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Paul is very knowledgeable about Old School RuneScape, with a maxed ironman, and a maxed regular score! Learn how to train a recruiting skill in RuneScape 3 in an easy way! How to start training SummoningThe best way to start training in appeal is to complete the Wolf Whistle quest, which levels the player up to level 4 in appeal and gives enough golden charms to get to level 16. The quest will teach you how to craft invocation bags. The basic idea is that each call bag requires a bag, some Spirit shards, a tertiary ingredient, and a Charm.Spirit shard of 25 coins each and easy to buy in bulk from Pikkupstix. Tertiary Ingredients are items usually associated with familiar production times, such as steel titanium using a steel plate as a tertiary ingredient. The charms are collected through different activities and every acquaintance needs one of them to be created. Assuming that money is not a massive issue (check my money make guide or my flipping guide, if that's the case), the biggest bottleneck in the leveling of the Appeal collects charms. The next section of the guide shows you the best ways to collect charms no matter what your levels are! Collecting delights is usually a bottleneck when learning the Invocation, but it doesn't have to be. How to Get Charms (P2P)Charms are the most important part of the Invocation skill. Learning requires charm for nothing and the slowest part of learning is often collecting charms. There are several different ways to collect delights. SlayerTraining through Slayer is a very effective way of learning how to get a 99 Slayer to give enough charms to get a 99 Slayer to give enough charms to get a 99 Appeal. Unfortunately, the call is a very useful skill to make during Slayer so some players may find it undesirable. If you plan on maxing effectively it would be wise to get a slayer then Summoning.Camping MonstersIf you don't want to do Slayer then the next best way is to get the charms of camping on specific monsters. When moving to 99 Invocation the player should focus on getting as many crimson and blue charms as possible as it is the best charms for the call experience. Here's a long list of monsters and the charms they fall down! The list of delights dropped by MonstersMonsterCharms DroppedInformationGelatinous Abomination41% Golden Charm Drop Speed (DR)Require spiked mitts to kill and can be found in Taverley Slayer Dungeoneer. They have only 150 rescue points so easy to kill even for low-level players. Rock Crabs10% gold charm DRCan be found north of Relleka. The player can use the gun to make a large number of these aggressive. They are AFKable at the same time however every 5 minutes you have to run south and then back to re-agro them. Moss Giants40% gold charm DRHave low and slowly attack. They can be found northwest of Ardougne.Ice Giants56% gold charm DRSimilar to Moss Giants, can be found in Asgarnyan Ice DungeonGoblins11% gold gold DRThese are good for low-level players and can be found east of Lumbridge.Giant Rock Crabs80% Gold Charm DR (3 at a time) These are the best monsters for gold charms, they can be killed most effectively in the Tunnels of Chaos, but can also be found in Waterbirth Island Dungeon.Black Demons44% crimson charm, 21% gold charm DRThese can be killed in the tunnels of Chaos, they are weak bolts and drop hellish ash, which can be used for profit or even prayer.Rock Lobsters16% gold, 9% green, 24% raspberry, 3% blue charm While the drop rates seem low you can kill a very large number of them per hour using Ice Barrage/Burst. They can give up to 200 raspberry delights per hour. Waterfiends79% crimson charm DRAnother is a great way to get crimson charms, they are best killed in the tunnels of Chaos and must be killed by a crossbow or magic weapon. You can get about 225 raspberry charms per hour. Gladii150 crimson charms in the hourRequire 81 Slayer and can be found in the Ascension Dungeon. Can also profit around 2m per hour as they drop Ascension Keystones.Bork5-20 blue, 7-23 crimson, 2-11 green charmsBork can be killed once every 24 hours and depending on the equipment can give the charms of the show. Wearing the Ring of Wealth, completing Varrock's difficult task, and completing the Mighty Fall quest to give bonuses to the charms of the fallen, and all three will give max charms. Exhausted DemonsDrops 3 charms at 2 kills, a mixture of crimson and blue issue is hard to kill, but a very good level of drop high level aligned charms. GlacorsDrops 3 charms for killing, a mixture of crimson and blueAgain they take quite a long time to kill, but have a very good drop rate. Big Demons200 crimson charms per hourThese must be killed with a dwarf multi-cannon in the dungeon Forinthy and prayer urns should be used to get the prayer experience as well. Hellhounds68% gold charm DRThese is pretty much the only drop of gold charms and very AFK as they are aggressive. They can be safely spotted and using Guthan's armor will give a lot of charms with very little effort. Cave Bug40% green