGS) [Render anim: 3167]
animGFX 23662 4843 - End Crowd Serf (r) (SGS)

animGFX 23669 4844 - Armchair Warrior (r) (SGS) [Render anim: 3168]
anim 23670 - Armchair warrior
animGFX 23671 4846 - End Armchair Warrior (r) (SGS)
anim 23682 - Mini-Blink Idle
anim 23683 - Mini-Blink Walk
anim 23684 - Mini-Blink Run Crazy
anim 23685 - Summon Mini-Blink
anim 23686 - Dismiss Mini-Blink
animGFX 23687 2869 - Mini-Blink "Magic in ya face"
anim 23692 - Mini-Blink Does Chicken Impression
anim 23722 - Hold Kyzaj (combat)
anim 23723 - Unsheath Kyzaj
anim 23728 - Hold Kyzaj
anim 23731 - Hold Kyzaj
anim 23734 - Hold Kyzaj
anim 23737 - Drop Kyzaj
anim 23742 - Kyzaj
anim 23744 - Attack with Kyzaj
anim 23746 - Defensive Kyzaj
anim 23750 - Struggling with Kyzaj
anim 23756 - Mining no pickaxe?
anim 23758 - Side obstacle
anim 23760 - Soccer Ball
anim 23762 - Soccer Ball
anim 23764 - Soccer Ball
anim 23766 - Soccer Ball
anim 23771 - Soccer Ball "GOAL"
anim 23780 - Standing arms crossed
anim 23781 - Idle
anim 23782 - Walking arms crossed
anim 23783 - Uncross arms talk
anim 23784 - Cross arms
anim 23785 - Standing hands on hips
anim 23786 - Standing
anim 23787 - Walking
anim 23788 - Walking hands on hips
anim 23789 - Walking hands behind back
anim 23790 - Stand hands on hip think
anim 23791 - Walk hands on hip
anim 23793 - Grab/hit
animGFX 23794 4936 4937 - Scientific Breakthrough Short Teleport (t-a)
animGFX 23797 4929 4932 4933 - Scientific Breakthrough Arrive Lodestone (t) (SGS)
animGFX 23798 4926 - Dark Transformation Teleport Arrive Lodestone (t) (SGS)

animGFX 23799 4924 4925 - Dark Transformation Teleport (t) (SGS)
anim 23800 - Dark Transformation Get Off Lodestone (t) (SGS)
anim 23800 - Scientific Breakthrough Get Off Lodestone (t) (SGS)
animGFX 23801 4927 - Dark Transformation Short Teleport (t-l) (SGS)
animGFX 23802 4928 - Dark Transformation Short Teleport (t-a) (SGS)
animGFX 23807 4934 4935 - Scientific Breakthrough Short Teleport (t-l) (SGS)
animGFX 23812 4929 4930 4931 - Scientific Breakthrough Teleport (t) (SGS)
anim 23813 - Mad Scientist GFX (Scientific Breakthrough Teleport)
animGFX 23819 4941 - Ruler of Ancient Dead Teleport (Mummy)
animGFX 23817 4939 4940 4941 - Ruler of Ancient Dead Teleport (t) (SGS)
animGFX 23822 4938 - Ruler of Ancient Dead Arrive Lodestone (t) (SGS)
animGFX 23823 4942 - Ruler of Ancient Dead Short Teleport (t-a) (SGS)
animGFX 23825 4943 - Ruler of Ancient Dead Short Teleport (t-l) (SGS)
animGFX 23857 4945 - Demonic Rock Off
animGFX 23868 4947 - Spirit Tree Teleport (Leave)
animGFX 23870 4948 - Spirit Tree Teleport (Arrive)
anim 23890 - Read Book
anim 23891 - Read Book
anim 23893 - Read Book
anim 23894 - Read Book
anim 23895 - Climb Over Fence
anim 23903 - Zenn (Panda Pet) emote (Male)
anim 23904 - Zenn (Panda Pet) emote (Female)
anim 23912 - Zamorak Godsword Spec
anim 23913 - Keenblade Spec
anim 23914 - Legacy 2H Sword Auto-Attack
anim 23918 - Morrigan's javelin Spec
anim 23921 - Drezel Casts Swamp Protection Spell
anim 23926 - Special move?
anim 23928 - Abyssal Whip Special Attack (Legacy) (GFX 2108 H96 on Target)
anim 23929 - Special move?
anim 23930 - Abyssal whip special
anim 23931 - Saradomin godsword spec
anim 23933 - Legacy attack
anim 23934 - Bandos Godsword Special Move?
anim 23935 - Special move?
anim 23936 - Auto Attack Whip (Legacy)
anim 23937 - Saradomin Sword Spec?
anim 23939 - Cast spell
anim 23940 - Idle
anim 23941 - Fire bow
anim 23943 - Fire bow
anim 23945 - Thrown weapon

anim 23946 - Offhand Claw Autoattack (Legacy)
anim 23948 - Thrown weapon
anim 23949 - Thrown weapon
anim 23950 - Thrown weapon
anim 23951 - Enhanced Excalibur
animGFX 23952 4951 H92 - Dragon Mace Special [Legacy]
animGFX 23954 252 - Dragon Dagger Special [Legacy]
anim 23956 - Special attack?
anim 23958 - Special attack?
anim 23960 - Fire bow?
anim 23962 - Fire bow?
anim 23963 - Special attack?
anim 23965 - Dragon hatchet spec
anim 23972 - Cast spell?
anim 23973 - Cast spell?
anim 23974 - Cast spell?
anim 23975 - Cast spell?
anim 23976 - Cast ice spell?
anim 23977 - Cast spell?
anim 23978 - Cast spell?
anim 23979 - Cast spell?
anim 23980 - Cast ice spell?
anim 23981 - Cast ancient spell?
anim 23982 - Cast ancient spell?
anim 23983 - Cast ancient spell?
anim 23984 - Cast ancient spell?
anim 23985 - Cast ice multistrike spell?
anim 23986 - cast ancient spell
anim 23987 - Cast ancient spell?
anim 23988 - cast ancient spell
anim 23989 - cast ancient spell
animGFX 23992 2701 - Cast Water Spell (Legacy)
animGFX 23993 457 - Cast Air Spell (Legacy)
animGFX 23994 2713 - Cast Earth Strike (Legacy)
animGFX 23994 2714 - Cast Earth Bolt (Legacy)
animGFX 23994 2715 - Cast Earth Blast (Legacy)
animGFX 23994 2716 - Cast Earth Wave (Legacy)
animGFX 23994 2717 - Cast Earth Surge (Legacy)
animGFX 23995 4964 - Cast Fire Spell (Legacy)
anim 24002 - Attack
anim 24007 - Attack
animGFX 24010 1950 - Dragon Claws Special Attack "Slice And Dice" (Legacy)
anim 24012 - Zanik's Crossbow

anim 24015 - Spell
anim 24108 - Noxious Scythe
anim 24109 - Noxious Staff
anim 24110 - Noxious Bow
anim 24112 - Dodge Araxxor
anim 24114 - Dodge Araxxor
anim 24152 - Spell
anim 24153 - Spell
anim 24173 - Failing test of Faith (Demon Slayer)
anim 24174 - Gideon Bede on Knees
anim 24175 - Gideon Bede Gets Up From Shield
animGFX 24176 5016 - Gideon Bede's Shield Breaks
anim 24177 - Denath (Demon Slayer)
animGFX 24178 5015 - Gideon Bede Delrith Shield
anim 24181 - Climb down stairs
anim 24194 - Laugh tap toes?
anim 24204 - walk frag
anim 24205 - Kick
anim 24208 - fall on knees
anim 24212 - idle
anim 24213 - idle
anim 24214 - idle
anim 24215 - idle
anim 24216 - idle
anim 24217 - Sitting sleeping
anim 24218 - Sitting sleeping, wake up and get off throne
anim 24220 - idle
anim 24221 - idle
anim 24223 - idle
anim 24257 - appear
anim 24265 - idle
anim 24267 - idle
anim 24309 - chisel hydrix
animGFX 24310 5054 - Enchant Sapphire Necklace
animGFX 24311 5055 - Enchant Emerald Necklace
animGFX 24312 5056 - Enchant Ruby Necklace
animGFX 24313 5057 - Enchant Diamond Necklace
animGFX 24314 5058 - Enchant Dragonstone Necklace
animGFX 24315 5059 - Enchant Onyx Necklace
animGFX 24317 5054 - Enchant Ring (GFX between 5054-5059)
anim 24399 - Pull switch?
anim 24402 - Scoop Up with bucket
anim 24448 - Alch seated

anim 24449 - Alch seated (angle)
anim 24450 - Alch seated
anim 24451 - Alch seated (angle)
animGFX 24452 5088 - Telekinetic Grab
animGFX 24456 5093 - Low-Level Alch
animGFX 24458 5094 - High-Level Alchemy
animGFX 24460 5091 - Bones to Banana
animGFX 24463 5092 - Bones to Peaches
animGFX 24464 5095 - Superheat Item
anim 24474 -
animGFX 24466 5097 - Charge Air Orb
animGFX 24467 5100 - Charge Fire Orb
animGFX 24468 5098 - Charge Water Orb
animGFX 24469 5099 - Charge Earth Orb
anim 24471 - Enchant Bolts
animGFX 24487 5107 - Shadow Blast Teleport (ht) (SGS)
animGFX 24489 5108 - Shadow Blast Arrive at Lodestone (t-a) (SGS)
animGFX 24492 5110 - Shadow to Praetor (e) (SGS)
animGFX 24492 5109 - Praetor to Shadow (e) (SGS)
animGFX 24494 5113 - Gatherer's Cape Expert Skillcape Emote
animGFX 24496 5114 5115 - Combatant's Cape Expert Skillcape Emote
animGFX 24499 5116 - Support Cape Expert Skillcape Emote
animGFX 24501 5117 - Artisan's Expert Skillcape Emote
animGFX 24503 5118 - Creating Expert Skillcape
animGFX 24503 5119 - Creating Expert Skillcape
animGFX 24503 5120 - Creating Expert Skillcape
animGFX 24503 5121 - Creating Support Expert Skillcape
animGFX 24507 5124 - Walk The Plank (e) (SoF) [Spawns NPC "Pirate Pete" (anim 24508)]
anim 24526 - Golden Zammy Godsword Spec
anim 24527 - Golden Zammy Godsword Spec
animGFX 24528 5128 - [Overload Effect]
animGFX 24529 5128 - [Overload Effect]
animGFX 24530 5129 - [Overload in Combat]
animGFX 24531 5129 - [Overload in Combat]
anim 24532 - Hefin Crane
anim 24533 - Hefin Pose
anim 24534 - Hefin Pose
anim 24535 - Hefin Pose
anim 24536 - Hefin Pose
anim 24537 - Hefin Pose
anim 24539 - Hefin Pose
anim 24540 - Hefin Pose
anim 24542 - Hefin Pose jump

