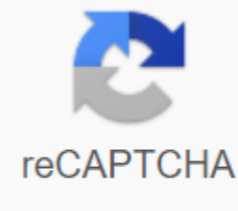




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Waterfiend slayer guide

Waterfiends can be found in the Ancient Cave under Baxtorian Falls, Kraken Bay and Iorwerth Dungeon. They are moderately resistant to all kinds of war, except for crushing attacks, and significantly more vulnerable to them. They're using a magic attack that looks like a water blast and a magical attack resembling ice oes. Duradel and Konar are the only Hunter masters to assign quo Maten waterfiends, and are a rare assignment. To unlock water fiends as a task, players must have at least level 75 combat (unless they demand that Slayer masters ignore the requirements of the battle level), and advanced Barbarian training until they are asked to access the Ancient cave as part of barbarian fire removal training. [1] Killing a water fiend is a requirement for scrolling an elite clue. Attractions[editing | resource editing] Strategies[editing | resource editing] The simplest way to reach waterfiends is to access the Ancient Cave, located south of the Barbarian Outpost. A game necklace allows for easy trips to the bank. It is not possible to get over all the damage with the prayers of protection, as they use water fission as both magic and range. However, both attacks are rounded against the player's total magic resistance. Therefore, only armor that provides a magic defense bonus, such as dragon skin or Karil's armor, is useful when fighting water fiends. Using crushing attacks is ideal for dealing with damage. If a crush weapon is not available, some high-end weapons, such as saradomin swords and leaf bladed battleaxe, have enough secondary crush attack given the defense bonus that waterfiends crush too low. Alternatively, intermittent armor is also effective, as the most eneruous armor also provides a significant range attack bonus. The use of Protect from Missiles is recommended for those who have difficulty defending against water nuts. Players should also consider including Mystic Might in quick prayers for the added magic bonus. Regardless, players should also consider bringing high medicinal foods (i.e. sharks, tuna potatoes, lanternfish) in order to prolong your stay. Most of Waterfiends' drops are ideal for High Level Alchemy casting. Players can also waterfiends the safe spot along the river using Ranged or Magic. Drops[edit | resource editing] Unless otherwise specified, the following drop rates are provided by Jagex. The average Waterfiend kill is worth 3.571.85. 100% [edit | source edit] Item Quantity Rarity Price High Alch Water rune1Always52 Pre-roll [edit | Item Quantity Rarity Price High Alch Mist battlestaff111/3,00087,8189,300 Weapons and armor[edit | source] Item Quantity Rarity Price Highch Alch Staff su16/1 281,47 3900 Adamant chainbody12/1282,7102,880 Adamant warhammer12/1282,2372,472 Rune med helm12/12811,13911,520 Water combat personnel14/1288,9369,300 Mystical water Blue d'hide vambraces11/1281,5881,800 Rune full helm11/12820,72521,120 Runes and ammunition[edit | edit source] Item Quantity Rarity Price High Alch Sapphire bolts155/1281,185330 Mithril arrow9010/1281,9801,710 Water rune1506/128750300 Blood rune173/1286,4944,080 Death rune235/1284,5082,484 Mist rune25–752/1282,725–8,175300–900 Mud rune75–1002/12815,675–20,900900–1,200 Steam rune40–602/1282,520–3,780480–720 Materials[edit | edit source] Item Quantity Rarity Price High Alch Mithril ore10–20 (noted)4/128930–1,860970–1,940 Raw lobster18 (noted)3/1282,916756 Raw shark8 (noted)3/1283,752816 Shark23/1281,268204 Mithril bar10–15 (noted)1/1285,950–8,9251,800–2,700 Uncut sapphire3 (noted)1/1281,26945 Uncut emerald3 (noted)1/1282,09190 Uncut ruby3 (noted)1/1283,894180 Uncut diamond3 (noted)1/1287,770360 Herbs[edit | edit source] There is a 9/128 chance of rolling the herb drop table. Seeds[edit | source edit] Rare seed drops table has a 4/128 chance of rolling. Waterme seed seeds are an unemptive drop in the rare seed table. Other [edit | source] Item Quantity Rarity Price High Alch Coins2,000-3,00015/1282,000-3,0002,000-3,000 Water orb6 –10 (note)8/1287,080-11,8001,080-1,800 Water Bottle40-50 (note)4/128160-50 20040-50 Water talisman14/1283242 Oyster32/128237360 Moss20-30 (note)2/128640-96020-3 0 Snape grass20-30 (note)2/1284,760-7,140120–180 Gem