charm DRThese easy to kill at level 12, note that the level 8 version does not drop the charms. King Black Dragon (KBD)115 crimson charms per hourRequires high stats and can make a profit of about 500K per hour as well. Not desirable as there are better ways of making money. (Exile) Kalphite the queen140 charms per hour (mixed)Requires high statistics and can make a profit of 800K per hour. Again undesirable. Banished Kalphite GuardiansHigh blue charm DRThey are AFKable because they are aggressive and drop a good amount of blue charms. Troll Brute (F2P)High gold charm DRThese are F2P monsters that drop charms and will only drop the charm of gold. Waterfiends in ancient Cavern.Alternative Methods of getting charms without a fightIde player can also get charms with some other techniques: Firemaking: When using bonfires, fire fire Can go out and give charm to the Hunter award: Hunting spirit implings, charming moths and charm sprites can reward the player with charms. Adorable moths have the best drop rate - about 340 per hour (mixed colors) Thieving: Pocket Amlodd workers in an elven town can give all four delights normally, but requires 94 Thieving and Plague End quest. What bags to make MakeThis section will discuss what bags to make to maximize the experience beyond the charm. Note that it is best to try to keep the best charms for higher levels, i.e. use all your golden charms before using green etc. Your top priority assuming that money is not a problem is to design the highest level of bags available with the lowest level of charms you have (if you have a very large amount of crimson/blue charms). If money is a problem, it is permissible to use lower leveled packages until a cheaper alternative is available. You have to stop using the golden charms at level 66 as it becomes ineffective. You have to stop using green charms at level 80 as it becomes ineffective. At higher levels it can be effective (yet expensive) for transmutation of lower aligned charms to higher ones. It's useful to get more crimson/blue charms if you have an abundance of gold/green. Where to make bags there are several different ways to make handbags. The classic banking method in Taverley and running at Pikkupstix is outdated and there are better ways of learning Summoning.Spirit KyattAt Level 57 Invocation you can use the spirit kyatt bag to teleport near the Piscatoris Call obelisk and bank using duel rings. Using bank presets will speed up your banking time and thus improve your call experience in an hour. Beast burdenUsing the classic method and using the beast the burden of the burden can be an improved spirit kyatt method. PrifddinasUsing is a classic method in the Amlodd area of Prifddinas much faster than Taverley.The various Invocation of the Titans are available. Useful tips and tricks to call there are a few things you can use to align faster and get more experience/save more money! Spirit of Gems: Killing Monsters can discard Spirit gems that you can carry in your pocket slot to give a small chance of preserving the charms while designing the bag. Shaman's Outfit: The Shaman's Outfit is an outfit that can give a 6% bonus to the call if all 5 pieces are worn. Unfortunately, this can only be won by a treasure hunter. Challenge Focus: Call Focus is an item that provides an additional 20% call experience when making bags. They are stacked and can be on the Grand Exchange about 2k each. One of them is used for each bag created so should be used only if the cost of making the bag is more than 5 times that of the Value. Familiarity, distraction and distraction: Once a week of familiarity, distraction, and and You can play to provide triple charms for 40 minutes. This is the best time to kill monsters for charms, obviously. Call The VideoGood Guide Good Luck! Thanks for reading my guide! I hope this will help you reach the level of the 99 Call or even the 120/200m experience! If you have any questions feel free to ask below and I'll answer! CommentsAndrew from Rep Boston MA from August 01, 2017: You should also add somewhere that the challenge is a skill related to time that can all be used quickly but takes a long time to assemble. I suggest adding somewhere that players then ironmen can use Jagex various double weekend xp to give the most XP for the charm possible. Louise Piles, from Norfolk, England, 09 July 2017: You have provided there useful information for people who need help with this skill. Of course, there is the Citadel too, if you are in the clan. I'm level 100 Call. This can be an expensive skill to learn. In (The call to learning can become very expensive and tedious, but familiar at higher levels make Summoning a useful skill. F2P Players can gain experience up to level 5 and continue to collect golden delights after Level 5, which can be useful if you are going to become P2P eventually. All parts of the F2P of this guide will be shown with (F2P) next to it. The contents of the show Useful items Spirit gems Spirit gems can be used to preserve charms while pouring bags. They can be obtained as a