anim 24543 - Steel pickaxe
anim 24549 - Sitting
anim 24550 - Getting into seat
anim 24551 - Getting out of seat
anim 24553 - Take thing out of pocket and chant
anim 24556 - Take thing out of pocket and chant
anim 24558 - Take thing out of pocket and chant
animGFX 24559 5143 - Elf Clan Cape Transformation (White)
anim 24568 - Pass obstacle
anim 24569 - Morvan's Dungeon Elevator Going Down
anim 24570 - Morvan's Dungeon Elevator Going Up
anim 24572 - Morvan's Dungeon Elevator Going Down
anim 24574 - Sitting and clapping
anim 24589 - Morvan's Dungeon Elevator Going Up
anim 24598 - Golden Rock Piece
anim 24599 - Golden Rock Piece
anim 24600 - Golden Rock Piece
animGFX 24605 5152 - RuneFest Teleport
animGFX 24613 5153 - Crystal Singing Teleport (ht) (SGS)
animGFX 24615 5154 - Crystal Singing Short Teleport (t-l) (SGS)
animGFX 24616 5155 - Crystal Singing Short Teleport (t-a) (SGS)
animGFX 24618 5156 - Crystal Singing Arrive at Lodestone (t-a) (SGS)
anim 24619 - Crystal Singing Get Off Lodestone (t-a) (SGS)
animGFX 24621 5157 - Crystal Singing Woodcutting [Small Tree] (s) (SGS)
animGFX 24621 5160 - Crystal Singing Woodcutting [Big Tree] (s) (SGS)
anim 24624 5162 - Crystal Singing Mining (s) (SGS)
animGFX 24626 5162 - Crystal Singing Mining (s) (SGS)
anim 24628 - Crystal Singing
animGFX 24647 5164 - Crystal Impling Resting (r) (SGS) [Render anim: 3277]
anim 24648 - Crystal Impling Resting (r) (SGS)
anim 24649 - Crystal Impling Resting (r) (SGS)
animGFX 24651 5165 - End Crystal Impling Resting (r) (SGS)
anim 24675 - Start to use obstacle?
anim 24682 - Wushanko Warrior Resting (r) (SGS) [Render anim: 3276]
animGFX 24684 5173 - Energy Drain Resting (r) (SGS) [Render anim: 3275]
animGFX 24685 5175 - End Energy Drain Resting (r) (SGS)
animGFX 24749 5198 5199 5200 - Ghostly Wardrobe (e) (SoF)
anim 24755 - Press button with palm then disappear
anim 24756 - Appear
anim 24761 - Sucked up (Guthix cache)
anim 24762 - Come out of Crater (Guthix Cache)
anim 24763 - Hold Large Memory Vial
anim 24764 - Hold Medium Memory Vial

anim 24765 - Walk with Medium Memory Vial
anim 24766 - Run With Medium Memory Vial
anim 24767 - Walk with Large Memory Vial
anim 24768 - Run with Large Memory Vial
animGFX 24769 5206 - Drop Large Memory Vial
animGFX 24770 5204 - Drop small memory vial
animGFX 24771 5205 - Drop Medium memory vial
anim 24772 - Toss large memory vial
anim 24773 - Toss medium memory vial
anim 24774 - Toss small memory vial
anim 24775 - Pick up large memory vial
anim 24776 - Pick up small memory vial
anim 24782 - Pick up medium memory vial
anim 24787 - Get sucked up by feet
anim 24788 - Get sucked up by hands
animGFX 24790 5210 - Guthix Cache Reward Convert All Memories
anim 24802 - Frozen Servant Pose (Broken Home)
anim 24803 - Frozen Servant Dies (Broken Home)
anim 24804 - Servant Shivering in Fear (Broken Home)
anim 24805 - Reaching into Frozen Servant's Mouth to Get Key (Broken Home)
anim 24823 - Opening the Curtain in the Bathroom (Broken Home)
animGFX 24825 5217 - Servant Gets Eaten by Monster Trunk (Broken Home)
anim 24828 - Pushing Statue
anim 24830 - React to Windows Shattering by Covering Ears (Broken Home)
anim 24844 - Frozen Servant Dead on Floor
animGFX 24853 5227 5228 - Pulled Away (e)
anim 24856 - Dead Butler Blocking Door
anim 24857 - Dead butler being pushed aside
anim 24858 - 1 Frame of Lying Dead On Floor
anim 24859 - 1 Frame of Lying Dead On Floor
anim 24860 - Faceless Servant Trying to Feel Face
anim 24863 - Pushing Dead Servant Aside
anim 24864 - Removing Key from Frozen Servant's Mouth
anim 24868 - Player Gets into a Defensive Stance
anim 24869 - Player Looks in Shock
anim 24870 - Player Looks to the Right to See What Happened
anim 24877 - Cast Fishing Rod
anim 24878 - Harpoon fishing
anim 24879 - Harpoon fishing
anim 24880 - Lobster Pot fishing
anim 24881 - Burn hand
anim 24882 - Throw log on bonfire?
anim 24883 - Stoke bonfire

anim 24884 - Finish bonfire
anim 24885 - Throw log on bonfire
anim 24886 - tinderbox
anim 24887 - Pickpocket
anim 24888 - Frog crouch doing thing on ground
anim 24891 - Put hands and do thing
anim 24893 - Do magic thing
anim 24895 - Pick thing on ground
anim 24896 - Mix potion
anim 24897 - Hands thing
anim 24898 - Digging with Trowel
anim 24899 - trowel
anim 24900 - secuaters
anim 24901 - secuaters
anim 24902 - secuaters
anim 24903 - secuaters
anim 24904 - Magic secuaters
anim 24905 - Magic secuaters
anim 24906 - Magic secuaters
anim 24907 - Magic secuaters
anim 24908 - Pick plant?
anim 24909 - Pick plant farming
anim 24910 - Pick plant off ground
anim 24911 - Cut watermelon
anim 24912 - Pour out Bucket of Water
anim 24913 - Rake Farm Patch
anim 24914 - Calquat keg
anim 24915 - fill cider
anim 24916 - Take thing from ground
anim 24917 - Pour out plant cure
anim 24918 - Pour out juju potion
anim 24919 - Drink from calquat keg
anim 24920 - Scoop calquat keg
anim 24921 - Pick up dead plant?
anim 24922 - apply something green
anim 24923 - Finish Raking Farm Patch
anim 24924 - Water plants
animGFX 24925 410 H92 - Water plants (magical watering can)
anim 24926 - Seed dibber
anim 24927 - Fishing rod
anim 24928 - Cast fishing rod
anim 24929 - Lobster Cage Fishing
anim 24930 - Small fishing net

anim 24931 - Fishing net
anim 24932 - Big fishing net
anim 24933 - Karambwan vessel
anim 24934 - Rod fishing
anim 24935 - Rod fishing
anim 24936 - Reel in rod
anim 24937 - Reel in rod
anim 24938 - Fletch logs
anim 24939 - fletch magic logs
anim 24940 - Fletch willow logs
anim 24941 - Fletch scrimshaw
anim 24942 - Fletch hand
anim 24943 - Fletch logs
anim 24944 - Fletch Kabbit Spike
anim 24959 - Noodle fishing
anim 24967 - hammer
anim 24968 - hammer
anim 24969 - hammer
anim 24970 - hammer
anim 24971 - hammer
anim 24972 - hammer
anim 24973 - golden hammer
anim 24974 - golden hammer
anim 24975 - Smelting in Pottery Oven
anim 24976 - smelting
anim 24994 - knocked back
anim 24995 - knocked back
anim 24998 - dive forward
anim 24999 - step over tripwire
anim 25000 - climb over something (obstacle like a fence)
anim 25001 - pass by an obstacle
anim 25002 - pass by an obstacle
anim 25003 - crystal hatchet
anim 25004 - crystal pickaxe
anim 25005 - crystal tinderbox
anim 25006 - Hefin Crane
anim 25007 - End Hefin emote
anim 25008 - Hefin Bow
anim 25009 - Hefin Lotus
anim 25010 - Hefin Ward
anim 25011 - Hefin Agility Course Step One
anim 25012 - Hefin Agility Course Dive Through Window Shortcut
anim 25013 - Hefin Agility Course come out window shortcut

anim 25014 - Scale cathedral
anim 25015 - Scale cathedral (2)
anim 25016 - zip line
anim 25021 - Playing harp
anim 25022 - Begin to play harp
anim 25023 - end playing harp
anim 25026 - Tuning harp
anim 25028 - Grab thing
anim 25031 - Sing crystal
anim 25032 - walk frag
anim 25033 - idle frag
anim 25035 - playing harp
anim 25036 - chisel something
anim 25048 - throw thing
anim 25051 - hit with crystal hammer thing
anim 25052 - crystal knife
anim 25053 - crystal hatchet
anim 25054 - crystal hammer
anim 25055 - Crystal hammer broodoo
anim 25056 - Crystal hammer broodoo (green)
anim 25057 - Crystal hammer broodoo (orange)
anim 25059 - crystal hatchet
anim 25060 - crystal pickaxe
anim 25061 - crystal hammer
anim 25062 - crystal pickaxe
anim 25063 - crystal pickaxe
anim 25064 - crystal hatchet
anim 25065 - crystal pickaxe
anim 25067 - crystal hammer
anim 25068 - crystal hammer
anim 25069 - crystal hammer
anim 25070 - crystal hatchet
anim 25072 - crystal hammer l block
anim 25073 - Crystal hammer and chisel
anim 25074 - Crystal hammer
anim 25082 - crystal hammer
anim 25083 - Crystal hammer
anim 25084 - Crystal hammer
anim 25085 - Crystal hammer
anim 25086 - Crystal Pickaxe
anim 25087 - Crystal Pickaxe
anim 25088 - Crystal hammer and chisel
anim 25089 - Crystal hammer floor

anim 25090 - Crystal pickaxe
anim 25091 - Crystal Saw
anim 25093 - Crystal Hammer
anim 25094 - Crystal hammer
anim 25095 - Crystal Hammer
anim 25096 - Crystal Chimes
anim 25097 - Crystal hammer floor
anim 25098 - Crystal hammer floor
anim 25099 - Crystal hammer up high
anim 25100 - Crystal pickaxe
anim 25101 - Crystal hatchet
anim 25102 - Crystal hammer
anim 25103 - Crystal hammer
anim 25104 - Crystal Pickaxe
anim 25105 - Crystal tinderbox
anim 25106 - Crystal knife bloodwood logs
anim 25107 - Attack
anim 25108 - Attack
anim 25111 - Spin attack (Crystal hatchet special move?)
anim 25112 - Spin attack
anim 25115 - Crystal hammer
anim 25116 - Crystal hammer
anim 25117 - Crystal hammer
anim 25118 - Crystal tinderbox
anim 25119 - Crystal tinderbox
anim 25120 - use sandstone machine?
anim 25121 - Crystal chisel sapphire
anim 25122 - Crystal chisel emerald
anim 25123 - Crystal chisel ruby
anim 25124 - Crystal chisel diamond
anim 25125 - Crystal chisel dragonstone
anim 25126 - Crystal chisel onyx
anim 25127 - Crystal chisel hydrix
anim 25150 - Crystal tinderbox
anim 25154 - Crystal hatchet
anim 25155 - Crystal hammer
anim 25157 - Crystal pickaxe
anim 25158 - Crystal pickaxe
anim 25159 - Crystal pickaxe
anim 25160 - Crystal pickaxe
anim 25163 - Crystal hammer
anim 25164 - Crystal hammer
anim 25165 - Crystal hatchet

