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Hc ironman guide

Ironman in his armor

This article is currently in the midst of an extension or major overhaul. The information contained therein should not be considered to be fully accurate and/or complete. You can help by participating in it. For the account to be an ironman, you need to talk to Adam or Paul before leaving the tutorial island. Playing as an Ironman or Hardcore Ironman adds an extra challenge to limit your account to being completely self-sufficient. Ironmen accounts are limited to the following general rules: Trading by other players is disabled. Standing in the duel arena has been disabled. Iron men can't use a big stock market. Iron men can't accept help. Ironmen can't have experience in player-to-player encounters. Ironmen can't pick up drops from other players' tapes. Iron men can't get help killing a monster. See the full list of restrictions here. Hardcore Ironmen follow these same limitations, but there is only one life to be further challenged. Any dangerous death will return the account to its usual ironman status. The stats of a Hardcore Ironman Hiscores player are also frozen at the time of death. Safe deaths, as in many mini-games, do not cause the loss of Hardcore status. Either mode must be activated by talking to either Aatam or Paul on Tutorial Island before they are teleported to the mainland. The purpose of this guide is to give general advice, tips and suggestions to ordinary and hardcore ironmen. Ultimate Ironmen has its own guide here. Early game[edit | edit source] Questing[edit | edit source] Completing tasks is the most effective way in the game for ironmen train statistics. This saves time by avoiding very slow training methods. For example, instead of killing chickens with a bronze dagger, a player can complete Waterfall Quest and The Feud in order to start training with an unflinching scimitar before even touching the monster. Since many quest bosses can be easily safe, a player can progress very quickly early in the game by completing tasks. See our powerful guide to searching for Ironman in the Optimal Quest Guide/ Ironman Guide. Transport[edit | edit source] Travel menus are very limited and inconvenient at lower levels. Opening a teleport at an early stage of your account allows you to move much faster with searches and skills. Train Magic to open teleportation spells and open mini-gaming telescopes as soon as possible. It is highly recommended to get arduogne cloth 1 early. The teleporter in the cape is free, unlimited and quite close to a fairy ring, prayer altaria and spirit tree. Making money[edit | edit source] Education Education Education is an effective and quick way to make money. The advantage of a high level of theft is that players can effectively pickpocket Master Farmers for early herbal and Agility pyramid is also a able option as gold per hour, depending on the agility level. Wintertodt[edit | edit source] Subduing Wintertodt has very few requirements and provides decent starting money and skill supplies for low-level Ironmen. While players miss out on most of the better prey with low stats, prizes benefit much more at lower levels. At low hitpoints, players can also improve effectively with low-level food such as cakes or wine jugs. Getting at least level 60 woodcutting (reached around level 88-90 Firemaking) is recommended for use by the Woodcutting Guild, where players can buy axes for the run. This way, players don't have to waste time killing monsters for an axe upgrade from steel. Fossil Island[edit | edit source] Players should complete Bone Voyage to get to Fossil Island early on, as this opens up the trapping of birdhouses for Hunter training, ultracompost farm runs and produces some tree seeds for the farming experience. Making birdhouse runs is more effective than actively training Hunter at lower levels. Players can train Melee stats and Ranged on Ammonite Crabs, which offer a relatively fast experience per hour, are very alkable, and also drop fossils. Fossils can be used to fill screens at the Varrock Museum, which rewards the player with experience lamps. Barbarian fishing[edits | edits source] In addition to the fishing experience, barbaric fishing gives small amounts of passive agility and strength. If done early, it will allow players to skip a significant amount of agility and melee training if done for a long time. However, this takes a long time and can become too boring for many players. Training 58-99, costs a few hundred thousand golds to buy all the necessary feathers bait. This can be compensated by cutting the fish with a knife, which often provides fish outlets that act as bait and net a small amount of cooking experience. The player rotates level 74 in agility and strength if he trains fishing from level 58-99. However, if players don't want to train Fishing for a long time, there are a few good stops: Level 74 Level 50 Agility and Strength Fishing. Level 50 Agility is needed for Rogues' Den minigame on rogue devices, and it's also a reasonable level for making the Agility Pyramid. Level 84 Level 60 Agility and strength fishing. Level 91 Fishing at approximately level 67–68 Agility and strength. At level 91 Fishing, players can +5 add Morytania Diary to the elite task requirement. Level 94 Level 70 Agility and strength fishing. Allows access to the Pollinweach rooftop course. Opens most useful shortcuts (such as Taverley Dungeon's Blues Dragons). Level 70 Strength opens warriors guild as soon as player reaches 60 attack. After barbaric fishing, it is recommended to train agility in rooftop courses in roof courses Get a petite outfit to look for. A high level of agility combined with a petuous outfit saves a lot of time because players have very limited access to energy recovery. Useful Getting Items[Edit | Edit Source] For Tasks and Achievement Diaries[Edit | Edit Source] An Mithril Axe is required for animal magnetism. One can be purchased from the Woodcutting Guild, which requires level 60 woodcutting and 75% Hosidius popularity. Players who can't make it to the Woodcutting