drop table[edit | source] Jewelry drop table has a 3/128 chance of rolling. Item Quantity Rarity Price High Alch NothingN/A1/85.49; Never[edit 1]N/AN/AUncut sapphiir11/170.67; 1/86.67[d 2]42315 Uncut emerald11/341.33; 1/173.33[d 2]69730 Uncut ruby11/682.67; 1/346.67[d 2]1.29860Kaos talisman11/1,820.44; 1/924.44[d 2][d 3]5322Doe talisman11/1,820.44; 1/924.44[d 2][d 3]7012 Uncut diamonds11/2,730.67; 1/1,386.67[d 2]2,590120 Loop half of Key11/5,461.33; 1/2,773.33[d 2]11.05560 Key11/5,461.33 tooth half; 1/2,773.33[d 2]10.89160 Rune javelin 51/5,461.33; 1/2,773.33[d 2]7951,200 Rune 11/87,381.33; 1/5,200[d 2][d 4]11,90512,480 Shield left half11/174,762.67; 1/10,400[d 2][d 4]65,33966,000 Dragon spear11/233,016.89; 1/13,866.67[d 2][d 4]37,15137,440 Tere reverse[edit | source] Changes[edit | source] References[edit | source] ^ Jagex. Mod Ash's Twitter account. August 3, 2020. (Archived from source on August 3, 2020.) Mod Ash: Ah. That's what you're told about the woodships, and Otto's telling you to jump into the thing and get them bones. Share an evil forming of water. Waterfiends can be found under Baxtorian Falls in ancient cave and kraken bay. Waterfiends are moderately resistant to and significantly more vulnerable to any war except crush attacks. They're using a magic attack that looks like a burst of water. With a magical ranged attack resembling ice

arrows. DuradelKonar quo Maten is the only Hunter masters to assign waterfiends, and has a rare assignment. The player must have entered the Ancient cave to unlock it. [1] Killing a water fiend is a requirement for scrolling an elite clue. The simplest way to reach water fiends of strategies is to access the Ancient Cave, located south of the Barbarian Outpost. A game necklace allows for easy trips to the bank. It is not possible to get over all the damage with the prayers of protection, as they use water fission as both magic and range. However, both attacks are rounded against the player's total magic resistance. Therefore, it is useful to fight water fiends in armor, just to provide magic defense bonus such as dragonhide or Karil armor. Using crushing attacks is ideal for dealing with damage. If a crush weapon is not available, some high-end weapons, such as the Saradomin sword, have enough secondary crush attack given the defense bonus that waterfiends crush too low. Alternatively, intermittent armor is also effective, as the most eneruous armor also provides a significant range attack bonus. When they lose their water-fumble aggression, they can be trapped and safely detected in parts of the Ancient Cave. With an extraordinarily long attack distance, the crystal spring can be used to secure strands of water on larger bodies of water. The use of Protect from Missiles is recommended for those who have difficulty defending against water nuts. Most of Waterfiends' drops are ideal for High Level Alchemy casting. Drop 100% Article Amount Rarity GE market price Water rune 1-3 Seeds That Runes 4-12 Each time these monsters drop seeds from the allocated seed drop table. Weapon/Armor Item Quantity Rarity GE market price Mithril ok 90 Common 1710 Personnel water 1 Common 1513 Stable chainbody 1 Rare 2686 Stable warhammer 1 Rare 2204 Rune med rudder 1 Rare 11, 084 Water combat personnel 1 Rare 8972 Mystical water personnel 1 Rare 25,144 Sapphir bolts 15 Rare 1485 Blue d'hide vamb 1 Rare 1475 Adamant platebody 1 Rare 9407 Run full rudder 1 Rare 20588 Fog battlestaff 1 Very rare (1/3,000) 113,406 Herbs Gems/Ore/Bars Fish Matter Quantity Rarity GE market price Raw lobster 4-4 18 (noted) Rare 840 –3780 Raw shark 3-8 (note) Rare 2,196-5,856 Shark 1-2 Rare 921-1,842 Other Rare drops table as the drop above. This monster also has access to rare drop tables. Show/hide rare drop table Item Quantity Rarity GE market price Coins 3,000 Common not key 1 Common 10,307 Tooth half key 1 Common 10,840 Chaos talisman 1 Common 505 Uncut sapphir 1 Common 455 Flour Loop half sold cutilizat 1 Uncut 679 Uncut ruby 1 Rare 1249 Nature talisman 1 Rare 744 Steel arrow 150 Rare 4800 Run read 42 Rare 2940 Runcir 5 Rare 875 Adamant 20 Rare 1220 Runite bar 1 Rare 12,368 Nature rune 67 Rare 14,539 Law rune 45 Rare 7470 Death rune 45 Rare 9th 135 Run battleaxe 1 Rare 24487 Runic 2h sword 1 Rare 37,758 Runic sq shield 1 Rare 22,459 