rare drop from many monsters either from a treasure hunter or from gems in Prifddinas. Depending on the level of gemstones, each gemstone has a certain chance to retain the charm when consuming the charge. Once a certain number of charms are preserved, the gem will be destroyed. These gems prove to be very useful, especially for blue charms, as they are usually the hardest to obtain. For example, the onyx perfume has a 60% chance of retaining the charm when worn up to 60 times before it disintegrates, so saving more delights to use later. Shaman's Shaman outfit is purchased with Treasure Hunter or Familiarisation. Each part provides a 1% bonus call experience when wearing. When all parts of the set are worn, a 1% bonus set is added, providing a total bonus of 6%. Parts of the outfit were previously created from items that could have been won from fortune squealing initially. The Cape Challenge Of Cape Invocation provides a 2% chance of not consuming the charm while infusing the Call bags, which stacks with the spirit of gemstones and a modified shaman headdress. Calling The Call of focus Summoning Focus is a traded, stackable item that provides additional experience when creating packages. This gives an additional 20% call experience when bags on the obelisk. One focus is needed for each bag made. Currently they cost 9,998 each. Starting (F2P) Main article: Start the call to start training Skill Appeal, players can complete the Wolf Whistle (no longer required) which will provide provide Call experience (increase the level of the player to 4), as well as 275 gold charms (enough for level 16, or 5 on F2P). After that you have to collect your own charms. See below for information on how to do this. F2P players can collect extra golden charms from collecting one free sample from the Pikkupstix store or killing troll beasts and troll chuckers in Burthorpe. Bags (F2P) The only viable way to train the Invocation is to create invocation bags. To start making a summoning bag, you need the following: an empty bag that you can buy from Pikkupstix for 1 GP each. (Not required for conscription in Daemonheim) The number of charms that must be collected by the player through monster killing and other methods. Good ways to do this are listed below. A large number of shards of alcohol that can be bought from Pikkupstix for 25 coins each or you can buy a set of 5000 for 125,000. (Not required for conscription in Daemonheim), spirit shards can also be bought on the Big Exchange. Although the price guide is not always 25, it is rare that someone would sell it for anything less than that. On the other hand, Spirit Fragments can be sold by pet shop owners (e.g. in Taverly) in arbitrarily large quantities, so shards of alcohol are essentially equivalent to 25 coins. The tertiary ingredient that is specific to the creature you create is similar to the secondary ingredients used in Herblore. Use the customized crystal seed of teleportation and teleport to the Amlodd area, then in the short term to the obelisk of the Invocation, and then teleport to the Trajain district to re-put bank presets and Beast of Burden (BoB) settings. Sharing a shard bag with Lord Amlodd if you feel like it. Shards of spirit With the help of Bogrog or Lord Amlodd bags that you make can be turned back into shards; the number of fragments returned to you is 70% of the cost of the bag. With this in mind, you can drastically reduce the amount of shrapnel you should initially buy by constantly converting the bags you make back into shards. Getting charms (P2P) Players trying to train call have to kill monsters that drop a lot of crimson charms or blue charms, as they are the best to experience. Monsters vary greatly in the number and type of charms they fall. After weekly, Familiarity Distraction and Distraction can be done, giving the reward in 40 minutes of triple charm drops. It is recommended to use this time by killing a monster that falls a lot of crimson charms. If you have 21 Invocation and have spent some time learning Dungeonearing, you can buy a charming imp that automatically picks up requested charms and converts unwanted charms into a small call experience. This can increase the speed charms greatly, and this increases the amount of fighting or Slayer experience earned (per hour). It is highly recommended that you set up Imp to give the player all kinds of charms; The experience is rewarded for converting charms much lower than the amount offered using charms to make bags. Mohegan's fang can also be used to provide a small possibility of a double dip in charm. See here for a table of monsters that drop charms. Slayer The fastest level of call is to camp out on a monster that drops a lot of charms such as waterfiends or rock lobsters. However, it is also common for players to get the charms of Slayer training rather than from camping on a particular monster. You can get enough charms for the 99 Call by getting a 99 Slayer, although that depends on what task the player does. If a player is going for 99 in both skills, there is no need