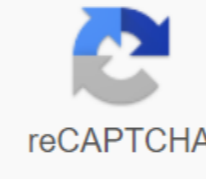




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Temple trekking rs3 guide

Home RuneScape Help and Advice Temple Trekking - Smiddi/Rolayne leveling Home RuneScape Help and Advice Temple Trekking - Smiddi/Rolayne leveling According to my experience, there are far too many factors that cause partners' growth changes to vary, including which path you decide to take, how many challenges you end up facing in each type and how much work your partner will eventually do in battle. So unfortunately it's hard to say for sure... I remember getting one of the Easy partners 1-99 after spending about 10 total hours on them, spread over three days; If I remember, I just took easy paths, and since I loaded them with food in advance, I sat pretty much back and let them do most of the fights where possible, so they reached levels pretty quickly. Considering that Medium and Hard partners tend to be more fragile until they get over the hump (level 50), I'd say you should probably expect to put 24-36 hours worth of cumulative gaming on Medium and at least 72 hours hard if you follow the same strategy. NOTE: When I say cumulative gameplay, I mean the time spent during the game, so don't rely strictly on my numbers; It all really depends on how you play the game, and the numbers I give are estimates based on my own experiences, so you might be working faster or slower than I've told you here. One piece of advice: try to avoid burn out. Set some Trekking goals for a certain period of time, then do some other things when you reach the goal and come back to it in a moment. This comes from a guy who has spent the last year working with 99 Smithing on non-members' work (level 94 at the time of the post), so you can believe me when I use the old saying: all in moderation. Temple Trekking is a members-only mini-game in which players must escort vampire power victims from Burgh de Rott through Morytany to Paterdomus. On the way, the player must pass morytany's many dangers and obstacles and protect the accompanying traveller until he gets to the temple. The player must find a way across the dangerous herds of monsters lurking in Morytania, some unique in this minigame. Burgh de Rott Ramble is the reverse route by which a player escorts potential Myreque recruits from Paterdous to Burgh de Ratt, leading them through the same obstacles and monsters. Burgh de Rott Ramble was introduced on 13 March 2007. The journey will be successful if the player and follower reach their destination. The journey fails if a player or follower dies. If a player teleports out of a mini-game, enters the lobby or breaks, they can talk to their successor at the starting point and choose whether to abandon or continue the journey from which he missed out. During this mini-game, the player can: to make them stronger in battle or to unlock their abilities. Abilities: all partners to the maximum level have a requirement for master quest cape, completionist cape, and cut completionist cape. The following tasks must be performed to play this minigame: Temple Trekking starts in the city of Burgh de Rott, the hares of the Northern Gate. Start the minigame by reading a nearby bulletin board. Burgh de Rott Ramble begins on the east side of the Salve River just outside the temple. The player can start on either side. Canifins or Burgh de Ratt can be accessed quickly in several ways where a mini-game can be started. Some of these are: Difficulty The difficulty of either mini-game depends on whether the player chooses weaker or stronger NIPs (called followers) as escorts and decides whether the player decides to choose easier or more difficult paths through Morytanya. Getting to hard followers means more time and effort to heal and defend your follower when a fight event occurs. Tougher paths mean monsters have higher combat levels and more. People escort the main article: Temple Trekking / Partners Bulletin Board A total of six people can be escorted - three people on a trip to the temple and three to Burgh De Ratt. You can select an escort by using a bulletin board at the starting point of Paterdus or at Burgh De Rott. Each of each of the three trips has a different difficulty - easy, medium and hard. For Temple Trekking, two are villagers and one is an adventurer, and for Burgh De Rott Ramble, two are adventurers and one is a villager. By escorting a successor, you gain experience and levels. When they do, they gain new abilities and become more skilled in combat. Their investigative knowledge and appearance also change after gaining new abilities. It also allows a player to unlock certain rewards - some rewards require all followers to reach a certain level. It is possible to let your partner do