anim 25166 - Crystal hatchet
anim 25170 - Crystal hatchet
anim 25171 - Crystal hatchet
anim 25172 - Crystal hatchet
anim 25173 - Crystal hatchet
anim 25174 - Crystal saw
anim 25175 - Crystal saw
anim 25176 - Crystal saw
anim 25177 - Crystal saw
anim 25178 - Crystal saw
anim 25179 - Crystal saw
anim 25180 - Crystal saw
anim 25181 - Crystal saw
anim 25182 - Crystal hatchet
anim 25183 - Crystal tinderbox
anim 25184 - Fletching crystal knife
anim 25185 - Fletching crystal knife magic logs
anim 25186 - Fletching crystal knife
anim 25187 - Fletching scrimshaw crystal knife
anim 25188 - Fletching hand crystal knife
anim 25189 - Crystal hammer
anim 25190 - Crystal hammer
anim 25274 - Untie thing on ground?
anim 25280 - Idle turn around and cheer
anim 25281 - Angry/constipated
anim 25282 - Angry push
anim 25283 - Angry pushing
anim 25284 - Turn around and look and hold stomach and fall back
anim 25285 - hold hands together look
anim 25286 - hands on hips look
anim 25287 - combat pose
anim 25288 - look side to side
anim 25298 - teleport
anim 25310 - Fall on ground on knees
animGFX 25323 5293 - Cracker Pull (emote) (e)
animGFX 25325 5293 - Cracker Pull (emote) (e)
anim 25329 - Get present
anim 25340 - Pull glowing cracker
anim 25341 - Run
anim 25342 - Walk
anim 25343 - Idle
anim 25353 - Kirin Martial Arts Emote (Player)
anim 25368 - Lava Hawk Perch Emote (Player)

anim 25405 - Jump out of something
anim 25410 - Snowboard idle
anim 25412 - Snowboarding
anim 25413 - Snowboarding
anim 25414 - Fall off helicopter?
anim 25415 - Snowboarding walk
anim 25417 - Fall down and die
anim 25418 - Fall down and die
anim 25433 - Trying to fight big thing
anim 25443 - walk
anim 25444 - idle
anim 25446 - snowboard walk
anim 25447 - snowboard jump
anim 25448 - snowboard spin jump
anim 25449 - Snowboard backflip
anim 25450 - Snowboard handstand trick
anim 25451 - look behind climb something flip
anim 25452 - jump forward flip
anim 25453 - balancing out
anim 25454 - more snowboarding?
anim 25455 - more snowboarding?
anim 25456 - more snowboarding?
anim 25458 - snowboard slope
anim 25459 - Craft leather
anim 25460 - Craft leather
anim 25482 - Place Vexillum
anim 25579 - Point down gesture
anim 25590 - Dig
anim 25591 - Idle
anim 25592 - Walk
anim 25593 - Sitting
anim 25594 - Crafting Leather Armour
anim 25595 - Crafting Leather Armour
anim 25596 - Crafting Leather Armour Volatile Needle
anim 25597 - Sitting huddled scared
anim 25600 - Lighting Log with Tinderbox (Firemaking)
anim 25601 - Trying to light fire
anim 25602 - Trying to light fire blue log
anim 25649 - Cooking on Fire
anim 25650 - Cooking on a Range
anim 25651 - Putting Wheat in Windmill Hopper/Refilling Refreshment Table
anim 25652 - Using Hopper Controls
anim 25654 - Pick Wheat

anim 25655 - Churning?
anim 25657 - Puppet master?
animGFX 25658 5342 5343 - No More! (e) (SoF) [2015]
animGFX 25662 5340 5341 - Efficiency (e) (SoF) [2015]
anim 25665 - Walk
anim 25666 - Cane idle
anim 25667 - Cane run
anim 25668 - walk
anim 25669 - walk
anim 25670 - walk
anim 25671 - walk
anim 25672 - Idle
anim 25674 - Walk
anim 25675 - Run
anim 25676 - Take damage
anim 25677 - Nomad Pose Idle
anim 25678 - Nomad Pose Idle
anim 25679 - Nomad Pose Idle
anim 25680 - Nomad Pose Idle
anim 25681 - Nomad Pose Idle
anim 25682 - Nomad Run
anim 25683 - Nomad Run
anim 25684 - Nomad Run
anim 25685 - Nomad Run
anim 25686 - Nomad Run
anim 25687 - Nomad Run
anim 25688 - Nomad Run
anim 25689 - Nomad Run
anim 25690 - Nomad Run
anim 25691 - Nomad Run
anim 25692 - Nomad Pose
anim 25693 - Nomad Pose
anim 25694 - Nomad Pose
anim 25695 - Nomad Pose
anim 25696 - Nomad Pose
anim 25697 - Nomad Pose Walk
anim 25698 - Nomad Pose Walk
anim 25699 - Nomad Pose Walk
anim 25700 - Nomad Pose Walk
anim 25701 - Nomad Pose Walk
anim 25702 - Nomad Pose Walk
anim 25703 - Nomad Pose Walk
anim 25704 - Nomad Pose Walk

anim 25705 - Nomad Pose Walk
anim 25706 - Nomad Pose Walk
anim 25707 - Nomad Pose Unsheathe?
anim 25708 - Nomad Pose take damage?
anim 25709 - Nomad Pose take damage?
anim 25710 - Nomad Pose take damage?
anim 25711 - Nomad Pose take damage?
anim 25712 - Nomad Pose take damage?
anim 25713 - Nomad Pose Rune
anim 25724 - Black Salamander Tie to Shortcut
anim 25725 - Green Salamander Tie to Shortcut
anim 25726 - Orange Salamander Tie to Shortcut
anim 25727 - Red Salamander Tie to Shortcut
anim 25728 - Black Salamander Swing Obstacle
anim 25729 - Green Salamander Swing Obstacle
anim 25730 - Orange Salamander Swing Obstacle
anim 25731 - Red Salamander Swing Obstacle
anim 25732 - Black Salamander Swing Down
anim 25733 - Green Salamander Swing Down
anim 25734 - Orange Salamander Swing Down
anim 25735 - Red Salamander Swing Down
anim 25736 - Black Salamander Climb Up
anim 25737 - Green Salamander Climb Up
anim 25738 - Orange Salamander Climb Up
anim 25739 - Red Salamander Climb Up
anim 25741 - Black Salamander Climb Up
anim 25742 - Green Salamander Climb Up
anim 25743 - Orange Salamander Climb Up
anim 25744 - Red Salamander Climb Up
anim 25746 - Black Salamander Swing Across
anim 25747 - Green Salamander Swing Across
anim 25748 - Orange Salamander Swing Across
anim 25749 - Red Salamander Swing Across
anim 25750 - Fire Black Salamander
anim 25751 - Fire Green Salamander
anim 25752 - Fire Orange Salamander
anim 25753 - Fire Red Salamander
anim 25755 - Fire Black Salamander Up and Climb Up And Across
anim 25756 - Fire Green Salamander Up and Climb Up And Across
anim 25757 - Fire Orange Salamander Up and Climb Up And Across
anim 25758 - Fire Red Salamander Up and Climb Up And Across
anim 25759 - Craft something in hand?
animGFX 25760 5354 - Lava Whip Special

animGFX 25762 5354 - Lava Whip Special
anim 25765 - Flurry fury attack
anim 25766 - Flurry fury attack
anim 25767 - Stand idle
anim 25768 - Teleport up
anim 25769 - Stand idle
anim 25770 - Walk
anim 25771 - Get hit Fall down and collapse
anim 25772 - Standing cautious
anim 25773 - Walk combat stance
anim 25774 - Forward roll
anim 25775 - Somersault
anim 25776 - Back roll
anim 25777 - Backflip
anim 25778 - Side roll
anim 25779 - Side Somersault
anim 25780 - Left side roll
anim 25781 - Side Somersault
anim 25784 - Werewolf transformation end
animGFX 25787 5377 5376 - Touch Stone of Jas
anim 25791- Side roll
animGFX 25795 5392 - Throw Nomad's Spear Back (DAT)
anim 25798 - Teleport in
anim 25804 - Grovel on knees
anim 25810 - Jump across and fall into pit
anim 25811 - Jump across
anim 25815 - Get hit by sliske and magically bound stun
anim 25817 - Collapse out of stun
anim 25826 - Float spell (like Ariane)
anim 25827 - Finish float spell
anim 25829 - DAT Boss Special Attack Jump Up in air
anim 25830 - Stand think
anim 25832 - Point "You're Dead"
anim 25833 - Scream
anim 25834 - Pull in air (like Troll Invasion)
anim 25835 - Jump roundhouse kick
anim 25854 - Zamorak Stone of Jas Attack
animGFX 25855 5403 - Stone of Jas Attack
anim 25860 - Try to cast attack but get hit
anim 25869 - Rubbing thing with hand (like a pet)
anim 25874 - Stand
anim 25875 - Stand coloring offset
anim 25876 - Walk color offset

anim 25877 - Kneel color offset
anim 25878 - Rise from kneel color offset
anim 25879 - appear color offset
anim 25880 - Disappear color offset
anim 25882 - Get held by collar
anim 25884 - Being held by color (choking)
anim 25925 - Fall down
anim 25934 - Disappear
anim 25935 - Zamorak with Stone of Jas 2nd Age
anim 25938 - Zamorak with Stone of Jas 2nd Age
anim 25941 - transforming into something else?
anim 25942 - Kneel (Dishonour Among Thieves)
anim 25943 - Rise from Kneel
anim 25946 - Idle
anim 25947 - Idle
anim 25949 - Pull Lever
anim 25955 - Turn Knob
anim 25958 - Die
anim 25961 - Walk with staff
anim 25963 - collapse miserably
anim 25964 - Zamorak appears and hits Nomad
animGFX 25967 5408 - Zamorak about to shoot fireball at Nomad
animGFX 25968 5409 - Zamorak looks to the stone of Jas as Nomad teleports out
anim 25969 - Touch Stone of Jas
anim 25971 - Look behind to see Sliske
anim 25973 - touching stone of jas cutscene?
anim 25974 - Zamorak lower arm angry?
anim 25976 - get into combat pose
anim 25981 - Walking cutscene
anim 25984 - Attack
anim 25998 - get off knees
anim 26000 - Scream
anim 26001 - Drink potion
anim 26002 - Cut with junk
anim 26004 - Stand transparent
anim 26005 - Walk transparent
anim 26006 - run transparent
anim 26007 - transparent attack
anim 26008 - transparent defend
anim 26009 - transparent stealth walk
anim 26010 - transparent stealth pose
anim 26011 - transparent exit combat
anim 26012 - combat pose

anim 26013 - combat pose
anim 26014 - Walk combat pose
anim 26015 - run combat pose
anim 26016 - take damage
anim 26017 - Shark outfit Consume Fish
anim 26021 - Dark Lord Teleport
anim 26026 - Disperse Teleport
anim 26028 - Disperse Teleport GFX
animGFX 26029 5438 5439 - Dark Lord Runecrafting
anim 26032 - Dark Lord Runecrafting (Extended)
animGFX 23823 5431
animGFX 26038 5432 - Dark Lord Summoning
anim 26040 - Dark Lord Summoning stuck loop
anim 26042 - Finish Dark lord summon loop
anim 26075 - Catch Impling Barehanded
anim 26076 - Jump try to catch thing
anim 26077 - Attack
anim 26078 - Attack
anim 26079 - Filling Bucket
anim 26080 - Fill sack with hay
anim 26090 - take hands off
anim 26102 - Snake charm
anim 26104 - Push door
anim 26116 - Apply Compost to Farming Patch
anim 26117 - Pour out water bucket
anim 26118 - Flip coin
anim 26119 - walk sad
anim 26120 - walk sad
anim 26121 - stand sad
anim 26122 - zombie stand
anim 26123 - idle
anim 26124 - idle
anim 26125 - walk
anim 26126 - idle
anim 26128 - idle
anim 26129 - Lift demonic sigil
anim 26130 - Holding demonic sigil
anim 26131 - Lower demonic sigil
anim 26132 - Sitting
anim 26144 - walk
anim 26145 - idle
anim 26149 - walk
anim 26150 - idle