Guild can secure blue dragons in Taverley's dungeon or kill tree spirits in the Enchanted Valley with a mithril axe. Alternatively, players can also do one at level 51 Smithing. Players must have a yew bow or a better Temple of Ikw assignment. Yew shortbow, longbow or comp bow can be obtained by performing medium-sized tip scrolls and similar magical variations with hard tip scrolls. Yew longbow can also be obtained as a very rare drop from a young hockley player. Alternatively, players can make yew shortbow on level 65 Fletching. Mithr graphle is needed for different achievement diaries, and the best way to get one is simply to get one is simply to get level 59 Smithing and Fletching. The only way to get one without Smithing and Fletching demands is to kill various monsters (such as barbaric spirits) in an ancient cave. However, the drop rate is quite low and the area is very dangerous for low-level players, but players can also get other useful items in the process, such as yew shortbow For Temple of Ikw to get yew scimitar for Melee training. 16 magic logs are needed to search, namely Desert Treasure, which requires 12 magic logs. Wintertodt is one of the best places to get magic at lower levels and probably the easiest. Magic seagulls can also be obtained from level 58 Hunter nature shipments or simply cut from magic trees on level 75 Wood cutting, or Bwo Wannai Trio needs a 4-dose agility drink. Players without a level of 34 Herblore to make a drink can keep the rit magazine (200 coins) cleaned by Zahur in Nardah and then wait for the Dr. Jekyll random event, to which he switches to a 4-dose Agility drink from level 58 magazine. Items useful at lower levels[edit | edit source] Runere axe is very useful for woodworking and can be purchased from woodcutting guild, which requires level 60 wood chips and 75% Hosidius popularity. Players who can't make it to the Woodcutting Guild can get one by safening lava-light snakes in the wilderness or killing tree spirits in the Enchanted Valley. Runosasmitar is useful for low-level Melee training. The fastest and easiest way to get one is to secure zamorak warriors in ورانیا cave. Instead, a runemaker could be used before the dragoncimitar becomes available, as it only has a slightly worse statistic. Rapier's bow instead after Cabin The power amulet offers a large +10 Strength bonus, making it the best amulet for a melee against monsters with very low defenses (such as ammonite 40s), behind only the torture amulet. The ruby amulet can be plundered from the rooms at the H.A.M. Store, which can then be enchanted into a power amulet on level 49 Magic. The cut version must also be obtained from medium-sized tip scrolls. Players can also gain the power of the amulet in Shades of Mortto's silver key coffins. The Power Amulet is a rare prize for medium-sized tip scrolls and Shades of Mortton silver key coffins. The cut version must also be obtained from easy clue scrolls, although it is very rare. The diamond amulet can be robbed of rooms at the H.A.M. Store, which can be enchanted as a power amulet on level 57 Magic. Northeast of the Observatory (north of Castle Wars) there is 1 dose of superantipoison kning near the entrance to the observatory dungeon. Simply jump worlds to pick up several portions. Lightness boots provide free weight loss and can be found in the basement of the Ikw Temple. Players don't have to start Quest Temple of Ikw to get boots. To move into the basement, you need a light source, and to cut a spawning net, you need a slashing gun or

require a buzzing survin 50 coins per product (also works with banknotes, but does not require journal completion). Acquiring herb and herb seeds[edit | edit source] Low-level ironmen can get starting Herblore supplies from Wintertodt. Alternatively, you can kill chaos druids or a meat crawler from their usual low-level herb drop to train the first levels. Pickpocketing Master Farmers is the fastest way to get ranar seeds into a prayer drink, and it also produces a variety of other seeds for the Herblore experience. Players need to have a very high level of stealing to do this effectively. Players stop stealing Master Farmers at level 94 with a hard Ardougne Diary front or level 99 when using a stealing cape. The conclusion of agricultural agreements in the agricultural dispute is currently the best way to obtain herbal seed at any level. For more information, see the Agriculture section. In addition to agricultural contracts, training Slayer is one of the most important methods of obtaining seeds of herbs and herbs, since many killer monsters (especially Nechryael, Aberrant spectres and Dagannoths) often drop different ones. If you need herbal seeds, perform Nechryael missions in the Killer Tower in close combat instead of kouredn catacomb bursting/sludge spells, as Greater Nekryael does not drop as many herbal seeds as necroni. Level 80 Hunter players can follow herbs on Fossil Island, which produces herbs and a small amount of Herblore experience at harvest. High-level players get a significant amount of herbs and Herblore experience (with dark relics and making a drink in a raid) from Xeric's chambers. With Craw's bow and/or Viggora's chain mate, you can focus on killing Wilderness bosses Venenatis, Vet'ion and Callisto, as they rarely drop 100 known herbs (snapdragon, ranar rot and toadflax) as well as a generous amount of ranar and snapdragon seeds. Venenatis in particular sometimes drops 500 known red spiders. Acquiring herbs[edit | edit source] Mid-range players may want to kill Spitting Wyverns because their 4-serving prayer drinks drop a lot. This method receives ranar seeds, ranar weales and prayer drinks quite quickly. The long-term method of achieving a poh recovery pool endurance drink is always to carry pure rstol for the possibility of a jekyll and Hyde random event. This significantly reduces the time required for upper-level POH pools. Purching herbs[edit | edit source] Players need to make herbal runs frequently and consistently. Clean the herbs as you run to the next patch to save time in the future. Always use