a lot, if not all, of the fights that lead to quick levels. This is easier for mages and ranger, but can still be made a warrior provided you have the food to support him. This tactic works well with Easy and Medium NPC in easy and medium route difficulties for giant snail, creepy, nail beast, swamp snake and shadow events. Everything but a gruesty event, in hard-way trouble, is too much with any NPC to refuel except Pazuzu and Dean if they have reached their power (Pazuzu 75, Dean 80). After you select someone as an escort, you need to choose which path to choose. There are three paths, each with a different difficulty, and the main difference is the level of struggle faced by monsters. This is just the difficulty of the next event. Choosing the best path depends on the combat level, the equipment available and which character to escort. After each encounter, players The ability to change the path that is currently selected. At a certain level of follower, your successor can predict events by clicking the Continue-x box to the left. If a player decides to turn off the prediction tips, they can be re-enabled by talking to Hiylik Myra at Burgh De Rott. You can tell that your follower has gained this ability because they walk with you instead of walking in the back. In some followers, it is also accompanied by a significant change in appearance. Easy route: To avoid combat events, players must kill at least one monster in the event. The monsters on this path are on a lower level. Level 40 armor should be the minimum for combat events on this route. If monsters show up, there'll be at least two. Medium-sized route: Dodging combat events causes the player to complete at least 33% of the event first. Prayer can be useful at certain events depending on the level of the player, so choosing a clean defensive or prayer will be at the player's consideration. If monsters show up, there'll be at least three. Hard route: Sometimes there is no way to avoid any event. Monsters are at a high level. Prayer is important to get through this course on any level, so prayer drinks are recommended. If monsters show up, there'll be at least four. If escorted by a hard NPC, certain events such as swamp snake and gigantic snail events are particularly difficult. In these events and a few other events, several monsters attack your follower very quickly and can cause a significant amount of damage in a very short time. Delivering a follower, followers have a list of followers with the following features: It can hold 28 pieces of food and nothing more; If a player tries to switch to a successor, they will receive the following message: You can only exchange food to wander into the NPC. You can't take back the food you've already given your successor. It is not possible to see what is already in stock, only how many items can still be issued. To fill the warehouse, right-click the successor, click Store, and then trade the food you want. If you receive a message stating that the other person does not have room in their warehouse for this store, it means that the inventory of the follower is full of food. The inventory stores food products from one trip to another, even after logging in. The list is shared with all followers; all food given to one follower is available to all followers, regardless of difficulty level and location. During events, a follower can be given food. For this reason, it is inexpensive to reserve one storage place for a jad fulnd with food, such as cabbage, which allows you to improve your successor and replenish food up to 10 times per bin. Your successor also has a druid bag. Recommended devices the products are: Weapons and armor Most monsters are weak to magic, so bring poetry and your best magic weapons. If you have lower combat stats, you can also bring melee and ranged weapons to kill snails, snakes and claw animals. A hybrid scanner is possible. Vampyrs and Vampire Juvimates can only be damaged by relatively weak silver weapons or strong Blisterwood weapons. So one of the following weapons, from best (1) to worst (6), should be the weapon of your choice. Reforged Sunspear (which can be added) is obtained during the function of the Blood River. In addition to being augmentable and automatically burned Vyre corpses (20% chance of dropping items shiny Columbarium Key table), it can be used in any combat style. One drawback of that compared to standard Blisterwood weapons is that it can't be used to collect Vyre bodies to improve the effectiveness of Blisterwood and Vandis Flail against Vampyres in general. The sunspot is obtained at the end of the Lord of the Vampyrum mission, and its effectiveness against Vampyres is another only with its completed counterpart. In accordance with