anim 26151 - punch
anim 26152 - run
anim 26159 - on ground hand out
anim 26160 - get down stick hand in
anim 26161 - stand back up
anim 26163 - appear
anim 26164 - disappear
anim 26166 - hold arm disappear
anim 26167 - hold arm pull back
anim 26168 - sitting
anim 26169 - stand shaking head, talking, lecture
anim 26170 - being hung magic?
anim 26172 - robot coming off table?
anim 26173 - Lying on operating table
anim 26194 - throw
anim 26196 - stand
anim 26197 - Arrav
anim 26198 - Arrav Idle (Post RotM) [Clutching his chest trying to stay alive] (DR 3436)
anim 26199 - Arrav Walk (Post RotM) [Clutching his chest trying to stay alive]
anim 26200 - Arrav's body finally gives in to old age and he dies. (Post RotM)
anim 26202 - Stand
anim 26203 - Hand up
anim 26204 - stand shock eyes
anim 26206 - pull thing up and smash it down?
anim 26207 - Give arrav his heart in canopic jar
anim 26208 - Arrav puts his heart in
anim 26209 - Arrav puts his heart in
anim 26212 - Attack with silverlight
anim 26213 - Climb across obstacle in Zem's Palace
anim 26218 - On floor dead face down
anim 26220 - Take out silverlight
animGFX 26224 5450 - Egg Juggler Emote
animGFX 26227 5451 - Easter Cooking
anim 26231 - Push switch with foot?
anim 26236 - pick thing off ground
anim 26238 - pick thing off ground
anim 26240 - put something in machine and use it?
anim 26242 - put something in machine and use it?
anim 26258 - pick thing off ground
anim 26261 - Dwarven Chainaxe
anim 26263 - Dwarven Fish Extractor
anim 26264 - Dwarven Fish Extractor
anim 26267 - Cut protean logs

anim 26269 - Cut protean logs
anim 26273 - Dwarven Chainaxe
anim 26319 - Space leap
anim 26320 - Stand
anim 26331 - Space leap
anim 26335 - Space leap
anim 26352 - Drake Teleport (Adult)
anim 26353 - Breathe Corrosive Gas (Adult)
anim 26355 - Baby Shadow Drake Breathe Corrosive Gas
anim 26380 - Drake Teleport (Adolescent)
animGFX 26381 5470 - Breathe Fire (Adolescent Fire Drake)
animGFX 26381 5481 - Breathe Corrosive Gas (Adolescent Shadow Drake)
anim 26384 - Drake Teleport (Baby)
anim 26386 - Barehand shark
anim 26387 - Barehand Silver shark
anim 26388 - Barehand Gold shark
anim 26389 - Barehand swordfish
anim 26390 - Bare hand silver swordfish
anim 26391 - Bare hand gold swordfish
anim 26392 - Barehand tuna
anim 26393 - Barehand silver tuna
anim 26394 - Barehand gold tuna
anim 26395 - Barehand shark
anim 26396 - Barehand Silver shark
anim 26397 - Barehand Gold shark
anim 26398 - Turn around, look behind you and get hit and fall down
anim 26400 - Tearing a golden ticket in half
anim 26401 - Tearing a golden ticket in half
anim 26404 - Jump down, run gap, jump up
anim 26405 - hit with Torch
anim 26433 - Tuska Build Pylon
anim 26434 - Tuska Build Pylon
anim 26435 - Tuska Space Walk
animGFX 26436 5512 - Tuska Storm Teleport
animGFX 26438 5515 - Tuska Emote (Tier Three)
animGFX 26440 5513 - Tuska Emote (Tier One)
anim 26445 - Travel between space islands
anim 26446 - Land on space island
anim 26448 - Astromancer Idle
anim 26453 - Idle animation
anim 26454 - Travel between space islands
anim 26455 - Travel between space islands
anim 26469 - Look around to the side as if demanding something

anim 26470 - Astromancer idle
animGFX 26471 5517 - Die in Space and the Astromancer Saves You
animGFX 26472 5518 - Stab Tuska with Saradomin God Spear
animGFX 26473 5518 - Stab Tuska with Armadyl God Spear
animGFX 26474 5518 - Stab Tuska with Zamorak God Spear
animGFX 26475 5518 - Stab Tuska with Godless Spear
animGFX 26477 5519 - Return to Tuska After Stabbing Her
anim 26482 - Tuska Space Bounce
anim 26483 - Tuska Space Idle
anim 26488 - Jump up Space obstacle
anim 26489 - Jump across island
anim 26490 - Jump up Space obstacle
anim 26491 - Climb up tuska island
anim 26492 - nothing?
animGFX 26494 5514 - Tuska Emote (Tier Two)
animGFX 26498 5524 - Astromancer Robes "Look to the Skies"
anim 26540 - Push ability?
anim 26549 - Beach Dumbbell
anim 26550 - Pick up Beach Dumbbell
anim 26551 - Hold beach Dumbbell
anim 26552 - One hand beach dumbbell
anim 26553 - Beach dumbbell squat
anim 26554 - beach dumbbell wave
anim 26574 - attack?
anim 26575 - take?
anim 26576 - attack?
anim 26577 - take?
anim 26578 - attack?
anim 26579 - take?
anim 26582 - sunk in ground
anim 26584 - Pushed into ground
anim 26586 - throw coconut shy?
animGFX 26597 5572 - Surfboard (emote) (e)
anim 26598 - Jump back into deck chair
anim 26599 - Lying in deck chair
anim 26600 - get out of deck chair
anim 26601 - Jump back into deck chair
anim 26602 - Lying in deck chair
anim 26603 - get out of deck chair
anim 26620 - Lifeguard
anim 26621 - Lifeguard shout in chair
anim 26622 - Lifeguard
anim 26624 - Eat treat?

anim 26631 - Eat treat?
anim 26663 - Combat stance thrown to the side
anim 26668 - Stand open mouth
anim 26671 - stand
anim 26674 - Cheering
anim 26675 - jump and cheering
anim 26686 - Iron pickaxe
anim 26724 - Jump obstacle
anim 26758 - Throw thing
anim 26759 - Throw thing
anim 26764 - Push thing
anim 26769 - Falling way off to the side
anim 26774 - nothing
anim 26779 - stand hands back
anim 26780 - look up and eyes grow wide
anim 26781 - running away
anim 26795 - falling pose
anim 26797 - look up at sky
anim 26801 - falling pose
anim 26802 - shiver in fear
anim 26803 - shiver in fear turn around
anim 26804 - back in distance
anim 26809 - fear pose
animGFX 26835 5650 - back into deck chair
anim 26836 5651 - resting in deck chair
anim 26837 5652 - get out of deck chair
anim 26896 - climb down obstacle
anim 26914 - combat pose looking down
anim 26915 - beginning to sink
anim 26916 - sinking into ground
anim 26917 - sink into ground fully
anim 26918 - jump out of ground
anim 26919 - help person out of ground?
anim 26920 - help person out of ground?
anim 26921 - on back dead
anim 26922 - try to pull out of ground?
anim 26923 - get off back
anim 26924 - finish pull person out of ground?
anim 26925 - finish pull person out of ground?
anim 26933 - being sucked into ground
anim 26942 - being sucked up
animGFX 26943 5687 - Raids water spout
anim 26956 - slide down

animGFX 26960 5697 - Onslaught Ability
anim 26961 - Onslaught (continue)
anim 26979 - throw thing
anim 26980 - throw thing
anim 27005 - Jump Down
anim 27019 - Playing snake flute
anim 27037 - Meditation Resting
anim 27038 - Meditation Resting
anim 27039 - Meditation Resting
anim 27041 - Sending Novtumber Festival Produce to the Gods
anim 27042 - Dwarven Army Axe
anim 27043 - bronze Pickaxe
anim 27044 - Gilded Bronze Pickaxe
anim 27045 - Iron Pickaxe
anim 27046 - Gilded Iron Pickaxe
anim 27047 - Steel Pickaxe
anim 27048 - Gilded Steel on Pickaxe
anim 27049 - Mithril Pickaxe
anim 27050 - Gilded Mithril Pickaxe
anim 27051 - Adamant Pickaxe
anim 27052 - Gilded Adamant Pickaxe
anim 27053 - Rune Pickaxe
anim 27054 - Gilded Rune Pickaxe
anim 27055 - Dragon Pickaxe
anim 27056 - Gilded Dragon Pickaxe
anim 27057 - Crystal Pickaxe
anim 27058 - Imcando Pickaxe
anim 27059 - Inferno Adze
anim 27060 - Crystal hatchet
anim 27061 - Dragon Hatchet
anim 27062 - Rune Hatchet
anim 27063 - Adamant Hatchet
anim 27064 - Mithril Hatchet
anim 27065 - Black Hatchet
anim 27066 - Steel hatchet
anim 27067 - Iron Hatchet
anim 27068 - Bronze Hatchet
anim 27069 - Dwarven Army Axe
anim 27070 - Inferno Adze
anim 27072 - Barbarian Walk Idle
anim 27073 - Barbarian Walk
anim 27073 - Barbarian Walk
anim 27074 - Barbarian Idle

anim 27075 - Barbarian Walk
anim 27076 - Barbarian Run
anim 27077 - Barbarian Idle
anim 27078 - Barbarian Walk
anim 27079 - Barbarian Run
anim 27080 - Barbarian Idle
anim 27081 - Barbarian Walk
anim 27082 - Barbarian Run
anim 27083 - Barbarian Idle
anim 27084 - Barbarian Walk
anim 27085 - Barbarian Run
anim 27086 - Barbarian Idle
anim 27087 - Barbarian Walk
anim 27088 - Barbarian Run
anim 27089 - Barbarian Backstep
anim 27090 - Barbarian Backrun
anim 27091 - Barbarian Backstep
anim 27092 - Barbarian Backrun
anim 27093 - Barbarian Backstep
anim 27094 - Barbarian Backrun
anim 27095 - Barbarian Backstep
anim 27096 - Barbarian Backrun
anim 27097 - Barbarian Backrun
anim 27098 - Barbarian Backstep
anim 27099 - Sad Walk
anim 27100 - Sad Idle
anim 27101 - Sad Run
anim 27102 - Angry Idle
anim 27103 - Angry Walk
anim 27104 - Angry Run
anim 27105 - Sad Walk Backwards
anim 27106 - Sad Run Backwards
anim 27107 - Angry Walk Backwards
anim 27108 - Angry Run Backwards
anim 27109 - Happy Walk
anim 27110 - Happy Run
anim 27111 - Happy Idle (DR 3527)
anim 27112 - Proud Walk
anim 27113 - Proud Run
anim 27114 - Proud Idle (DR 3528)
anim 27115 - Walk hands together
anim 27116 - Walk hustle
anim 27117 - Nervous idle