ultra-compost for herbal statists to minimise the risk of disease and to ensure the number of at least 6 herbs per seed when used with magic engineers. Ultracompost can be made by purchasing pineanas from charter vessels or harvesting watermelons, watermelons, they in a compost container and using 25 volcanic ashes in a full compost container containing super compost. In addition, supercompost can be created using a single dose of compost drink with a compost collar containing 15 products. This method is very cheap. The fertile soil spell in the Lunar spell book (requires 83 Magics) is especially convenient for herbal runs, as it negates the need to spend time making ultracompost. However, it may take some time to get the ash-covered tom to open the ultracompost version of the spell due to the Kudos requirement of the volcanic mine. Once access to fertile soil has been reached, make herbal runs in the Lunar spell book and use teleporter tablets or Spellbook Swaps for patches that aren't easy to access without a regular spell book. Connecting a moon or occult altar at POH is recommended to exchange spell books quickly, but using Moonclat's teleport or house portal is also a profitable teleporter for Lunar Isle. Acquiring commonly used secondary ingredients[edit | edit source] Herb secondary ingredient Used to obtain Taromin Ashes Serum 207 Can be collected once the logs are burned, this also works in fires made by other players. The fastest way is to go to Nightmare Zone and choose a training mode where Fared is the quest boss. Attack him with a ladder with ice gloves and pick up the ashes he drops. Alternatively, the stilling coffins of Rogues Castle (the deep wilderness of the northeast) also contain commonly known ash. Cerberus dropped him, too. Tarromé Swamp tat Tarrom tar can be found in the Lumbridge Swamp and Mort Myre Swamp. For higher levels, zurlah can be used to obtain large amounts of marsh fat. Harralander Chocolate Dust Energy drink Chocolate bars can be purchased at Culinorancea's chest after the undercoals of the disaster recipe or from Rokin Chocs Box in Nardah (warehouse 25). Ranarr grass Rattles grass Prayer drink can be grown in places of cultivation in 61 agricultural areas. Spawns on Waterbirth Island. A teleporter to Waterbirth Island (requires 72 Magics), collect a full list of undersalted grass and bank in Castle Wars via a duel ring. Alternatively, if the easy Fremennik diary is ready, you can deposit the ratted grass in Peer the Seer. Toadflax Crushed nest Saradom brewery Bird nests can be obtained from random droplets, while Woodcutting, checking birdhouses on Fossil Island, controlling Miscellanea and changing parts of the mole to a Wyso gardener. Irit leaf Eye of newt Super attack Eye of newt packs can be purchased from Betty in Port Sarim. Avanteo Mort myre mushroom Super energy can be obtained by cutting Sulliuscep mushrooms or at Mort Myre Swamp by throwing Bloom with a blessed silver sickle near dead logs. The fastest way to collect passively is to cut Sulliuscep mushrooms. a way to actively collect requires a fairy fairy and a rejuvenation pool at POH. Use the fairy ring bkr. (Salve Graveyard from the Teleport Arceus spellbook) run a little south with 3 logs close to each other, collect a full list of mushrooms. Teleport to House and use a demon butler to the bank of mushrooms. Use the pool to restore prayer points if necessary. Kwuarm Limpwurt root Super strength Can be grown in a floral patch on level 26 Cultivation. Curasks and nechryael drop limpwort seeds, alternatively they can be obtained by pickpocketing master farmers or by replacing mole parts with gardener Wyson and opening seed nests. Snapdragon Red spider eggs Super restore Spawns in various places (such as Edgeville Dungeon). Can be obtained in larger numbers by killing spiders in the Tower of Life or killing temple spiders in the Forthos Dungeon. Venenatis also drops 500 known eggs quite rarely. Cadantine White berries Super defence can be grown in a hedge patch on level 59 Cultivation. Kurasks also dropped rarely. A riskier method is to collect them from Lava Dragon Isle, where they spawn very quickly. Don't like to bring a looting bag and an anti-dragon shield. Lantamyde Dragon scales dust Antifire potion Blue dragon scales spawn in a Taverley dungeon near blue dragons. With the completion of Dragon Killer II, collecting these in the basement of the Guild of Myths becomes a better option. Lantamyde Potato cactus Magic potion Can be grown in cactus patches after 64 crops. Dropped by Kalphite Queen. Dwarf grass Wine zamorak Ranging drink Can be telegrabbed asparnian chaos temple or chaos temple southwest of Chaos Fanatic, where it spawns every 28 seconds. A riskier choice is a deep wilderness dungeon, where it is breathable every three seconds. Kalphite Queen dropped him, too. Hunter[edit | edit source] Fossil Island birdhouse trapping is the best way to get the Hunter experience passively at any level, as it also produces player bird nests for the Herblore experience and some tree seeds for Farming training. Otherwise, the skill is mostly trained to be normal. Hunt black or red chinchompas for ranged training. Once the high ranged level is reached, chinchompas can also be used to kill Callisto to kill dragon logging or Cree/Arra to kill Armadyl armor pieces. Herbal herb tracking is a decent alternative to hunting chinchompas, as it gives the player herbs and is well suited for alching or making wide arrows for Fletching training. Players must have endurance drinks and a herb bag for this, and high levels of Herblore (85+) are recommended for high-quality herbs. Hardcore Ironmen can't realistically hunt black salamants or black chinchompas in the wilderness. It is recommended that Hardcore Ironmen receive at least level 80 before they start chasing red chinchompas. Magic[edit | edit source] Cast strike strike from different monsters and quest bosses to early levels. Players can earn money for running by collecting 10,000 coins from a fortress of security, defeating Wintertodt, practicing driving or making the Agility Pyramid. If