its filled shape, Sunspear automatically ashs Vyre's bodies (a 20% chance of dropping objects from the Glossy Columbarium Key table). Since it is one-handed, it should be used with a strong hand for the best ability damage. Blisterwood weapons can be used after some progress on darkmeyer branches, and are the best choice because they are the most effective against vampires and faster than vandis flail. For every fighting style, there are weapons that allow the player to safely locate Vyrewatch with Blisterwood Stakes (ranged), although since they are now the weakest against magic. Blisterwood staff are highly recommended (it also has a +2 Prayer Bonus). Blisterwood polearm offers faster hits if you use melee. Ivandis-flail demands the completion of Seergaze's legacy. It's the only way to damage and kill Vyrewatch unless progress has been made on Darkmeyer's crotch. The more experience with flail, the better. As it acts as both a silver sickle(b) and a Rod of Ivandis, it allows the player to deal with both terrible and juvimates. Ivandis' staff requires Myreque's help and performs. By using its special Guthix balance grid, the player can stop Juvimates with just under 50% health. This does not use any fees; However, if its special is used and the juvinate is killed with a rod, the charge is used. Other silver weapons: Blessed silver sickle is recommended if you don't have access to Ivandis flail or Ivandis' wand, as it prevents the swamp from deteriorating if players throw from the gate into the swamp. Silver bolts for use with the best crossbow (at least a black crossbow is required, but a run or better is recommended) or Wolfbane are fast and prayer bonus, but does not work as well Blessed axe can be used as a weapon, but not to repair the bridge or collect logs (you wear a tool belt axe in both cases). An inventory Druid bag or a Ouroboros bag defending against the Ghosts. Inventory before you begin. It can be used to protect your food from turning into rotten food. One trick to prevent food from rotting if you don't have a druid/ouroboros bag is to drop all the food in storage when faced with a Ghost event, sometimes picking it up and dropping it again so it doesn't disappear. However, all your hiking followers have druid bags, so if for some reason you don't have one, you can hide behind your follower near the entrance and expect his bag to be activated. Food for personal healing and follower healing. Remember that a follower can accept any type of food halfway through the trip. Lobster, swordfish or anglerfish are usually recommended according to your combat level, expertise and use of prayer. It is recommended to bring low-level food such as cabbages or potatoes to sacks that can keep ten at a time, or cheese wheels to the campsite puzzle so that you don't have to kill snails because of their meat. It may be worth bringing a Super defensive drink to help tank monsters avoid damage to your successor. To speed up kills with hard characters, you might bring some kind of magic potion. If you do easy/medium, you don't need battle boosts, because followers should do all the fighting. Prayer drinks are optional, but are recommended for players who plan to make significant use of prayers. In this case, the sacred wrench and respect Aura can also be useful, since it increases the restoration of prayer when using prayer to restore the magic potion. Burden beast acquaintances and battle acquaintances are very useful, as stated above. Fruit bats are also useful, since pineanas can be cut into four rings that allow you to feed the victims of the campsite, and other fruits can be used as healing, opening up your stock for droplets. Drakan's medallion is useful for teleporting to Burgh de Rat if you fail a hike. Enough open space to quickly retrieve items during events. The things you're going to face dropped by a monster might not sell at all, so it might not be worth it if you want to stock up on multiple hikes. Events Main article: Temple Trekking/Events Abidor Crank Event Try to locate enemies so your follower can practice. There are 3 different events that can happen when you move on - friendly events, combat events and puzzle events. A special event and difficulty in completing may depend on the difficulty level of the route, even if events are possible regardless of the level of difficulty. When an event occurs, the player and follower are dragged into the event area. Player starts start path on blue rocks. Right-click displays the Escape option, which completely rejects the hike and leaves the player on all over the map, often in the middle of Mort Myre Swamp. There is a path at the opposite end of the area that allows the player to continue hiking when the event is complete. In