anim 27118 - Happy walk backwards
anim 27119 - Proud walk backwards
anim 27120 - Happy run backwards
anim 27121 - Proud run backwards
anim 27122 - crying
anim 27123 - Place hands together teleport
anim 27124 - Teleport arrive
anim 27127 - Idle
anim 27128 - Start hefin pose?
anim 27132 - Cast spell?
anim 27139 - shame
anim 27181- Stand arms crossed
anim 27189 - Idle
animGFX 27193 5750 - Carrying Seren
anim 27200 - Idle
anim 27204 - Jump and ascend
anim 27211 - Elf cast spell
anim 27212 - look to the left
anim 27213 - Elf cast spell
anim 27214 - Elf cast spell
anim 27215 - Elf cast spell
anim 27245 - Walking combat
anim 27246 - On knees exhausted
anim 27247 - Get off knees
anim 27250 - Jump up in air and go super saiyan
anim 27252 - Lying on back being dragged by leg
anim 27254 - Being lifted by collar
anim 27256 - Being pulled by hand
anim 27283 - Being choked
anim 27289 - Super saiyan
anim 27311 - being choked to death
anim 27321 - thrown back
anim 27323 - stand arms out
anim 27325 - finish standing
anim 27327- Combat pose fighting but overpowered
anim 27331 - bend forward on knees
anim 27348 - on back dead
anim 27354 - Pull bloodied sword off ground
anim 27358 - Stick bloodied sword in
anim 27363 - Holding bloodied sword over
anim 27366 - get off back
anim 27374 - being thrown to the side
anim 27376 - Being drank from by a vampyre

anim 27383 - collapse dead
anim 27384 - dead
anim 27387 - limp walk
anim 27388 - limp idle (DR 3570)
anim 27389 - get off back into limp pose
anim 27393 - on knees fiddling with puzzle on ground?
anim 27394 - get off knees
anim 27395 - touch wrist then get killed
anim 27397 - dead as hecc
anim 27403 - Sticking hand in blood lock?
anim 27404 - Sticking hand in blood lock?
anim 27407 - hit door with hand?
anim 27408 - trying to push open?
anim 27409 - try to push?
anim 27410 - end try to push?
anim 27411 - try to pry open
anim 27412 - trying to pry open
anim 27413 - end try to pry open
anim 27414 - try to open
anim 27415 - try to open
anim 27416 - try to open
anim 27417 - try to open
anim 27419 - try to open
anim 27420 - try to open
anim 27421 - turn around and collapse on butt in defeat
anim 27422 - on butt in defeat
anim 27426 - try to open
anim 27430 - Zombie?
anim 27431 - Zombie?
anim 27437 - Stick hand in blood lock?
anim 27441 - Hit with hammer
anim 27442 - attack
anim 27444 - fletch logs
anim 27446 - Crystal Rod
anim 27447 - Jump gap
anim 27448 - Climb thing
anim 27449 - Climb thing
anim 27450 - Climb down thing
anim 27451 - Climb thing
anim 27452 - Climb down thing
anim 27453 - Climb down thing
anim 27454 - Fire rune crossbow up
anim 27455 - Climb up wall with crossbow

anim 27457 - Climb down thing
anim 27475 - Idle?
anim 27476 - Idle?
anim 27485 - Spirit Hunter Idle
anim 27486 - Spirit Hunter Walk
anim 27487 - Spirit Hunter Back Walk
anim 27488 - Spirit Hunter Run
anim 27489 - Spirit Hunter Run Backwards
anim 27490 - Spirit Hunter Idle
anim 27491 - Spirit Hunter Walk
anim 27492 - Spirit Hunter Back Walk
anim 27493 - Spirit Hunter Run
anim 27494 - Spirit Hunter Run Backwards
anim 27495 - Spirit Hunter Idle
anim 27496 - Spirit Hunter Walk
anim 27497 - Spirit Hunter Run
anim 27498 - Spirit Hunter Back Walk
anim 27499 - Spirit Hunter Run Backwards
anim 27500 - Spirit Hunter Idle
anim 27501 - Spirit Hunter Run
anim 27502 - Spirit Hunter Walk
anim 27503 - Spirit Hunter Back Walk
anim 27504 - Spirit Hunter Run Backwards
anim 27505 - Spirit Hunter Idle
anim 27506 - Spirit Hunter Walk
anim 27507 - Spirit Hunter Back Walk
anim 27508 - Spirit Hunter Run
anim 27509 - Spirit Hunter Run Backwards
anim 27510 - Revenant Idle (DR 3598)
anim 27511 - Revenant Walk
anim 27512 - Revenant Run
anim 27513 - Revenant Idle
anim 27514 - Revenant Walk
anim 27515 - Revenant Run
anim 27516 - Revenant Idle
anim 27517 - Revenant Walk
anim 27518 - Revenant Run
anim 27524 - Clap cheer cover head bow go down
anim 27590 - Point
anim 27592 - Air Guitar then Robot then Jig Twirl Zombie Dance
anim 27599 - Sitting Sideways
anim 27607 - Blow battle horn
anim 27610 - Lie on back and disappear

anim 27611 - Lie on back and flicker
anim 27612 - Beckon wave
anim 27613 - Beckon beckon wave
anim 27614 - walk
anim 27615 - idle
anim 27616 - idle
anim 27617 - walk
anim 27618 - walk backward
anim 27619 - side step
anim 27620 - side step
anim 27621 - seated (Boat idle)
anim 27622 - rowing boat
anim 27623 - rowing boat
anim 27624 - rowing boat
anim 27625 - rowing boat
anim 27626 - look to the side in boat
anim 27627 - get in boat
anim 27628 - get out of boat
anim 27629 - fish out of water in boat
anim 27630 - in boat
anim 27631 - turn wheel
anim 27633 - pray to ectofuntus
animGFX 27666 5889 - Die and get sucked into portal by devourer
anim 27668 - Stand back casting spell?
anim 27669 - finish casting spell
anim 27691 - jump into hole
anim 27694 - pick something up
anim 27710 - Dig with spade
anim 27711 - Pour Out purple potion
anim 27712 - Divination
anim 27715 - Finish divination
anim 27716 - Open chest
anim 27717 - finish
anim 27718 - Force open chest
anim 27719 - Finish brute force
anim 27720 - Pick lock TH Community Chest
anim 27721 - Finish Picking Lock TH Community Chest
anim 27722 - Idle
anim 27723 - Walk
anim 27724 - Run
anim 27737 - Pumpkin Crow Emote
anim 27740 - Take thing / burn clean herb on a herb burner
anim 27742 - hit with hammer

anim 27743 - appear from tele
anim 27744 - idle
anim 27760 - cry
anim 27765 - attack
anim 27812 - cross obstacle
anim 27842 - Skiing?
anim 27843 - Ski stand?
anim 27844 - Jump and flip and land on hands
anim 27845 - Ice skating
anim 27846 - Slip while ice skating
anim 27847 - get hit and step back
animGFX 27848 5938 - Enter Present (Ring of Snow) - After, transform into NPC 22050 and show GFX 5939 on loop
anim 27850 - Invisible in present
animGFX 27853 5940 - Pop out of Present (Ring of Snow)
animGFX 27854 5941 - Ice Skate Champion (emote) (e)
anim 27858 - Stand holding plushie
anim 27859 - Stand holding plushie
anim 27860 - walk with plushie
anim 27861 - walk with plushie
anim 27862 - run with plushie
anim 27863 - run with plushie
anim 27864 - Retro Dance (emote) (e)
anim 27865 - Retro Joy (emote) (e)
animGFX 27866 5943 - Retro Home Teleport
animGFX 27868 5944 - Retro Teleport (Short)
anim 27878 - Postie Pete Pet Emote
animGFX 27880 5945 - Mahjarrat Transform (Emote) (e) (Premier Club)
anim 27882 - Balance Walk
anim 27883 - Slipping

//the animations below are from revisions higher than 860. It is from 861-891. Since I have yet to update my server, I cannot test these and record what is what. However, I have printed out the list of animations that work with the player model so it is easier to locate something than sifting through animations that use other skeletons/skins. I have some animations printed directly from live, though.

animGFX 27988 6001 - Invention Cape Emote
anim 27997 - disassembling items in Invention

anim 27885 uses Animation Skeleton (0)
anim 27892 uses Animation Skeleton (0)
anim 27893 uses Animation Skeleton (0)

anim 27894 uses Animation Skeleton (0)
anim 27895 uses Animation Skeleton (0)
anim 27896 uses Animation Skeleton (0)
anim 27899 uses Animation Skeleton (0)
animGFX 27900 5947 - Wizard Myrtle Waterbending
anim 27902 uses Animation Skeleton (0)
anim 27903 uses Animation Skeleton (0)
anim 27904 uses Animation Skeleton (0)
anim 27905 uses Animation Skeleton (0)
anim 27909 uses Animation Skeleton (0)
anim 27910 uses Animation Skeleton (0)
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anim 27934 uses Animation Skeleton (0)
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anim 27948 uses Animation Skeleton (0)
anim 27952 uses Animation Skeleton (0)
anim 27959 uses Animation Skeleton (0)
anim 27960 uses Animation Skeleton (0)
anim 27963 uses Animation Skeleton (0)
animGFX 27965 5980 5981 - 15th Anniversary Dance
anim 27966 uses Animation Skeleton (0)
anim 27967 uses Animation Skeleton (0)
anim 27968 uses Animation Skeleton (0)
anim 27972 uses Animation Skeleton (0)
anim 27973 uses Animation Skeleton (0)
animGFX 27974 5983 5984 5982 - 2001 Emote
anim 27975 uses Animation Skeleton (0)
anim 27978 uses Animation Skeleton (0)
anim 27979 uses Animation Skeleton (0)
anim 27982 uses Animation Skeleton (0)
anim 27983 uses Animation Skeleton (0)
anim 27986 uses Animation Skeleton (0)
anim 27987 uses Animation Skeleton (0)
animGFX 27988 6001 - Invention Skillcape Emote