prayer experience is desired early on, there will be safe blue dragons in Taverley's dungeon for dragon bones. Alternatively, killing charging dragons in the deep wilderness is worthwhile as players benefit from every trip as dragons drop poems frequently. It is also advisable to bring food and energy drinks (if the required Herblore level is reached), as this is a hotspot for low-level player killers. If you want poetry scimitar for early melee training, a safe Zamorak warrior in ourania cave near the entrance. If acquiring rice weapons makes sense, the quicker option is to buy a ruisalm from Scavvo at the Champions Guild. Killing Twisted Banshees in Kourend's catacombs is also a driving option because they drop alcohols, herbs, herb seeds and pure essence. Killing ammonite crab on Fossil Island or Sand crabs in Hosidius is also an option. They require minimal attention, but they do not have significant drops that cover the cost of bikes. Another lower-level educational option is to find books for customers in the Arceus Library. Each book handed over grants 11 times with the experience of the current Magic level. This requires marking the locations of the books. Collect as many books as possible and translate them to customers by talking. Keep talking to customers until they ask for a book that hasn't been possessed and pick up all the books found along the way. Players can get up to 30,000 free Magic experiences per hour at about level 45 using this method. Done right, this can be one of the fastest ways to get a free Magic experience. From level 43-55, throw the Superheat Item into making iron ore iron bars for both the Magic and Smithing experience. This requires a significant number of nature drawings and is, however, very expensive. On level 55, high-level alchemy is thrown at a variety of objects, including unpacked maple log springs (maple logs are obtained from miscellanea control), gold bracelets or gold bars, fighting candies and monster drops. Some Magic experience can also be gained at Mage Training Arena when Bones to Peaches opens. Players may also want to get infinite bolts and optionally also a master staff and mage book. It is recommended that the LvL-4 Enchant spell have at least level 57 Magic (preferably level 68 magic for LvL-5 Enchant) before making an enchantment room. However, this requires a significant amount of nature, cosmic and legal dyeing. At a higher level, the Magic experience benefits passively by using break-in/lock spells On killer missions, teleporting, throwing high-level alchemy, using lunar spells, surrendering herbs, killing Zurah, etc. Commonly used magic magic [edit source] Betty's Magic Emporium in Port Sarim, Aubury's Rune Shop in Varrock and Void Knight Magic Store void knights outpost all sell elemental, chaos and death disputes. On the Arena side of Lundal, rune shop Mage arena. This shop is one of the few permanent stores that also sells law, nature and cosmic bikes, and the only one that can be accessed without requirements. However, it's also risky for Hardcore and Ultimate Ironmen as players have to walk through the deep wilderness to get to Mage Arena Bank. Ali Morrisane also sells law, nature and cosmic bikes, albeit at a low warehouse and higher price than Lundal. However, it is also safe for Hardcore and Ultimate Ironmen. Opening a penetration shop requires the completion of The Feud quest and the completion of rogue trader's runes section. The shop also buys at the price set for stores, unlike other stores. The Wizards Guild in Yanille. Access to the magic store requires level 66 Magic to get to the guild and perform a hand on a sand mission. Baba Yaga's Magic Store on Lunar Isle is the only shop selling fenced bikes. It is advisable to buy only fenced bikes here, as other hairs are more expensive in this shop compared to other stores. Amlodi's magical accessories in Prifddinas. This shop sells especially cosmic bikes in large quantities. Access to this store requires the completion of elves' song. Like Baba Yagan Magic Shop, it is advisable to buy only cosmic pores here, as other runs are more expensive than other shops. Melee skills[edit | edit source] Start, complete tasks that give a lot of experience in melee skills like Waterfall Quest, Death Plateau, Fight Arena, Vampire Slayer, Witch's House, Tree Gnome Village and The Grand Tree. All the bosses of these sits can be beaten safely with magic. Hardcore Ironmen are recommended to train their hit points higher before trying to do any of the above habits. Kill low-level monsters with impact spells until you reach a comfortable Hitpoints level. All weapons are recommended to be trained to a level where they can be used for a long time. The best way to train the Force, the dragon scimitar remains a weapon of choice for that purpose. Endgame melee weapons include a Saeldor blade from Gauntlet, a Ghrazi rapist from the Blood Theatre and an inquisitor's gavel from Ashihama's nightmare. Weapons with special uses, or weapons used exclusively for their specific attacks: Arclight is the strongest weapon against demonic creatures. The perfect storm shadow for dark light, then kills monsters in kourend catacombs for ancient fragments. After completing Regide, the dragon halberd becomes available. It can be used for the safe pot of monsters with melee. After the elves' song, it can be updated to crystal thalberd. Dragon warhammer is a highly sought-after ironmen for its special attack, which is used in the fight against many boss monsters. Ideally, wait to kill the lizard man shamans until you have completed the hard Kourend k∓ Kebos diary, and after opening the lizard man Slayer duties. From the Bandot and Saradominin are most useful for their specific attacks. Leafy battleaxe is the strongest weapon that can harm turthos and curds. curds. Chas obtained from Xeric's chambers are considered a special offensive device for dragon dagger upgrades. The Zamorakian spear is the strongest spear used against the corporalated pet. The dragon hunter's mask is the most effective melee weapon used against all dragon-type monsters. Armor: