What skill do these Icons represent?

What skill does this Icon represent? [url=http://runezone.com/imagehost/images/8403/fl.png]Icon[/url]

[b] What skill does this Icon represent?

[url=http://runezone.com/imagehost/images/8403/fi.png]lcon[/url][/b]

[color=red][b]What skill does this Icon represent?

[url=http://runezone.com/imagehost/images/8403/fi.png]lcon[/url][/b][/color]

What did these antiquated skill icons represent?

[color=red][b]What skill did this Icon represent?

[url=http://runezone.com/imagehost/images/8403/f.png]lcon[/url][/b][/color]

[color=red][b]What skill did this Icon represent?

[url=http://runezone.com/imagehost/images/8403/d.png]lcon[/url][/b][/color]

[color=red][b]What skill did this Icon represent?

[url=http://runezone.com/imagehost/images/8403/a.png]lcon[/url][/b][/color]

[color=red][b]When was the bot nuke "dropped"?[/b][/color]

October 25th, 2011

[color=red][b]When was bot watch added? [/b][/color]

18th of September, 2012

[color=red][b]What are Emma's 4 current 99s? [/b][/color]

Cooking, Fletching, Firemaking, Woodcutting.

[color=red][b]List all the slayer masters in order from high amount of slayer reward points per task to low[/b][/color]

Mazchna, Vannaka, Chaeldar, Sumona, Duradel/Lapalok, Kuradal

[color=red][b]When was fishing added? Please include the day of the week[/b][/color]

Monday, 11th of June, 2001

[color=red][b]name all 21 runes[/b][/color]

Air,water,fire,earth,mist,mind,law,death,chaos,blood,mud,cosmic,soul,astral,dust,lava,armadyl,steam,smoke,nature, body

Event 1st prize: Rocktail or Bond, winners choice

2nd prize: Rocktail or Bond, Which ever one the winner did not choose

3rd prize: raw shark

4th prize: Cave Fish

5th prize: Fish of their choice

we will do it with easy questions worth 1 point, medium worth 2, hard worth 3. after event in the chat box I was thinking we could move ingame to witness your 99 and then move on to a drop party in the party room. A drop party always helps draw a crowd.

Runic

Pandanum, addict rayvantone

Toy