anim 27996 uses Animation Skeleton (0)
animGFX 27997 6003 - Invention Disassemble
anim 27998 - Pogostick Idle Animation (DR-3666)
anim 27999 - Pogostick Walk Animation (DR-3666)
anim 28000 - Pogostick Run Animation (DR-3666)
anim 28001 uses Animation Skeleton (0)
anim 28002 uses Animation Skeleton (0)
anim 28017 uses Animation Skeleton (0)
anim 28021 uses Animation Skeleton (0)
anim 28028 uses Animation Skeleton (0)
anim 28040 uses Animation Skeleton (0)
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anim 28042 uses Animation Skeleton (0)
anim 28043 uses Animation Skeleton (0)
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anim 28052 uses Animation Skeleton (0)
anim 28053 uses Animation Skeleton (0)
anim 28054 uses Animation Skeleton (0)
anim 28055 uses Animation Skeleton (0)
animGFX 28061 6037 - Masquerade Dance
anim 28063 uses Animation Skeleton (0)
anim 28083 uses Animation Skeleton (0)
anim 28103 uses Animation Skeleton (0)
anim 28125 uses Animation Skeleton (0)
anim 28126 uses Animation Skeleton (0)
anim 28127 uses Animation Skeleton (0)
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anim 28326 uses Animation Skeleton (0)
anim 28327 uses Animation Skeleton (0)
anim 28328 uses Animation Skeleton (0)
animGFX 28329 6090 6091 - Energized Arm Cannon Emote
anim 28334 uses Animation Skeleton (0)
anim 28335 uses Animation Skeleton (0)
anim 28336 uses Animation Skeleton (0)
anim 28337 uses Animation Skeleton (0)
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anim 28360 uses Animation Skeleton (0)
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anim 28392 uses Animation Skeleton (0)
anim 28393 uses Animation Skeleton (0)
anim 28395 uses Animation Skeleton (0)
anim 28396 - Easter Trick or Treat Emote
anim 28399 - Chronicle Player (DR 3694)
anim 28407 - Chronicle, Book of Legends Emote
anim 28408 - Chronicle Player (DR 3694)
anim 28410 uses Animation Skeleton (0)
anim 28414 uses Animation Skeleton (0)
anim 28418 uses Animation Skeleton (0)
anim 28422 uses Animation Skeleton (0)
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anim 28908 uses Animation Skeleton (0)
anim 28910 uses Animation Skeleton (0)
anim 28912 uses Animation Skeleton (0)
anim 28915 uses Animation Skeleton (0)
anim 28916 uses Animation Skeleton (0)
animGFX 28918 6229 6228 - Retro Login Home Teleport
anim 28920 uses Animation Skeleton (0)
anim 28924 uses Animation Skeleton (0)
anim 29009 uses Animation Skeleton (0)
anim 29010 uses Animation Skeleton (0)
anim 29011 uses Animation Skeleton (0)
anim 29016 6285 - Zaros Godsword special attack
anim 29020 - Staff of Sliske special attack
anim 29022 uses Animation Skeleton (0)
anim 29023 uses Animation Skeleton (0)
anim 29024 uses Animation Skeleton (0)

anim 29025 uses Animation Skeleton (0)
anim 29032 uses Animation Skeleton (0)
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anim 29039 uses Animation Skeleton (0)
anim 29042 uses Animation Skeleton (0)
anim 29043 uses Animation Skeleton (0)
anim 29044 uses Animation Skeleton (0)
anim 29045 - Stanning Around Rest Animation
anim 29046 uses Animation Skeleton (0)
anim 29048 uses Animation Skeleton (0)
anim 29050 uses Animation Skeleton (0)
anim 29052 uses Animation Skeleton (0)
anim 29057 uses Animation Skeleton (0)
anim 29066 uses Animation Skeleton (0)
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anim 29115 uses Animation Skeleton (0)
anim 29117 uses Animation Skeleton (0)
anim 29118 uses Animation Skeleton (0)
anim 29119 uses Animation Skeleton (0)
anim 29127 - Flourishing Fairy Home Teleport
anim 29128 - Flourishing Fairy Quick Teleport
anim 29141 uses Animation Skeleton (0)
anim 29142 uses Animation Skeleton (0)
anim 29143 uses Animation Skeleton (0)
anim 29144 uses Animation Skeleton (0)
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anim 29169 uses Animation Skeleton (0)
anim 29170 uses Animation Skeleton (0)
anim 29172 uses Animation Skeleton (0)
anim 29176 - Satyr Home Teleport
anim 29177 - Satyr Quick Teleport
animGFX 29179 6340 - Begin Sand Dunk Resting
anim 29180 - Sand Dunk Resting (DR 3802)
anim 29181 - End Sand Dunk Resting
animGFX 29200 6342 - Begin Hacky Sack Resting
anim 29201 - Hacky Sack Resting (DR 3803)
anim 29202 - End Hacky Sack Resting
anim 29208 uses Animation Skeleton (0)
anim 29210 uses Animation Skeleton (0)
anim 29212 uses Animation Skeleton (0)
anim 29214 uses Animation Skeleton (0)
anim 29344 uses Animation Skeleton (0)
anim 29349 uses Animation Skeleton (0)
anim 29353 uses Animation Skeleton (0)
anim 29354 uses Animation Skeleton (0)
anim 29358 - Gossamer Home Teleport
anim 29359 - Gossamer Quick Teleport
anim 29363 uses Animation Skeleton (0)
anim 29384 uses Animation Skeleton (0)
anim 29385 uses Animation Skeleton (0)
anim 29386 uses Animation Skeleton (0)
anim 29387 uses Animation Skeleton (0)
anim 29388 uses Animation Skeleton (0)
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anim 29400 uses Animation Skeleton (0)
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anim 29406 uses Animation Skeleton (0)
anim 29418 uses Animation Skeleton (0)
anim 29420 uses Animation Skeleton (0)
anim 29425 uses Animation Skeleton (0)
anim 29426 uses Animation Skeleton (0)
anim 29430 uses Animation Skeleton (0)
anim 29431 uses Animation Skeleton (0)
anim 29432 uses Animation Skeleton (0)
anim 29436 uses Animation Skeleton (0)
anim 29440 uses Animation Skeleton (0)
anim 29489 - Ancestral Divination
animGFX 29490 6384 - Ancestral Divination II
anim 29492 uses Animation Skeleton (0)
animGFX 29493 6389 - Ancestral Conversion (Divination)
anim 29501 uses Animation Skeleton (0)
anim 29503 - End Ancestral Divination
anim 29505 uses Animation Skeleton (0)
anim 29506 uses Animation Skeleton (0)
anim 29507 uses Animation Skeleton (0)
anim 29508 uses Animation Skeleton (0)
anim 29509 uses Animation Skeleton (0)
anim 29510 uses Animation Skeleton (0)
anim 29511 uses Animation Skeleton (0)
anim 29512 uses Animation Skeleton (0)
anim 29513 uses Animation Skeleton (0)
anim 29521 uses Animation Skeleton (0)
anim 29522 - Begin Ancestral Divination
anim 29523 uses Animation Skeleton (0)
anim 29539 uses Animation Skeleton (0)
animGFX 29541 6395 - Privateer Home Teleport
animGFX 29542 6396 - Privateer Quick Teleport
anim 29544 uses Animation Skeleton (0)
anim 29545 uses Animation Skeleton (0)
anim 29546 uses Animation Skeleton (0)
animGFX 29548 6397 - Spooky Spider Home Teleport
animGFX 29550 6398 - Spooky Spider Quick Teleport
animGFX 29554 6399 - Dark Inspiration Emote
anim 29557 uses Animation Skeleton (0)
anim 29560 uses Animation Skeleton (0)
anim 29561 uses Animation Skeleton (0)

anim 29562 uses Animation Skeleton (0)
anim 29563 uses Animation Skeleton (0)
anim 29564 uses Animation Skeleton (0)
anim 29565 uses Animation Skeleton (0)
anim 29567 uses Animation Skeleton (0)
anim 29588 - Zombie Walk Idle (DR 3903)
anim 29589 - Zombie Walk Running (DR 3903)
animGFX 29591 6404 - Living Dead Emote
anim 29592 uses Animation Skeleton (0)
anim 29593 uses Animation Skeleton (0)
anim 29594 uses Animation Skeleton (0)
anim 29595 - Zombie Walk Walking (DR 3903)
anim 29596 uses Animation Skeleton (0)
anim 29597 uses Animation Skeleton (0)
anim 29599 uses Animation Skeleton (0)
anim 29602 uses Animation Skeleton (0)
anim 29603 uses Animation Skeleton (0)
anim 29605 uses Animation Skeleton (0)
anim 29606 uses Animation Skeleton (0)
anim 29607 uses Animation Skeleton (0)
anim 29608 uses Animation Skeleton (0)
anim 29609 uses Animation Skeleton (0)
anim 29610 uses Animation Skeleton (0)
anim 29611 uses Animation Skeleton (0)
anim 29612 uses Animation Skeleton (0)
anim 29613 uses Animation Skeleton (0)
anim 29636 uses Animation Skeleton (0)
anim 29638 uses Animation Skeleton (0)
anim 29643 uses Animation Skeleton (0)
anim 29644 uses Animation Skeleton (0)
anim 29645 uses Animation Skeleton (0)
anim 29646 uses Animation Skeleton (0)
anim 29647 uses Animation Skeleton (0)
anim 29648 uses Animation Skeleton (0)
anim 29649 uses Animation Skeleton (0)
anim 29650 uses Animation Skeleton (0)
anim 29651 uses Animation Skeleton (0)
anim 29663 uses Animation Skeleton (0)
anim 29664 uses Animation Skeleton (0)
anim 29665 uses Animation Skeleton (0)
anim 29666 uses Animation Skeleton (0)
anim 29672 uses Animation Skeleton (0)
anim 29673 uses Animation Skeleton (0)

anim 29677 uses Animation Skeleton (0)
anim 29693 uses Animation Skeleton (0)
anim 29707 uses Animation Skeleton (0)
anim 29708 uses Animation Skeleton (0)
anim 29709 uses Animation Skeleton (0)
anim 29710 uses Animation Skeleton (0)
anim 29711 uses Animation Skeleton (0)
anim 29713 uses Animation Skeleton (0)
anim 29714 uses Animation Skeleton (0)
anim 29715 uses Animation Skeleton (0)
anim 29720 uses Animation Skeleton (0)
anim 29721 uses Animation Skeleton (0)
anim 29737 uses Animation Skeleton (0)
anim 29740 uses Animation Skeleton (0)
anim 29752 uses Animation Skeleton (0)
anim 29753 uses Animation Skeleton (0)
anim 29827 uses Animation Skeleton (0)
anim 29841 uses Animation Skeleton (0)
anim 29842 uses Animation Skeleton (0)
anim 29844 uses Animation Skeleton (0)
anim 29851 uses Animation Skeleton (0)
animGFX 29857 6464 - The Snowdrobe Emote
animGFX 29862 6462 6461 6463 - Santa-napped Home Teleport
anim 29863 uses Animation Skeleton (0)
anim 29868 uses Animation Skeleton (0)
anim 29869 uses Animation Skeleton (0)
anim 29870 uses Animation Skeleton (0)
anim 29871 uses Animation Skeleton (0)
anim 29872 uses Animation Skeleton (0)
anim 29873 uses Animation Skeleton (0)
anim 29874 uses Animation Skeleton (0)
anim 29875 uses Animation Skeleton (0)
anim 29876 uses Animation Skeleton (0)
anim 29877 uses Animation Skeleton (0)
anim 29878 uses Animation Skeleton (0)
anim 29879 uses Animation Skeleton (0)
anim 29880 uses Animation Skeleton (0)
anim 29881 uses Animation Skeleton (0)
anim 29882 uses Animation Skeleton (0)
anim 29883 uses Animation Skeleton (0)
anim 29884 uses Animation Skeleton (0)
anim 29885 uses Animation Skeleton (0)
anim 29886 uses Animation Skeleton (0)