All pieces of armor, including the rune, can be purchased in different stores. Note that dragon slayer completion is mandatory to use the poem's floppy disk. Get equipment that maximizes the power bonus for effective training: Helm: Helm of misznott. Update it later to Misznott's fate watch. For Slayer training, get a black mask from 58 Slayers and then update it to the killer's helm. Chest: The body of a barbaric attack fighter offers the biggest strength bonus tied to the endgame Bandos breastplate. After completing TzHaar Fight Cave, the obsidian platebody becomes available as a slightly weaker option. Legs: In addition to the endgame Bandos tassels, the best attacking option is obsidian platelegs. Neck: The power amulet is the most effective option early on. The perfect Ghost Mine and Tarn Razorlor's Nest to open the save amulet (e). After smoothing out the craft, upgrade to the amulet of glory and rage. The best neckline for melee is an amulet of torture made from zenyte fragments dropped by demonic gorillas. Ring: Dagannoth Rex drops a warrior ring that can be updated with Nightmare Zone socks. Gloves: The perfect recipe for disaster for Barrows gloves. Boots: Climbing shoes can be smoothed early after completing the Death Plateau. Later, kill spiritual mages (83 Killer) dragon boots, then kill Cerberus (91 Slayer) primitive crystal to update those primitive boots. Barrows sets Dharok's set can be used for certain melee training methods, such as Nightmare Zone. On top of that, however, there is little use for other melee Barrows series in general melee training. Armoured pieces have very high defensive bonuses, so the tank kit (Barrows' melee helm, chest and legs) can be useful in fighting monsters that are too dangerous or expensive to fight in power-increasing armor. The perfect Slug Menace to unlock the proselytizing panning, which offers the highest prayer bonus for body and leg slots. Endgame armor includes General Grador's Bandos armor, blood theatre justicar armor and Inquisitor armor from Ashihama's nightmare. Mining[edit | edit source] Trained normally. In addition to normal training methods, players must mine volcanic ash for the manufacture of ultrapoint and gemstone stones for the manufacture of killer brackets somewhere Players can also get a lot of mining experience, from sandstone mining to craft training. Pickaxes even rune can be purchased at Nurmof's Pickaxe Shop. Dragon logging can only be obtained as a rare drop from Chaos Elemental. Elemental. Venenatis and Vet'ion, or a very rare drop of King Black Dragon. Prayer[edit | edit source] Early levels can be ignored by performing tasks that give prayer experience. Completing the Troubled Spirit, Priest in Danger, Recruitment Drive, Holy Grail, Rag and Boneman, Ghosts Ahoy, Making History and Eild Spirits give a total of 26,431 prayer experiences that take the player to level 36. The best way to get level 43 Prayer is to kill blue dragons in Taverley's dungeon with an Iban explosion. Iban's Blast has very high damage at a lower level compared to other weapons and spells, and players can complete an Underground Pass quite easily without Protect from Melee damage. However, players will have to pay 200,000 coins to upgrade Iban's staff for dark mage. Offer the bones in Ectofunt or in the chaos altar of the wilderness. The fastest way to have a bank prayer experience is to kill green dragons in the wilderness. Players should use a looting bag to get extra space for prey. The site north of the Shadow Cemetery and the site east of the black salamasters can be easily accessed via a telescope of a gaming necklace around the corporeal beast, but both areas are well-known hotspots for player killers. The place west of the Dark Warriors' Fortress is safer, but it can be crowded. It is advisable to kill green dragons in a level 70 prayer when the player has enough decent stats and access to the overall worlds. At the upper levels, it is highly recommended to perform the elite tasks of the due diary, as the bones are noticed, which greatly increases the length of the trip. Once the diary is complete, players can kill up to 300 to 330 dragons per hour while using a dragon hunter's blanket. Players can also get a lot of prayer experience through Slayer. Many monsters drop heads that can be brought to life and killed for the prayer experience. Players with dragon hunter masks are advised to do blue dragon tasks whenever possible and should consider opening red dragons. Killing Vorkath on a mission becomes very effective with dragon hunter pets and high statistics, since it is very profitable and Vorkath also drops a lot of useful supplies. The Dagannoth Kings can also be killed in their mission for known dagannoth bones after completing the elite tasks in Fremennik's diary. Provide the bones obtained from a level 38 chaos altar in the Wilderness. There is a 50% chance that the bone offered at the altar will not be consumed, which makes this method riskier, but overall significantly faster than providing bones in a gilded altar, taking into account the time it takes to collect bones. Use defensive equipment when 3 or 4-er armored pieces with high defensive stats and bring fast-healing food if attacked by player killers: The alternative is to bring only one list of bones at a time and suicide to a nearby Zamorak spawning or chaos vine in wire Hardcore Ironmen can't realistically use chaos altars or kill green dragons in the wilderness, making the skills much slower for them. The fastest way for a bank prayer experience for Hardcore Ironmen is to kill green dragons in the basement of the Myths Guild after the completion of Dragon Slayer II. Kill the 2 green dragons that spawn there and kill blue dragons while waiting for the rebirth of green dragons. Hiding is worth plundering for money, although this greatly reduces the length of the trip. If a player is unable to complete Dragon Slayer II at a lower level, getting all the experience from level 70 Prayer through the Slayer is a stable option. Players are likely to have about level 80-83 Killer after collecting enough