for them to camp on a monster specifically for charms. However, if the player doesn't want to do Slayer, or fails to get all the charms they want exclusively from Slayer, then there are a few monsters that are very good at camping out for charms. Gelatin abominations gelatinous abominations have about 44% charm drop rate. They drop golden delights at a rate of about 41%. Gelatin abominations have only 150 points of life and level 6, so they are very fast and easy to kill. The only necessary equipment - spikes mitt, which can be purchased from any master fighter. These monsters are located in the Taverley Slayer dungeon, southeast of Turael (or Spria) in Taverley, Killing is a great way for those who get golden charms, but no drops of great value can be gained, and combat experience gained a little. Rock Crabs Rock Crabs have a 13% charm drop rate, 10% of which are golden charms. This can be an effective way for lower aligned players with some extra money to get charms, and get a decent experience. You also have to run and activate all the crabs, as they do not attack and will not be able to be attacked if someone works near them. If they stop attacking you, just run south of the crabs, right past the helmet shop, and then run back. This can be a great way for lower levels to get charms and get a range of experiences. You can get about 3-5 delights per minute if done right. This is not recommended if you don't mind spending money to buy cannonballs as they are very expensive. Moss Giants Moss giants perfectly fall under the golden charms, with about a 40% drop in rate. They have very low defense and slow attack speed, making them easy to power even at low levels. To the northwest of Ardougne has 4 moss of giants, and it is, most often, empty. Other popular locations include the Varrock sewer system and the giant island of moss. For almost guaranteed privacy (as well as a beautiful view) there are also giants at Crandor. Finally, a decent amount of moss giants can be found in brimhavan Dungeon (requires 875 coins to enter). This area will almost always be empty. Ice Giants Giants Giants perfectly fall under the golden charms, about 55-57% drop rate for charms. They have relatively low defense and slow attack rate, making them easy to power even at low levels. Two places where you can find ice giants are in an icy mountain dungeon and in the Asgarnyan ice dungeon. There is also a place where they spawn next to the western wall of wildlife and a line of fence members. Although being in the deep desert, it is not recommended. Goblins have an 11% gold charm drop. The best way to kill goblins is to go to the goblin hut in Lambridge. It's a bad idea to bring slow weapons like godsword, battleaxe, or 2H as you can't hit very quickly as a result of slow progress. Weapons like whip, scimitar, dagger or claws are being, so you can make 20-30 goblins and get 2-3 charms per minute. If you camp for an hour, you can easily get 50 charms. This is not recommended if you can't often hit 50-120 damage. Goblins across the Lam River near the Gates of Al-Harid have 67 LPs, keep this in mind by choosing which weapon to use to get one hit kills (Scimitar works best most of the time). Goblins found in the village of Goblin do not give up any charms at all, so it is not recommended to go there. Giant crabs rock giant rock crabs may be the best monster to get golden charms off. They throw three of them at a time, quite often. Giant stone crabs are simply located in the chaos tunnels, near the entrance southwest of Wilderness Volcano. It is recommended that Magic be used to destroy giant stone crabs, as this is their weakness. Bring a few pieces of food, run and for a spell you'll use, as well as some run and grab (when using standard spelling). In the northeast corner of the room there is a safe at stalagmites. Another fantastic area to kill giant rock crabs is in the dungeon of Waterbirth Island. There are many of them in the northern area behind the gates. Keep in mind you will have to run past many Dagannoths in the main part of the first level before entering the crab rock area. Walk next to the boulder and it will turn into a giant rock crab. Lure him into the safe so he gets stuck and you can safely magician him. When near death, a giant rock crab will try to escape. Once the crab is dead, it is recommended to use a telekinetic grab on the charms, so that you don't put yourself in danger if next to some other crabs. An ice blast or ice barrier can be used effectively here. Use Melee Protection or Deflect Melee and collect all the crabs in place so you can burst or barrage them. This method gives the greatest charm per hour. Lack of murder Crab rock is that the charms have gotten mostly gold, which are the lowest level of charm. Comparatively, the charms that can be obtained in a given period of time from killing giant rock crabs will not give as much of a challenge to the experience as the charms that can be obtained The same period time killing a monster that drops mostly higher levels of charms such as waterfiends