


Alora dragon slayer 2 guide

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This short guide has an in-depth guide here. It contains a more detailed description of the dialogue, cutscenes, and storyline. Items needed: Picax. Recommended: Amulet of glory, a pendant for excavation, equipment for killing monster level 100. Talk to Alec Kinkad outside the Myth Guild to start the search. Talk to Dallas Jones at the Karamja Pub in Musa Point. (2) Go to Elvarga's lair under Crandor and talk to Dallas Jones (short way through the volcano on Karamja). Explore the rubble in the north wall and then mine it. Enter the tunnel. Explore the Ancient Mural to the north. Level 100 caviar will attack you. Kill him. Explore the mural again. Talk to Dallas Jones. Items are required: 8 oak boards, 10 marsh pastes, at least 12 nails, a hammer and a saw. Recommended: Hand on the map pieces obtained in the house before heading outside the house (Open Stone Chest upstairs and below) head to the fossil island in the basement of the house on the hill and talk to Dallas Jones. (1) Find the missing 24 parts of the map and use them on the map in the middle of the room. Note: You can transfer your parts to Dallas to save inventory space - Hand in an 8-piece card in the house before heading outside to save time. Search the open chest north of the map for 5 pieces. Go upstairs, look for an open stone chest on the north wall on 3 parts. Go outside, look for mushrooms north of the stairs on the 4th part. Search Hook briar south of the house for 7 grand. Run east, look for a mushroom (Meadow) and build a rowing boat. Talk to Dallas Jones and get on the boat. (1) Head northwest from the boat to the ruined yard and climb the western stairs. Climb down the hatch to the south, down the stairs to the north and north down the other stairs. Talk to Dallas Jones. Search the skeleton in the east and read Aivas' diary. Talk to Dallas Jones again. Necessary items: Catspeak amulet (e). Recommended: Fast transportation to Sofan. Bring your cat! Find Bob the Cat using your Catspeak amulet (e) and talk to him. (The quickest way is to go to the anvils in the western Varrock and Hop Worlds) Talk to the Sphinx in Sofan. (1) The Sphinx will fascinate you. Now you can talk to cats without a cat amulet! Items needed: pass seal, 1 astral run, hammer, pestle and mortar, gout, Melee. Recommended: good weapon crush. This fight takes place in one of the districts. After death you can pay on the chest near the roaster to get any lost lost You will be charged 100,000 for this service. If you die unsafe death a second time before you get all your items, they will be lost completely. Bring a print pass and make sure you have 1 free inventory space! Head to Moon Island and talk to Oneiromancer. (3/1) Grind the astral run with a hammer, then grind the shards of astral run and with a pestle and solution. Make a sleep potion by filling a sleep bottle with water (sink west of the shore in the city) and add gout and ground an astral gun. Get ready for battle, light a ceremonial brazier (located in the largest building on the island), and use the potion of your dreams on fire. You can go away and get back into battle anytime by talking to Bob again. Talk to Bob and not Bob, then head over the barrier and kill Robert the Strong. You can not fight it with range or magic, bring melee equipment and weapons for crush. It can get through missile protection, but it reduces damage. When he shouts: See if you can hide from it!, run after one of the pillars to avoid his special attack. If it hits you, it can cause up to 60 damage and knock down your prayers. Super battle potion, inventory, full of food and prayer potion are highly recommended. Don't underestimate it! Note: If you leave a dream, you don't have to remake your dream potion! Talk to Bob to re-enter the dream. Dragon Key edit source Talk to Bob again. Now you need to collect four pieces of key to open the door on Lithkren. The entrance to the temple in Karamjan. The route to the center of the temple labyrinth. This map is upside down, making the top of the southern and lower parts to the north. Items needed: Machete, any axe note: Players with 79 dexterity can access the vine label in the Harazi jungle without the need for an axe or machete. Recommended: Bring lots of food and endurance potions as well as at least one prayer potion! Take a gnome glider in Karamja or bring 200 for a Brimhaven cart ride. You can also teleport in gem Mine under the village of Shiloh using Karamja gloves. Head to the southeast coast of the Haraz jungle and descend the stairs into the maze. Turn off Auto Retaliate. Go to the center of the maze and take the key part. Avoid spikes and traps with theft and agility. Use protective prayers to protect yourself from golem attacks. Red: Melee Green: Ranged Blue: Magic Once you have taken the Dragon key