bones and head for level 70 Prayer. However, this is not worth rushing by killing blue dragons in a Taverley dungeon, as they are significantly slower to kill than green dragons. Offer bones you get a gilded altar (requires level 75 construction) in a player-owned house. Do this in the PvP world and use the bankrokka near Camelot Castle for fast banking. Players can also redeem daily pots of bone meal and buckets of slime from Robin for a slightly better experience per bone once the medium tasks (or higher) in the Morytania Diary are completed. Ranged[edit | edit source] Mostly trained normally. Completing Shadow of the Storm (setting up an experience award for Ranged), Death to Dorgeshuun and Horror from Deep gives a total of 16,662.5 experiences, raising level 1 to Ranged's 32 without doing any actual training. Practice a low-level Slayer and do pest control (for Void Knight devices) with dorgeshuun crossbow for early experience. Alternatively, players can kill Ammonite Crabs because they offer a pretty quick experience and they are very affordable. Recommended weapons for ammonite cigarettes, in order of damage: From Level 55, the best way to gain Ranged experience is to hunt down carnivore chinchompas and throw them to crazy monkeys at krak dungeon on monkey atoll. It is highly recommended to open the Gwenth Hunter area (requires the completion of the elves' song) or the red chinchincha hunting ground (requires the completion of the hard tasks of the western provincial diary) as soon as possible, since the hunt for carnivore chinchompas in other areas is much slower and tends to be crowded. Players can also hunt black chinchompas for a faster experience, but without high stats and good defensive equipment, players are highly susceptible to player killers. Alternatively, players can continue training at Ammonite Crabs, but this is much slower than hunting and chinchompas. Once a high Ranged level has been reached, can gain the remaining experience by killing certain bosses and demi-bosses, such as lizard man shamans, demonic gorillas, Zurah and and and Hydra. Performing Slayer tasks is usually not recommended at higher levels, except when killing certain bosses and demi bosses. A toxic blowing tube is the only viable option for general Slayer training in damage output, but overall it is quicker to use Melee than to use a toxic blow tube and kill Zurah Zurah on the scale. Acquiring Ranged devices[edit | edit source] For weapons: Low-trown weapons such as iron knives or iron arrows are a good source of early Ranged experience when used in low-defense monsters. These weapons can be made from bars acquired during Smithing's training. The Dorgeshuun crossbow, or bone wing spring, provides good accuracy and damage, taking into account its low requirements for acquiring and using. In addition, bone bolts are very inexpensive. The magical shortbow is obtained from the spiritual ranger (83 Slayer) and with hard tip scrolls. For ammunition, rune arrows can be purchased at the Ranging Guild or obtained over time from various monster drops. Wide arrows are also a good option when they have opened up the ability to churn out extensive ammunition. In addition, the bow can be upgraded to magical short springs (j) with a magical short spring scroll obtained from the Last Man Standing minigame. The armor of the poem, combined with extensive bolts, is a basic weapon of ironmen, because i is very precise, the damage is high, the ammunition is available and can be used with a shield. The crossbow can also shoot ruby bolts (e) and diamond bolts (e), making it suitable for killing certain high-level boss monsters. It takes 91 Smithing to form a crossbow from scratch, so two methods are commonly used to get a crossbow early: Carial's magic spring causes greater damage per second than a poem crossbow with wide bolts. However, it must be obtained as a rare drop from the Barrows mini-game. In addition, it can only shoot bolt racks, which are obtained randomly from Barrows or purchased from Ak-Haranu. Endgame ranged weapons include poisonous blowpipe Zurah, dragon hunter crossbow and twisted bow Chambers of Xeric, and Armadyl crossbow commander Zilyana. Armor: Perfect animal magnetism Unlocks the lure of Ava, significantly extending the lifespan of most projectiles. Update it later to Ava's battery and Ava's assembler. Void Knight equipment is excellent against low-defense monsters due to its damage-increasing set effect. Depending on the situation, salve amulet (e), black mask (j) or killer helm (j) can cause better damage. After completing a hard Western Provinces diary, update it to the elite Void Knight devices. Green dragonfly armor can be purchased in different stores. Please note that dragon slayer completion is mandatory for use with d'hide body. Blue and red dragonfly tops offer more updates on the green. The most reliable way to get them is to kill their scrolls, offers the same bonuses as black dragonfly as well as a prayer bonus. Barrows gloves offer superior bonuses compared to vambracs for all levels of dragonfly. Perfect medium tip scrolls against getting Ranger boots. Later, kill cerberus pegasus crystal to update those pegasus boots. Dagannoth Supreme drops the archers' ring, which can then be updated via nightmare zone minigame. For amulets, the power amulet is available early from the H.A.M. warehouse. After practicing handicrafts, the amulet of brightness and the amulet of rage offer superior different bonuses. The best selection of necklines is an anxiety necklace made from zenyte fragments obtained from demon gorillas. Endgame ranged armor includes Kree'arra Armadyl armor. Runcraft[edit | edit source] Mostly trained normally. Regardless of the method, it is highly recommended that players wait until they have access to an endurance drink before doing a significant amount of training. Craft lava disputes or bikes on the Ourania Altar until level 77 or 90 and continue by creating blood or soul disputes in Arcaneus when the pure essence has ceased. Players have to make emerald jewellery to create lava rods, but high-level