anim 29887 uses Animation Skeleton (0)
anim 29889 uses Animation Skeleton (0)
anim 29890 uses Animation Skeleton (0)
anim 29891 uses Animation Skeleton (0)
anim 29892 uses Animation Skeleton (0)
anim 29893 uses Animation Skeleton (0)
anim 29911 uses Animation Skeleton (0)
anim 29913 uses Animation Skeleton (0)
anim 29914 uses Animation Skeleton (0)
anim 29920 uses Animation Skeleton (0)
anim 29921 uses Animation Skeleton (0)
anim 29923 uses Animation Skeleton (0)
anim 29924 uses Animation Skeleton (0)
anim 29925 uses Animation Skeleton (0)
anim 29926 uses Animation Skeleton (0)
anim 29927 uses Animation Skeleton (0)
anim 29928 uses Animation Skeleton (0)
anim 29933 uses Animation Skeleton (0)
anim 29942 uses Animation Skeleton (0)
anim 29956 uses Animation Skeleton (0)
anim 29962 uses Animation Skeleton (0)
anim 29964 uses Animation Skeleton (0)
anim 29967 uses Animation Skeleton (0)
anim 29968 uses Animation Skeleton (0)
anim 29975 uses Animation Skeleton (0)
anim 29976 uses Animation Skeleton (0)
anim 29977 uses Animation Skeleton (0)
anim 29983 uses Animation Skeleton (0)
anim 29984 uses Animation Skeleton (0)
anim 29992 uses Animation Skeleton (0)
anim 29996 uses Animation Skeleton (0)
anim 29997 uses Animation Skeleton (0)
anim 30003 uses Animation Skeleton (0)
anim 30004 uses Animation Skeleton (0)
anim 30005 uses Animation Skeleton (0)
anim 30013 uses Animation Skeleton (0)
anim 30014 uses Animation Skeleton (0)
anim 30033 uses Animation Skeleton (0)
anim 30035 uses Animation Skeleton (0)
anim 30038 uses Animation Skeleton (0)
anim 30039 uses Animation Skeleton (0)
anim 30040 uses Animation Skeleton (0)
anim 30041 uses Animation Skeleton (0)

anim 30044 uses Animation Skeleton (0)
anim 30045 uses Animation Skeleton (0)
anim 30075 uses Animation Skeleton (0)
anim 30092 - Adolescent Gorilla "In Practice"
animGFX 30096 6507 - Baby Gorilla "Playtime"
animGFX 30112 6516 - Adult Gorilla Home Teleport
animGFX 30115 6512 - Adolescent Gorilla Home Teleport
anim 30120 - Adult Gorilla "Grand Slam"
anim 30131 uses Animation Skeleton (0)
anim 30146 uses Animation Skeleton (0)
anim 30147 uses Animation Skeleton (0)
anim 30148 uses Animation Skeleton (0)
anim 30149 uses Animation Skeleton (0)
anim 30150 uses Animation Skeleton (0)
anim 30151 uses Animation Skeleton (0)
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anim 30156 uses Animation Skeleton (0)
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anim 30160 uses Animation Skeleton (0)
anim 30161 uses Animation Skeleton (0)
anim 30162 uses Animation Skeleton (0)
anim 30163 uses Animation Skeleton (0)
anim 30164 uses Animation Skeleton (0)
anim 30171 uses Animation Skeleton (0)
anim 30172 uses Animation Skeleton (0)
anim 30174 uses Animation Skeleton (0)
anim 30179 uses Animation Skeleton (0)
anim 30180 uses Animation Skeleton (0)
anim 30181 uses Animation Skeleton (0)
anim 30190 uses Animation Skeleton (0)
anim 30191 uses Animation Skeleton (0)
anim 30193 uses Animation Skeleton (0)
anim 30196 uses Animation Skeleton (0)
animGFX 30198 6551 - Veteran cape (15 years)
anim 30199 uses Animation Skeleton (0)
anim 30200 uses Animation Skeleton (0)
anim 30201 uses Animation Skeleton (0)
anim 30202 uses Animation Skeleton (0)

anim 30203 uses Animation Skeleton (0)
anim 30204 uses Animation Skeleton (0)
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anim 30220 uses Animation Skeleton (0)
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anim 30226 uses Animation Skeleton (0)
anim 30227 uses Animation Skeleton (0)
anim 30228 uses Animation Skeleton (0)
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anim 30230 uses Animation Skeleton (0)
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anim 30256 uses Animation Skeleton (0)
anim 30257 uses Animation Skeleton (0)
anim 30258 uses Animation Skeleton (0)
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anim 30261 uses Animation Skeleton (0)
anim 30262 uses Animation Skeleton (0)
anim 30263 uses Animation Skeleton (0)
anim 30264 uses Animation Skeleton (0)
anim 30265 uses Animation Skeleton (0)
anim 30302 uses Animation Skeleton (0)
anim 30303 uses Animation Skeleton (0)
anim 30308 uses Animation Skeleton (0)
anim 30313 uses Animation Skeleton (0)
anim 30314 uses Animation Skeleton (0)
anim 30315 uses Animation Skeleton (0)
anim 30316 uses Animation Skeleton (0)
anim 30317 uses Animation Skeleton (0)
anim 30319 uses Animation Skeleton (0)
anim 30320 uses Animation Skeleton (0)
anim 30324 uses Animation Skeleton (0)
anim 30326 uses Animation Skeleton (0)
anim 30327 uses Animation Skeleton (0)
anim 30328 uses Animation Skeleton (0)
animGFX 30336 6583 - Test of Strength Emote
anim 30338 uses Animation Skeleton (0)
anim 30342 uses Animation Skeleton (0)
anim 30344 uses Animation Skeleton (0)
anim 30345 uses Animation Skeleton (0)
anim 30349 uses Animation Skeleton (0)
anim 30351 uses Animation Skeleton (0)
anim 30352 uses Animation Skeleton (0)
anim 30353 - Dance Step Emote

anim 30354 uses Animation Skeleton (0)
anim 30355 - Samba Step Emote
anim 30356 uses Animation Skeleton (0)
anim 30357 - Skip Step Emote
anim 30358 uses Animation Skeleton (0)
anim 30359 - Twirl Step Emote
anim 30360 uses Animation Skeleton (0)
anim 30364 uses Animation Skeleton (0)
animGFX 30370 6740 - Begin Contact Juggling
animGFX 30371 6741 - End Contact Juggling
anim 30374 uses Animation Skeleton (0)
animGFX 30375 6586 6585 - Bucking Yak Home Teleport
anim 30377 - Contact Juggling (DR 4003)
anim 30381 uses Animation Skeleton (0)
anim 30383 uses Animation Skeleton (0)
anim 30415 uses Animation Skeleton (0)
anim 30416 uses Animation Skeleton (0)
anim 30417 uses Animation Skeleton (0)
anim 30418 uses Animation Skeleton (0)
anim 30419 uses Animation Skeleton (0)
anim 30420 uses Animation Skeleton (0)
anim 30421 uses Animation Skeleton (0)
anim 30422 uses Animation Skeleton (0)
anim 30423 uses Animation Skeleton (0)
anim 30424 uses Animation Skeleton (0)
anim 30425 uses Animation Skeleton (0)
anim 30426 uses Animation Skeleton (0)
anim 30427 uses Animation Skeleton (0)
anim 30428 uses Animation Skeleton (0)
anim 30429 uses Animation Skeleton (0)
anim 30430 uses Animation Skeleton (0)
anim 30431 uses Animation Skeleton (0)
anim 30432 uses Animation Skeleton (0)
anim 30433 uses Animation Skeleton (0)
anim 30434 uses Animation Skeleton (0)
anim 30435 uses Animation Skeleton (0)
anim 30436 uses Animation Skeleton (0)
anim 30437 uses Animation Skeleton (0)
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anim 30439 uses Animation Skeleton (0)
anim 30440 uses Animation Skeleton (0)
anim 30441 uses Animation Skeleton (0)
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anim 30443 uses Animation Skeleton (0)
anim 30444 uses Animation Skeleton (0)
anim 30445 uses Animation Skeleton (0)
anim 30446 uses Animation Skeleton (0)
anim 30447 uses Animation Skeleton (0)
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anim 30454 uses Animation Skeleton (0)
anim 30455 uses Animation Skeleton (0)
anim 30456 uses Animation Skeleton (0)
anim 30457 uses Animation Skeleton (0)
anim 30458 uses Animation Skeleton (0)
anim 30459 uses Animation Skeleton (0)
anim 30460 uses Animation Skeleton (0)
anim 30461 uses Animation Skeleton (0)
anim 30462 uses Animation Skeleton (0)
anim 30463 uses Animation Skeleton (0)
anim 30464 uses Animation Skeleton (0)
anim 30597 uses Animation Skeleton (0)
anim 30598 uses Animation Skeleton (0)
anim 30599 uses Animation Skeleton (0)
anim 30600 uses Animation Skeleton (0)
anim 30603 uses Animation Skeleton (0)
anim 30604 uses Animation Skeleton (0)
anim 30605 uses Animation Skeleton (0)
anim 30606 uses Animation Skeleton (0)
anim 30620 uses Animation Skeleton (0)
anim 30621 uses Animation Skeleton (0)
anim 30622 uses Animation Skeleton (0)
anim 30623 uses Animation Skeleton (0)
anim 30624 uses Animation Skeleton (0)
anim 30625 uses Animation Skeleton (0)
anim 30626 uses Animation Skeleton (0)
anim 30627 uses Animation Skeleton (0)
animGFX 30628 6666 - Begin Treasure Resting
animGFX 30629 6667 - End Treasure Resting
anim 30634 - Treasure Resting (DR 4022)
anim 30635 uses Animation Skeleton (0)
anim 30676 uses Animation Skeleton (0)

anim 30680 uses Animation Skeleton (0)
anim 30682 uses Animation Skeleton (0)
anim 30683 uses Animation Skeleton (0)
anim 30684 uses Animation Skeleton (0)
anim 30685 uses Animation Skeleton (0)
anim 30686 uses Animation Skeleton (0)
anim 30687 uses Animation Skeleton (0)
anim 30693 uses Animation Skeleton (0)
anim 30694 uses Animation Skeleton (0)
anim 30737 uses Animation Skeleton (0)
anim 30785 uses Animation Skeleton (0)
anim 30786 uses Animation Skeleton (0)
anim 30787 uses Animation Skeleton (0)
anim 30789 uses Animation Skeleton (0)
anim 30790 uses Animation Skeleton (0)
anim 30791 uses Animation Skeleton (0)
anim 30792 uses Animation Skeleton (0)
anim 30793 uses Animation Skeleton (0)
anim 30794 uses Animation Skeleton (0)
anim 30795 uses Animation Skeleton (0)
anim 30796 uses Animation Skeleton (0)
anim 30797 uses Animation Skeleton (0)
anim 30798 uses Animation Skeleton (0)
anim 30817 uses Animation Skeleton (0)
anim 30821 uses Animation Skeleton (0)
anim 30822 uses Animation Skeleton (0)
anim 30823 uses Animation Skeleton (0)
anim 30837 uses Animation Skeleton (0)
anim 30838 uses Animation Skeleton (0)
anim 30839 uses Animation Skeleton (0)
animGFX 30840 6734 - Begin Magic Carpet Rest
anim 30841 - Magic Carpet Rest (DR 4099)
animGFX 30842 6736 - End Magic Carpet Resting
animGFX 30843 6732 - Magic Carpet Home Teleport
anim 30845 uses Animation Skeleton (0)
anim 30846 uses Animation Skeleton (0)
anim 30847 uses Animation Skeleton (0)
anim 30848 uses Animation Skeleton (0)
anim 30849 uses Animation Skeleton (0)
anim 30862 uses Animation Skeleton (0)
animGFX 30871 6733 - Magic Carpet Quick Teleport
anim 30880 uses Animation Skeleton (0)
anim 30881 uses Animation Skeleton (0)