combat events, easy and medium-sized routes have paths that avoid an event that, when used, skips the event and continues to hike, increase rewards and increases the chance of another event. Some of the monsters must be killed before they can use evade. There are three types of rewards. Prizes for award id, follower award and drops. Once the hike is completed successfully, the follower will provide a reward id, which is a blue, yellow or red token of the chosen successor, the chosen route, how well the events were handled and how much damage the follower took. You can exchange your token for prizes on the left by clicking on the id. Although the text studied says exchanged in Burgh de Rott, you can claim your reward anywhere. You won't get rewarded if your follower makes all the attack when every event is avoided, or when your followers teleported out because of poor health. If your inventory is full on arrival at your destination, your reward will be sent to your bank or dropped to the ground if your bank is also full. Here are the typical settings for IDs. Even if you take the hardest routes, you can still get a yellow id. 2 battles and 1 puzzle or 3 battles - Red token 1 battle and 2 puzzles or 1 fight and 1 puzzle - Yellow token 1 fight or 1 puzzle - In addition to the rewards of completing the Blue Token Hike, prizes are also won by getting followers to reach certain levels. Rewards for one follower can be claimed from the tab of the successor bulletin board. On the night of their level below click on the green text to demand/change it. Rewards for the overall level of your followers can be obtained from the Rewards tab by clicking the total when it is green, and then clicking the redeem button. Many of the monsters encountered in this minigame drop objects, and they can be useful or valuable. Some of these drops can only be obtained by participating in a mini-game. Rewards Possible rewards This table shows the average reward for each item. Product Avg. Blue Sum Blue GE Victory Avg. Yellow Amount Yellow GE Victory Avg. Red Sum Red GE Profit Pure Essence 100 3 000 140 4 200 200 6 000 Bowstring 60 22 980 90 30640 140 53 620 Silver tan 110 63 140 150 86 100 240 137 760 Herbs; All sorts of things. 20 7 4 5 Coal and iron ore 28 and 14 9 422 40 and 20 13 460 80 and 40 26 920 Watermelon seeds 4 14,14 360 8 29 170 10 35 900 Raw sharks 16 22 832 20 28 540 36 51 372 *Herbs not evaluated. Tome of Learning can be selected as the prize. Unlike experience tomes, skill is predetermined. These toms give some experience in one of the following skills: Agility, The Thief, The Slayer, Fire-Making, Fishing, Wood Felling or Mining. The color of the tome depends on the color of the emblem. Target level Xp Blue tome Level 1 Random amount of experience (1100-1650) with the specified skill. Yellow tome level 2 Random amount of experience (2035-3025) with defined skill. Red tome Level 3 Random amount of experience (4015-5005) with defined skill. The successor rewards constructor's assunding - Gives a bonus to the construction experience that has been gained. The pieces are obtained separately as follows: Rambler's Backpack - Obtained by training Dean Yello to level 25. This is a cosmetic item used in a cape place. Walking stick - Obtained by training Rolayne Twicks to level 40. Ouroboros bag - Obtained by training Jayene Klyt to level at 99. The bag acts as a druid bag with unlimited charges and can be added to the Slayer part of the tool strap. Shortcut from swamp gates Nature Cave A Trapdoor Shortcut from Canifins to Mortton - Obtained by training Zachory Bragg to level 99. This shortcut uses the same trap door behind canifins' tavern. To use this shortcut, you must enable the option on the character interface by clicking on zachory bragg's Level 99 description. The shortcut places the player's character next to a swamp boat in southeastern Mortton. The Trapdoor shortcut in Canifins to Burgh de Rott Teleport in Mortton opens a teleporter to Burgh de Ratt in a gaming necklace. Obtained by training partners to a total of 500 or higher levels. Terrible acquaintance - A familiar one who prevents food from decaying in the Mort Myre Swamp gives Prayer experience of damage, makes abhorrent in Morytania and restores 100 prayer points when special movement is used. Obtained by training all six partners to level 99, with an additional cost of 50,000 coins. Drops achievement history Before the March 13, 2007 update, you had to travel back to Burgh de Ratt to collect the trophy and restart the game. Now the player has the opportunity to escort mercenaries from Paterdus to Burgh de Ratt for a fee in the same way if the Sacrilegers of Darkness are completed. This allows the game to be played endlessly with rewards