players can get significant amounts of binding necklaces while killing Bifrost Sire for its unique drops. For Ourania Altar, players can get a lot of conflicts from Barrows (for a fee). The best way to collect pure essence is through Slayer, as wyrms, gargoyles, Skeletal Wyverns and Fossil Island wyverns often drop pure essence in large quantities. Players can also collect pure essence daily from Wizard Cromperty after completing mid-level tasks (or higher) in the Ardougne Diary. High-level players can also get a lot of pure essence from Zurah and the Xeric chambers. If pure essence is desired before access to the above methods is obtained, the fastest way to get the essence is to go to Temple Trekking. The use of route three with a medium or hard companion club nets approximately 5,000–10,000 pure essences per hour, depending on the level of battle. Alternatively, players will find books for customers in the Arceus Library. This method provides a relatively quick experience and does not require pure essence. Each book handed over grants 4 times with the experience of the current Runcraft level, and the experience levels scale depending on the runcraft level. With good performance and the use of an endurance drink, players can appear up to about 160 books per hour, which means experience per hour at level 70. This method is usable without an endurance drink, but a player can only translate about 100-110 books per hour. Blood and soul root can be sold to Ali Morrisane for money, but it is highly recommended to save bloodsues for casting sludge spells. Slayer[edit | edit source] Main article: Killer Training/Ironman Smithing[edit | edit source] The Knight's Sword, Elemental Workshop I and II, The Giant Dwarf, Heroes' Quest and Pirate Pete's recipe disaster undercutting gives a total of 30,982 experiences, raising level 1 smith to level 37. 2. Iron bars are required for the sword of a knight. Iron bar spawning can be found on the west side of the shadow cemetery in the bears' west of some trees in the level 18 Wilderness. For Hardcore and Ultimate Ironmen, it's pretty safe to go there: be ready to sign out if another player is detected and make sure food and teleporter are at hand in case of attack. The non-wilderness method is the safe killing of paladins in East Ardougne or the killing of bedbugs. At lower levels, iron ore at the southeast Ardougne mine, heat them to iron bars while walking in southeastern Ardougne, teleports back with Ardougne cape 1 (or higher) and repeat. Alternatively, you can buy the stallions from Ordan and smelt them in the blast furnace bars. Do this until sufficient supplies have been made to access level 50-55 Fletching. Smith bars later iron dart tips for early Fletching training. Darts can be used for early Ranged training or saved to attract monsters while training Slayer. The fastest way to train Smithing from level 40 onwards is to buy a golden stallion from Ordan and smelt them into gold bars in the blast furnace wearing gold bars. This is very expensive and should only be done when the player can afford it. If you buy in full inventory, buying 1, 2 or 3 stocks per world costs 5.0, 6.1 and 7.2 coins per experience (without performance for employees). If you need a large number of iron and coal stallions to make up steel beams as cannonballs, it is more efficient to spend time earning money to buy stallions from Ordan instead of mining them directly. If you earn 200,000 gp per hour from serving or agility pyramid, you can buy around 4,000 iron ore or 1,400 charcoal wines from Ordan and the bank from a nearby chest. Ashamed that you would normally mine and pawn 1,000 ores per hour, this represents a significant increase in the number of stallions you could get. For a higher-level Ironmen, killing Zalcano is an excellent way to bank a seeding experience in the form of a golden stallion or mithril and adamant stallion/bars. XP prices are slower than just buying a gold bar, but the action is practically free gp-wise and is much more interesting. Smith bars obtained by Zalcano or monster falling armor pieces like platebodies and share them for money. If the player has a poisonous blowing tube, save some bars to make dart tips. Lying[edit | edit source] Trained normally. Pawn the cakes obtained from ardougne's bakery stall, they are useful for finding and improving Wintertodt's low level. On Level 20, players can make a little starting money by stealing silk with a silk stall and later selling it to a silk merchant for 60 coins. Get the rogue equipment as soon as possible. It is recommended that the bank has something else to do while waiting for running energy to be restored (such as cooking fish, blowing molten glass) or opt for more efficient runs of energy drinks (or strange fruits, as this can be obtained from fruit stalls). After completing Death in the Dorgeshoon, players can pickpocket H.A.M. Guards H.A.M. keys and open coffins in the H.A.M. Store room, which contains coins, jewels and jewelry. This is a way to get a power amulet or power amulet without a craft requirement, and it's a decent money-making option at lower levels. Full H.A.M. robes do not reduce the chance of failure in guard pickpocketing because they only reduce the chance of being kicked out of a hiding place, which can't happen in a storage room. A player robe double keys if he has full rogue gear. In Polliniveach, blackjacking bandits have few demands and is one of the best ways to make money to manage Miscellanea. The pickpocketing of the Knights of Ardougne is a slower but easier option at the upper levels and makes a little more money than a black grab, but this requires the completion of the mid-level tasks of the Ardougne diary, which in turn requires a mithr grape. Hardcore Ironmen are advised to wear a life ring when blackjacking if they disconnect after a failed knockout. Mor Ul Rek's TzHaar-Hur pickpocketing jewels are one of the best methods if you're going to train your thief past level 99. This generates up to 250,000 experiences per hour, while at the same time a crafting experience up into a bank of up to 60,000 