anim 30882 uses Animation Skeleton (0)
anim 30883 uses Animation Skeleton (0)
anim 30884 uses Animation Skeleton (0)
anim 30885 uses Animation Skeleton (0)
anim 30886 - Bad Luck Umbrella Idle (DR 4097)
anim 30887 uses Animation Skeleton (0)
anim 30888 uses Animation Skeleton (0)
anim 30889 uses Animation Skeleton (0)
anim 30890 uses Animation Skeleton (0)
anim 30891 uses Animation Skeleton (0)
anim 30892 uses Animation Skeleton (0)
anim 30893 uses Animation Skeleton (0)
anim 30894 uses Animation Skeleton (0)
anim 30895 uses Animation Skeleton (0)
anim 30898 uses Animation Skeleton (0)
anim 30900 uses Animation Skeleton (0)
anim 30904 uses Animation Skeleton (0)
anim 30913 uses Animation Skeleton (0)
anim 30914 uses Animation Skeleton (0)
anim 30915 uses Animation Skeleton (0)
animGFX 30918 6749 6748 - Bug Whisperer Home Teleport
anim 30924 uses Animation Skeleton (0)
anim 30936 uses Animation Skeleton (0)
anim 30937 uses Animation Skeleton (0)
animGFX 30939 6757 - Sand Dive Home Teleport
animGFX 30941 6758 - Sand Dive Quick Teleport
animGFX 30944 6760 - Mining Away Home Teleport
animGFX 30946 6761 - Mining Away Quick Teleport
anim 30948 uses Animation Skeleton (0)
anim 30949 uses Animation Skeleton (0)
anim 30950 uses Animation Skeleton (0)
anim 30951 uses Animation Skeleton (0)
anim 30952 uses Animation Skeleton (0)
anim 30953 uses Animation Skeleton (0)
anim 30954 uses Animation Skeleton (0)
anim 30955 uses Animation Skeleton (0)
anim 30956 uses Animation Skeleton (0)
anim 30957 uses Animation Skeleton (0)
anim 30958 uses Animation Skeleton (0)
anim 30959 uses Animation Skeleton (0)
anim 30960 uses Animation Skeleton (0)
anim 30961 uses Animation Skeleton (0)
anim 30962 uses Animation Skeleton (0)

anim 30963 uses Animation Skeleton (0)
anim 30964 uses Animation Skeleton (0)
anim 30965 uses Animation Skeleton (0)
anim 30966 uses Animation Skeleton (0)
anim 30967 uses Animation Skeleton (0)
anim 30968 uses Animation Skeleton (0)
anim 30969 uses Animation Skeleton (0)
anim 30970 uses Animation Skeleton (0)
anim 30971 uses Animation Skeleton (0)
anim 30972 uses Animation Skeleton (0)
anim 30973 uses Animation Skeleton (0)
anim 30974 uses Animation Skeleton (0)
anim 30975 uses Animation Skeleton (0)
anim 30976 uses Animation Skeleton (0)
anim 30977 uses Animation Skeleton (0)
anim 30978 uses Animation Skeleton (0)
anim 30979 uses Animation Skeleton (0)
anim 30980 uses Animation Skeleton (0)
anim 30981 uses Animation Skeleton (0)
anim 30982 uses Animation Skeleton (0)
anim 30983 uses Animation Skeleton (0)
anim 30984 uses Animation Skeleton (0)
anim 30985 uses Animation Skeleton (0)
anim 30986 uses Animation Skeleton (0)
anim 30987 uses Animation Skeleton (0)
anim 30988 uses Animation Skeleton (0)
anim 30999 uses Animation Skeleton (0)
anim 31003 uses Animation Skeleton (0)
anim 31004 - Bubble Blower Idle Animation (DR 4105)
anim 31005 - Bubble Blower Walk Animation (DR 4105)
anim 31006 - Bubble Blower Run Animation (DR 4105)
anim 31012 uses Animation Skeleton (0)
anim 31013 uses Animation Skeleton (0)
anim 31014 uses Animation Skeleton (0)
anim 31015 uses Animation Skeleton (0)
anim 31016 uses Animation Skeleton (0)
anim 31017 uses Animation Skeleton (0)
anim 31018 uses Animation Skeleton (0)
anim 31019 uses Animation Skeleton (0)
animGFX 31025 6764 S324 6763 - Begin Palm Tree Resting
animGFX 31026 6765 - End Palm Tree Resting
anim 31027 - Palm Tree Resting (DR 4107)
anim 31031 uses Animation Skeleton (0)

anim 31033 uses Animation Skeleton (0)
anim 31044 uses Animation Skeleton (0)
anim 31049 uses Animation Skeleton (0)
anim 31052 uses Animation Skeleton (0)
anim 31053 uses Animation Skeleton (0)
anim 31055 uses Animation Skeleton (0)
anim 31056 uses Animation Skeleton (0)
anim 31057 uses Animation Skeleton (0)
anim 31058 uses Animation Skeleton (0)
anim 31060 uses Animation Skeleton (0)
anim 31061 uses Animation Skeleton (0)
anim 31063 uses Animation Skeleton (0)
anim 31116 uses Animation Skeleton (0)
anim 31119 uses Animation Skeleton (0)
anim 31120 uses Animation Skeleton (0)
anim 31121 uses Animation Skeleton (0)
anim 31122 uses Animation Skeleton (0)
anim 31123 uses Animation Skeleton (0)
anim 31124 uses Animation Skeleton (0)
anim 31125 - Party Fever Walk (DR 4126)
anim 31126 - Party Fever Idle (DR 4126)
anim 31128 uses Animation Skeleton (0)
anim 31130 uses Animation Skeleton (0)
anim 31131 uses Animation Skeleton (0)
anim 31154 - Party Fever Run (DR 4126)
anim 31156 uses Animation Skeleton (0)
anim 31158 uses Animation Skeleton (0)
anim 31159 uses Animation Skeleton (0)
anim 31160 uses Animation Skeleton (0)
anim 31161 - Carrying Steins Rest (DR 4128)
animGFX 31162 6804 S180 - Begin Carrying Steins Rest
anim 31163 - End Carrying Steins Rest
anim 31166 uses Animation Skeleton (0)
anim 31167 uses Animation Skeleton (0)
anim 31168 - NovtumberFest Dancing
anim 31169 uses Animation Skeleton (0)
anim 31170 uses Animation Skeleton (0)
anim 31171 uses Animation Skeleton (0)
anim 31178 uses Animation Skeleton (0)
anim 31179 uses Animation Skeleton (0)
anim 31180 uses Animation Skeleton (0)
anim 31181 uses Animation Skeleton (0)
anim 31182 uses Animation Skeleton (0)

anim 31183 uses Animation Skeleton (0)
animGFX 31184 6806 6805 - Ghost Story Emote
anim 31188 uses Animation Skeleton (0)
anim 31189 uses Animation Skeleton (0)
anim 31190 uses Animation Skeleton (0)
anim 31191 uses Animation Skeleton (0)
anim 31192 uses Animation Skeleton (0)
anim 31193 uses Animation Skeleton (0)
anim 31200 uses Animation Skeleton (0)
anim 31275 uses Animation Skeleton (0)
anim 31277 uses Animation Skeleton (0)
anim 31278 uses Animation Skeleton (0)
anim 31279 uses Animation Skeleton (0)
animGFX 31282 6814 - Stocking Home Teleport
animGFX 31284 6815 - Stocking Quick Teleport
anim 31292 uses Animation Skeleton (0)
anim 31293 uses Animation Skeleton (0)
anim 31294 uses Animation Skeleton (0)
anim 31298 uses Animation Skeleton (0)
anim 31300 uses Animation Skeleton (0)
anim 31301 uses Animation Skeleton (0)
anim 31311 uses Animation Skeleton (0)
anim 31334 uses Animation Skeleton (0)
anim 31343 - Assassin Walk Idle (DR 4159)
anim 31344 - Assassin Walk Walking (DR 4159)
anim 31345 - Assassin Walk Run (DR 4159)
anim 31346 uses Animation Skeleton (0)
anim 31347 uses Animation Skeleton (0)
anim 31348 uses Animation Skeleton (0)
anim 31349 uses Animation Skeleton (0)
anim 31350 uses Animation Skeleton (0)
anim 31351 uses Animation Skeleton (0)
anim 31352 uses Animation Skeleton (0)
anim 31353 uses Animation Skeleton (0)
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anim 31355 uses Animation Skeleton (0)
anim 31356 uses Animation Skeleton (0)
anim 31357 uses Animation Skeleton (0)
anim 31358 uses Animation Skeleton (0)
anim 31359 uses Animation Skeleton (0)
anim 31360 uses Animation Skeleton (0)
anim 31363 uses Animation Skeleton (0)
animGFX 31367 6840 - End Tea Resting

anim 31377 uses Animation Skeleton (0)
anim 31386 uses Animation Skeleton (0)
anim 31388 uses Animation Skeleton (0)
anim 31391 uses Animation Skeleton (0)
anim 31392 uses Animation Skeleton (0)
anim 31393 uses Animation Skeleton (0)
anim 31394 uses Animation Skeleton (0)
anim 31395 uses Animation Skeleton (0)
anim 31396 uses Animation Skeleton (0)
anim 31405 uses Animation Skeleton (0)
anim 31414 uses Animation Skeleton (0)
anim 31415 uses Animation Skeleton (0)
anim 31416 uses Animation Skeleton (0)
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anim 31431 uses Animation Skeleton (0)
anim 31432 uses Animation Skeleton (0)
anim 31437 uses Animation Skeleton (0)
anim 31455 uses Animation Skeleton (0)
anim 31456 uses Animation Skeleton (0)
anim 31473 uses Animation Skeleton (0)
anim 31483 uses Animation Skeleton (0)
anim 31484 uses Animation Skeleton (0)
anim 31487 uses Animation Skeleton (0)
anim 31504 uses Animation Skeleton (0)
anim 31505 uses Animation Skeleton (0)
anim 31506 uses Animation Skeleton (0)
anim 31507 uses Animation Skeleton (0)
anim 31508 uses Animation Skeleton (0)
anim 31509 uses Animation Skeleton (0)
anim 31519 uses Animation Skeleton (0)

anim 31520 uses Animation Skeleton (0)
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anim 31537 uses Animation Skeleton (0)
anim 31538 uses Animation Skeleton (0)
anim 31553 uses Animation Skeleton (0)
anim 31555 uses Animation Skeleton (0)
anim 31561 uses Animation Skeleton (0)
anim 31563 uses Animation Skeleton (0)
anim 31564 uses Animation Skeleton (0)
anim 31584 uses Animation Skeleton (0)
anim 31586 uses Animation Skeleton (0)
anim 31588 uses Animation Skeleton (0)
anim 31590 uses Animation Skeleton (0)
anim 31592 uses Animation Skeleton (0)
anim 31594 uses Animation Skeleton (0)
anim 31596 uses Animation Skeleton (0)
anim 31598 uses Animation Skeleton (0)
anim 31599 uses Animation Skeleton (0)
anim 31601 uses Animation Skeleton (0)
anim 31603 uses Animation Skeleton (0)
anim 31605 uses Animation Skeleton (0)
anim 31607 uses Animation Skeleton (0)
anim 31609 uses Animation Skeleton (0)
anim 31610 uses Animation Skeleton (0)
anim 31611 uses Animation Skeleton (0)
anim 31627 uses Animation Skeleton (0)