or rock lobsters. Giant rock crabs should only be killed on a low call when golden charms are most useful, and even then, it's important to understand that because the charms can be saved, it's probably going to be more worth your time to just start with a monster that falls primarily to crimson charms right away, since you end up getting golden charms to make it through low call levels anyway, at the same time as you save a ton of crimson delights later. Black Demons With the introduction of hellish ashes, the killing of black demons has become another sensible method of collecting crimson charms. Ash covers the cost of cannon balls and other consumables. At higher levels such as having 70 agility, 52/68/96 call, chaotic weapons, and 80 combat statistics, a player can accumulate profits above 200K per hour on top of

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F2P players can collect extra golden charms from collecting one free sample from the Pikkupstix store or killing troll beasts and troll chuckers in Burthorpe. Bags (F2P) The only viable way to train the Invocation is to create invocation bags. To start making a summoning bag, you need the following: an empty bag that you can buy from Pikkupstix for 1 GP each. (Not required for conscription in Daemonheim) The number of charms that must be collected by the player through monster killing and other methods. Good ways to do this are listed below. A large number of shards of alcohol that can be bought from Pikkupstix for 25 coins each or you can buy a set of 5000 for 125,000. (Not required for conscription in Daemonheim), spirit shards can also be bought on the Big Exchange. Although the price guide is not always 25, it is rare that someone would sell it for anything less than that. On the other hand, Spirit Fragments can be sold by pet shop owners (e.g. in Taverly) in arbitrarily large quantities, so shards of alcohol are essentially equivalent to 25 coins. The tertiary ingredient that is specific to the creature you create is similar to the secondary ingredients used in Herblore. Use the customized crystal seed of teleportation and teleport to the Amlodd area, then in the short term to the obelisk of the Invocation, and then teleport to the Trajain district to re-put bank presets and Beast of Burden (BoB) settings. Sharing a shard bag with Lord Amlodd if you feel like it. Shards of spirit With the help of Bogrog or Lord Amlodd bags that you make can be turned back into shards; the number of fragments returned to you is 70% of the cost of the bag. With this in mind, you can drastically reduce the amount of shrapnel you should initially buy by constantly converting the bags you make back into shards. Getting charms (P2P) Players trying to train call have to kill monsters that drop a lot of crimson charms or blue charms, as they are the best to experience. Monsters vary greatly in the number and type of charms they fall. After weekly, Familiarity Distraction and Distraction can be done, giving the reward in 40 minutes of triple charm drops. It is recommended to use this time by killing a monster that falls a lot of crimson charms. If you have 21 Invocation and have spent some time learning Dungeonearing, you can buy a charming imp that automatically picks up requested charms and converts unwanted charms into a small call experience. This can increase the speed charms greatly, and this increases the amount of fighting or Slayer experience earned (per hour). It is highly recommended that you set up Imp to give the player all kinds of charms; The experience is rewarded for converting charms much lower than the amount offered using charms to make bags. Mohegan's fang can also be used to provide a small possibility of a double dip in charm. See here for a table of monsters that drop charms. Slayer The fastest level of call is to camp out on a monster that drops a lot of charms such as waterfiends or rock lobsters. However, it is also common for players to get the charms of Slayer training rather than from camping on a particular monster. You can get enough charms for the 99 Call by getting a 99 Slayer, although that depends on what task the player does. If a player is going for 99 in both skills, there is no need for them to camp on a monster specifically for charms. However, if the player doesn't want to do Slayer, or fails to get all the charms they want exclusively from Slayer, then there are a few monsters that are very good at camping out for charms. Gelatin abominations gelatinous abominations have about 44% charm drop rate. They drop golden delights at a rate of about 41%. Gelatin abominations have only 150 points of life and level 6, so they are very fast and easy to kill. The only necessary equipment - spikes mitt, which can be purchased from any master fighter. These monsters are located in the Taverley Slayer dungeon, southeast of Turael (or Spria) in Taverley, Killing is a great way for those who get golden charms, but no drops of great value can be gained, and combat experience gained a little. Rock Crabs Rock Crabs