piece, the plinth can be used to transport you. Items are required: Ghostspeak amulet, dragon stone, 2 molten glass, glass pipe, chisel and shovel. Recommended: Ectophial, amulet of fame or Draynor Manor tab, lots of food (and filled with druid bags if you haven't lit a fire endurance potion. Location of census records. Necessary items: range of gear, dragon fire and poison protection, food and prayer. Recommended Crumble: Undead Run 4, Toxic Toxic ointment amulet (e), super anti-fire potion, anti-poison, starting potion, prayer potion, carambvans and dark crabs or similar high healing products. This fight takes place in one of the districts. After death you can pay Torfinn to get any lost items. You will be charged 100,000 for this service. If you die unsafe death a second time before you get all your items, they will be lost completely. Ask Brundt the leader in Rellek about the dragon fortress. (2) or (3) if you don't have a print aisle or (4) if you haven't started the Fremminik Exiles quest, depending on whether it belongs to the fortress. Talk to Torfinn in the dock in the north to go to Ungael. (1) Kill Vorkat. Before the fight, visit Protect from Magic and drink anti-poison, super-fire and potions. Make sure to re-pot during the fight. Super vs. Fire has a short duration. Vorkat has several different regular attacks, including melees. Two important ones: the Orange Fireball, shot into the air - Move a few squares away from your current location. Pink fireball, shot at you - your prayers will be knocked down, turn them back. After every six regular attacks, Vorkat will use one of his special attacks: he will spit acid all over the crater and start firing fireballs very quickly in your current location. Find a straight line away from acid stains and walk back and forth along it to avoid fireballs. With good timing and positioning you can click off the boss and then click on it to save the damage case, but it's safer to just focus on your movement. It will hit you with a Dragonfire barrage, freezing you in an icy gylar. He will then cause zombie caviar that is slowly coming towards you, if it reaches you it will deal 30 damages. Kill him before he gets you using Crumble Undead will guarantee one hit kill. You will remain frozen and Vorkat will stop attacking you until you kill the caviar or it reaches you. Once you kill him, climb over chunks of ice in the north of the crater. Walk along the path northwest of the island and enter the cave. Inside there are poisonous spiders, do not forget about your anti-veda. Pull the lever in the southwest part and then run into a room on the east wall (you should have at least 15% run of energy). Search for a stone chest for a dragon key piece and an ancient key. A key part of Kurenda (edited editing source) Items needed: Food, light source, equipment to protect against high-level skeletons. Talk to Amelia in Shaizien, southwest of the coast. Enter the crypt, the entrance to which is in the southern part of the Cemetery of Heroes, follow the dirt path south to a small building. The crypt is full of powerful aggressive skeletons and zombies that attack with all three fighting styles. Go to the bottom of the crypt and inspect the tomb to find the puzzle. Solving the puzzle is different for everyone. The puzzle could be in a few steps (fill the table): Toy, from (The Place) sat at the north of the table: Place this statue to the north. Opposite one with The Weapon: Place this statue to the south. The one with (the weapon) asked..... Place this statue to the west. Place the final statue to the east. Face Weapon Location Ivas crossbow zartharim Camorra axe Sarantium Robert Bow Arkney Tristan Sword Carville Search for Tomb to Get the Dragon a Key Piece. Items needed: 4 dragon key parts, hammer, ancient key, 3 fire wave casts. Recommended: Food, dragon protection, game necklace, digsite pendant. Go back to Litkren and talk to Dallas Jones. Head to the Ancient Cave and to the area of the Mithril dragon. Open the door of the mithril, which is in the middle of the area (with three mithrily dragons sticking together) Throw a fire wave or a fiery splash on the three heads of the dragon. Get out of the room and head east down the stairs, then head to the southwest part of the caves and climb the turbulent carved steps. Use one of the anvils here to fake the dragon's key. Back on the fossil island and use Rowboat in Lithkren (west of Mushroom Meadow Mushtree) Travel west to the abandoned building and walk up the stairs to go down the hatch and then down the stairs head straight past the last staircase and use the Dragon key on the grand doors Enter the door and head north and talk to Dallas to start cutscene. After the scene, make sure to finish the dialogue with Jardric and Bob. Recommended: Teleports in Falador, Ardogne, Rellekka and 2 teleports to Warrock. Items are required: 4 vacant storage