Silver or 100 recorded) Rare 7,000 Dragonstone 1 Uncommon 11932 Uncut diamonds 1 Rare 2627 Dragon med helm 1 Rare 58,488 Rune kiteshield 1 Rare 32.0 015 Rune spear 1 Rare 11933 Shield half 1 Rare 65,697 Dragon spear 1 Rare 37,226 References Community content cc-BY-unless otherwise specified. This article is a strategy guide for waterfiend.information mechanics, installations and tactics on this page. This article contains information for players who want to kill waterfiends, including recommended equipment, inventory, and strategies. The most popular spot to kill water fibits is the Ancient Cave as it is easily accessible. However, there are two suitable alternative locations: Chaos Tunnels and Ghorrock Castle. Players with summoning levels to use a geyser titan can kill water fiends much faster in the Chaos Tunnels than in the Ancient Cave when the titan's scroll is loaded into a magical rudder. By using Soul Split and taking advantage of the at times cooked shark drops, senior players can stay for a very long time (enough to take full advantage of a Familiarization triple attraction period). Upon completion of the Temple in Sennstisten, players can find water at Ghorrock Castle. However, their drops are different from the norm; Waterfiends at Ghorrock have a lower attraction drop rate, but leave two charms at a time. A ball is useful for an efficient Slayer experience available here. Water fiends have a higher max hit here (and hit higher overall), and aggressive. Given that there is sufficient healing (bunyip/unicorn, vampyrism, soul split), it is easily afk-able. Polypore Strike is also effective, especially combined with dragon breath and omnipower capabilities. Using a hexcrest and a victory-laden amulet can cause a 15% increase in magic damage against an assigned hunter target along with a 3.9% critical hit bonus. While it can also cost a certain amount to kill waterfiends using prayer potions, food or acquaintances etc., players can at least break even by taking noted water spheres, snape grass, water talismans, ranarrs, lantadymes, rare drop items from the table recorded and even reward 3 level tips when they drop. Valuable drops such as some High Level Alchemy runes, water battlestaves or armor pieces such as rune rudders and stable plate bodies can be brought to alch - even less valuable staves and mithril items that are profitable alch. Due to lack of space, many people may not want to take all the items and Just pick up stackable items like water spheres, mithril arrows and various runics. Alternatively, an explorer ring 4 or an alchemist talisman can be used. For those fighting Waterfiends in the Ancient Cave, using the fairy ring (code BJQ) is a much faster way to stock up on food/potion than to walk all the way from the Barbarian Outpost. Note that the fairy ring is only accessible after completing much of barbarian training, at least until pirae other ships. Before the ring can be used, bittercap mushrooms should be plant there. Use one of the mushrooms with 5 mushrooms in your inventory, one in 'magical soils' near the center of the ring. Waterfiends usually drop 1 rune of water, 1 attraction (usually red), and another item or two of dirty herbs. Sometimes the other item is 90 water runes. This means that if a player examines the drop and sees only the charm and rune of water, the odds are good that the player has received an attraction and 91 water runes. If a player sees a talisman, a water rune and something else (like a shark), the water rune is 1, not 91. One water runes is not worth collecting. However, with booty inventory, players can get up to water runes along with the desired drop (such as water spheres) with no extra time required. Those, who can get their hands on blisterwood piles and off-hand variants (after completing branches in search of Darkmeyer), along with using abilities such as needle strikes, piercing shots and snips, may find this weapon very efficient in sending waterfiends, resulting in great carnage, with low cost and good drops. The Blisterwood pile shooter is even more effective when unlocked halfway through the cross-gun Lord of Vampyrism, due to the weakness of the bolt waterfiend (using Dazing Shot instead of Needle Strike). Strike).

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