have a 13% charm drop rate, 10% of which are golden charms. This can be an effective way for lower aligned players with some extra money to get charms, and get a decent experience. You also have to run and activate all the crabs, as they do not attack and will not be able to be attacked if someone works near them. If they stop attacking you, just run south of the crabs, right past the helmet shop, and then run back. This can be a great way for lower levels to get charms and get a range of experiences. You can get about 3-5 delights per minute if done right. This is not recommended if you don't mind spending money to buy cannonballs as they are very expensive. Moss Giants Moss giants perfectly fall under the golden charms, with about a 40% drop in rate. They have very low defense and slow attack speed, making them easy to power even at low levels. To the northwest of Ardougne has 4 moss of giants, and it is, most often, empty. Other popular locations include the Varrock sewer system and the giant island of moss. For almost guaranteed privacy (as well as a beautiful view) there are also giants at Crandor. Finally, a decent amount of moss giants can be found in brimhavan Dungeon (requires 875 coins to enter). This area will almost always be empty. Ice Giants Giants Giants perfectly fall under the golden charms, about 55-57% drop rate for charms. They have relatively low defense and slow attack rate, making them easy to power even at low levels. Two places where you can find ice giants are in an icy mountain dungeon and in the Asgarnyan ice dungeon. There is also a place where they spawn next to the western wall of wildlife and a line of fence members. Although being in the deep desert, it is not recommended. Goblins have an 11% gold charm drop. The best way to kill goblins is to go to the goblin hut in Lambridge. It's a bad idea to bring slow weapons like godsword, battleaxe, or 2H as you can't hit very quickly as a result of slow progress. Weapons like whip, scimitar, dagger or claws are being, so you can make 20-30 goblins and get 2-3 charms per minute. If you camp for an hour, you can easily get 50 charms. This is not recommended if you can't often hit 50-120 damage. Goblins across the Lam River near the Gates of Al-Harid have 67 LPs, keep this in mind by choosing which weapon to use to get one hit kills (Scimitar works best most of the time). Goblins found in the village of Goblin do not give up any charms at all, so it is not recommended to go there. Giant crabs rock giant rock crabs may be the best monster to get golden charms off. They throw three of them at a time, quite often. Giant stone crabs are simply located in the chaos tunnels, near the entrance southwest of Wilderness Volcano. It is recommended that Magic be used to destroy giant stone crabs, as this is their weakness. Bring a few pieces of food, run and for a spell you'll use, as well as some run and grab (when using standard spelling). In the northeast corner of the room there is a safe at stalagmites. Another fantastic area to kill giant rock crabs is in the dungeon of Waterbirth Island. There are many of them in the northern area behind the gates. Keep in mind you will have to run past many Dagannoths in the main part of the first level before entering the crab rock area. Walk next to the boulder and it will turn into a giant rock crab. Lure him into the safe so he gets stuck and you can safely magician him. When near death, a giant rock crab will try to escape. Once the crab is dead, it is recommended to use a telekinetic grab on the charms, so that you don't put yourself in danger if next to some other crabs. An ice blast or ice barrier can be used effectively here. Use Melee Protection or Deflect Melee and collect all the crabs in place so you can burst or barrage them. This method gives the greatest charm per hour. Lack of murder Crab rock is that the charms have gotten mostly gold, which are the lowest level of charm. Comparatively, the charms that can be obtained in a given period of time from killing giant rock crabs will not give as much of a challenge to the experience as the charms that can be obtained The same period time killing a monster that drops mostly higher levels of charms such as waterfiends or rock lobsters. Giant rock crabs should only be killed on a low call when golden charms are most useful, and even then, it's important to understand that because the charms can be saved, it's probably going to be more worth your time to just start with a monster that falls primarily to crimson charms right away, since you end up getting golden charms to make it through low call levels anyway, at the same time as you save a ton of crimson delights later. Black Demons With the introduction of hellish ashes, the killing of black demons has become another sensible method of collecting crimson charms. Ash covers the cost of cannon balls and other consumables. At higher levels such as having 70 agility, 52/68/96 call, chaotic weapons, and 80 combat statistics, a player can accumulate profits above 200K per hour on top of