facilities, protection from dragons, combat equipment, a lot of food. Recommended: Antidote, range of gears, toxic pipes, super fire-fighting potion, endurance potion, insulated boots. This fight takes place in one of the districts. After death you can pay Torfinn to get any lost items. You will be charged 100,000 for this service. If you die unsafe death a second time before you get all your items, they will be lost completely. Go back to Rellek and return by boat to Ungael, talking to Torfin. Delay the attack on your ship for 4 minutes. Click the leaks to fill them. Click on the fires to douse them. Tap the wounded Fremennik warriors to heal them. Tap the damaged masts to repair them. There is a checkpoint after the ship is protected from attack. Give you protection from dragons. Make your way to the great ship Warrock, battling the red dragon, iron dragon and fierce green dragon on the way. Kill two green and two blue dragons fighting warrock soldiers. There is a checkpoint after the murder of these four dragons. If necessary, teleport and prepare for the next Kill the black, steely, then brutal red dragons that arrive on the ship one by one. When Galvek does casting animations, run away from your current location. There is a checkpoint after the murder Red dragon. If necessary, teleport to prepare for the next three dragons. Kill the mithril, adamant, then run dragons that arrive on the ship one at a time. When Galvek does casting animations, run away from your current location. These three dragons have melees, hesitant, magic, and dragonfire attacks. The unyielding dragon also has two special attacks: the range of the attack with the effect of blood forfeiture (blows through missile protection). A poisonous attack that sprays and lands on nearby squares causes a lot of damage. It is recommended to use an antidote or other poisonous immunity to minimize this damage. Run Dragon also has two special attacks: the range of attack with the Life Leech effect (strikes through missile protection). An electrical attack that hits nearby squares and arcs around the player causes quick damage. It is recommended to wear insulated boots to minimize this damage. There is a checkpoint after the killing of the run dragon. Teleport and stock up for the final battle. Items needed: Dragonfire protection (like shield and potion is required, super fire seam potions do not provide full protection!), range gears. Recommended: Ruby bolts (e) or ruby dragon bolts (e), 3-4 super recovery (4), starting potion (4), high-healing food, endurance potion. (TURN AUTO RETALIATE OFF IN ADVANCE, as it is not very necessary for the fight and most likely you will be killed in the third stage) This fight takes place in one of the districts. After death you can pay Torfinn to get any lost items. You will be charged 100,000 for this service. If you die unsafe death a second time before you get all your items, they will be lost completely. Kill Galvec - he has four phases that have 300 points of hit each. Continue to avoid his terrestrial target fireballs. Turn your prayers back after his pink dragon fire knocks them down. Installing fast prayers to protect against magic and Eagle Eye/Rigour is beneficial for combating this attack. Use Magic Protection in Phase 1, use Rocket Protection in Phases 2, 3 and 4. Phase 1: Drops eight fire traps- don't approach them or you'll be amazed for all your health. Stay along the north side of the ship, one square directly south of Galvec, and run two squares south of your location to avoid the fireball, and return to its original position as soon as the attack has not hit you. Phase 2: Launches a transparent projectile that depletes statistics, especially to run energy. Phase 3: Call the waves from the north or south end, avoid them by standing in the gap. Turn off the auto retribution so as not to get pulled out of the gap. Phase 4: Launches earth-fired projectiles. Avoid these or you'll be bound, and. Die. 5 quest points 25,000 Smithing Experience 18,000 Mountain Experience 15,000 agility experience 15,000 Thieving experience The ability to talk to cats without Catspeak amulet Access to the Myth Guild Access to adamant and run run in Lithkren Asylum Access to a stronger version of Vorkath on Ungael Ability to reforge the dragon plate and kiteshield Ability to have dragon horseradish as the keeper of the treasure number (requiring 99 construction and 25,000,000 coins) the ability to create an Ava collector by bringing vorkath head, 75 Mithril arrows, and 4999 gp (or Ava's battery) to Ava's estate Dreynor Ability to create ferocious gloves from Hydra leather in Lithkren Vault (requires a hammer) the ability to walk back through the grand doors at Lithkren and use the Digsite pendant on the odd north of the Dragons. This will allow you to teleport there. Over there.

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