at every end of the trip. Before 24 April 2007, wild blood seeds with a maximum of 55 were administered instead of watermelon seeds. Renew the main article: Temple Trekking (historic) 17.8.2011 the minigame received a major renovation. A lot changed with this update. In the past, there were many more followers who could be chosen (see below), and the successor will not take part in the fight unless attacked. There was also no alignment followers. The hikes were started by talking to the NPC. A few new followers were added with the update. The paths themselves work differently - the player chose the difficulty before the path and would have to complete the whole path in that difficulty. Two new events were added - a skeleton cemetery and nature cave fires that previously did not exist. The rewards system was also slightly different before this update - previously players could not pick prizes, they were received randomly by translating the prize emblem on Hiylik Myra in Paterdomus or Cornelius in Burgh de Rott. Several new prizes were added to the update, including a constructor outfit, a shortcut to the Nature Spirit Cave, a teleporter to Burgh de Ratt and the familiar Ghost. In addition, the events received a major graphic update, as did monsters such as Ghosts and Vyrewatch. Previous followers who have now been removed from the game were: At first, anyone with tokens left before the upgrade was unable to claim them from the new rewards. This was fixed the next day with an update. [1] On October 4, 2011, the update made the following changes to improve this minigame: Players now receive 25 terrible quest scrolls instead of 15. Attacking an enemy fighting your partner now pulls the threat out of him. Tough companions will now gain a little more experience in completing the event. The accuracy of ranger and mage companions has been increased. Trekkers now eat with less than 50% health instead of 25%. Trivia If you have an aura active when you get hydroppower from the Nature Spirit event, it turns blue and stays blue even as the effect expands, but it returns to normal when you change weapons. The same goes for the loaded dragonfire shield, but the discolored seems to stay until you log in or connected to the teleporter. The fire cloth appears to be the only object too hot to cool with hydroelectric effect, so the fire sign does not turn blue. This also does not affect the icons of the updated skill capsules. Despite the different names, the same message is displayed after it reveals a ghost with ouroboros or a druid bag. During the swamp monster event, several Internet memes are referred to: talking to a partner before killing his head leads him to say What is this? Not even... , and also in dialogue, the companion says Käänninen hälytyts. During the Grotto puzzle event, some partners respond: The green guy needs help. It seems legitimate, when we talk before the event is completed. This is a reference to another Internet meth. In the shadows it is possible to search the shelf and receive Herbi Flax's diary from the task. Shades of Mortton. Raising each follower to level 99 used to be a requirement for a cut Completionist cape, but in addition to the Morytania task force, this is now a requirement for Morytania legs 4 and therefore a regular Completionist cloak. In the prize id menu, you can choose silver bars as the prize, but the image is a bronze bar. When the partner levels off during the hike, fireworks are used upwards from the old level. Some partners still use old graphics for armor (Pazuzu has old mystical robes). There used to be a disturbance where, after crossing a bridge in a natural cave event and activating hydroppower, the character turns blue and then returns to normal for the rest of the event. Not everyone was affected by this fault and was corrected on 2 April 2012. During the natural cave event, there is a disturbance in the dragon's fire shelter, where after recovering to blue, the shield flame remains blue. Other signs can't see this disturbance. The glitch disappears when you either log out or change the visible armor or weapon. If you reassign the same armor, there will be a glitch. This disturbance also applies to blistering wood staff and the abyssal rod and ball, although the disturbance occurs only when both the rod and the spruce are used together. There is also a disorder during a natural cave event where, although the nature spirit makes a smiley face of fear, he becomes opaque and then turns back to being transparent when he is ready. South of fared's smoky house, it's possible to see some Temple Trekking scenes. A hint of an easy route from Nature Grotto claims it is under horrific attack, even though they are not involved in the incident. Event.