banks per hour. This method requires performing the hard tasks of the Ardougne journal and using a erratic cloak. Wood felling[edit | edit source] Lower levels are best trained at the same time as Firemaking. Perfect Monk's friend to get from level 1 to level 13. Getting at least level 60 Woodcutting from Firemaking training is recommended as players can simply buy a better axe from the Woodcutting Guild and don't have to spend time killing monsters for one. At a higher level, the logs needed for construction training are banked. Otherwise, the skill will be trained normally. Finding axe upgrades at every woodcutting milestone is the biggest challenge training. Players with access to fairy rings can use the code bkg and safespot tree spirits for axe droplets for axe drops and including rune. Alternatively, players can use the steel axe up to level 60 woodcutting and then buy a rune axe from the Woodcutting Guild, assumed to have at least 75% Hosidius popularity. The Dragon Axe can only be obtained as a rare drop from one of dagannoth's kings or as a very rare reward for a Wintertodt supply box. Making money[edit | edit source] Main article: Ironman Moneymaking Guide Making money in Ironman accounts is fundamentally different from regular accounts. Ironmen have to take actions that produce coins in a certain way, because they cannot use a large stock exchange just to exchange items against coins. For example, an ordinary account could kill Zurah, receive a tantanite fang and then sell it to grand exchange for 3,247,063 and the player would have that amount in coins, but Ironman would receive only 66,000 coins for its high alchemy value. Most money-making methods typically involve throwing high-level alchemy into coins. Players should either dither around in making objects while doing other activities that can be done with a normal spell book, do not require a full inventory and have some downtime to cast the spell. Such activities include farm runs, bird home runs, search, agility training, hunter training and melee. At a very low level, players can also sell a variety of alchemo items to stores, but when a player can use high-level alchemy and have the money to buy nature disputes, it is better to tar the objects because it generates more profit and can be done in zero time. Therefore, setting level 55 Magic as a short-term goal is recommended for low-level Ironmen. Common objects that can be converted into coins: Adamant, rune and dragon objects High-level poems; these may be sold to Ali Morrisane Dragonhide and battlegrounds and their raw materials Rune and dragon spearheads stallion and bars (mainly adamantite and runite); the glasses can be processed into bars in the blast furnace, and the bars are then mixed with blood bars Yew and magic bars; these can be made into yeast and magic long-spring high-level beads (mainly rubies, diamonds and dragon stones); these can be made into valuable jewellery With Onyx bolt tips; these can be attached to runite bolts to make onyx bolts that can be jabbd for profit, or enchanted and then alched even more profit Training certain skills such as construction, fletching and Smithing cost a lot of money. Getting supplies for these skills saves money and can be considered to make money efficiently. These items include: Travel[edit | edit source] Remember that the higher the Agility level receives faster running energy, it will be restored, so You can run for time. When you open an Ironman account, access to transportation is very limited, so the time spent travelling is very high. It's best to try to get as many travel habits as as much as possible to minimise the time spent walking during the opening game. Taking into account all available methods, high-level magic is not necessary to travel to all the same places; many of them are listed below. Telepora to minigame via Minigame Group Finder on the task tab. This allows players to teleport to different mini-games every 20 minutes for free. Notable locations that need to be opened include four Rat Pits locations (requires the completion of the Ratcatchers: providing teleports for Keldagim, Varrock, Ardougne and Port Sarim), Nightmare Zone and Shades of Mortton Temple. One of the first modes of transport available is the canoe system. This allows the player to travel between: Lumbridge, Champions' Guild, Barbarian Village, Edgeville, and one way to the Wilderness. Another item that can be obtained quite easily is the Ardougne cape 1, which gives the player an infinite number of teleports to ardougne monastery. This is also the closest free teleporter to the fairy ring (next to the Tower of Life) until the Quest dot cloth is finally received. Players can also use a stray necklace to teleport to the wizards tower, which is a little closer to the fairy ring. One of the more expensive methods in the past is the use of the Charter ship. Travel can be made much more cost-effective, while renting from the port of Karamaja. This technique applies to most places and allows for less than one ordinary consumption. Fairy rings (Ardougne cape or Quest point cape for easy access) Chronicle (150 gp per teleport to Varrock, shield site) Spirit trees can be used to transport a player between the northeastern corner of the Grand Exchange, Tree Gnome Village, Tree Gnome Stronghold and the northeastern part of the Khazard battlefield. Crafting Games necklace and Ectofuntus Camulet Magic carpet duel ring Teleport crystal Lletya An Enchanted lyre teleports a player southwest of Relleka. If the shark is not yet caught, but the active ring is owned, the lantern can be loaded with raw bass. Alternatively, raw sharks can be purchased at Rufus Meat Emporium in Canifis for 221 gp. All the plot gliters. An upgrade to Old School Runescape made the Gnome gilding charger usable from any location (except Digsit, which crashes) without you first have to go to the Grand Tree. The eagle transport system Edgeville wilderness teleporter telescope teleports the player into a deserted felling, pulling the lever in a deserted handle, then teleporting the player to a building near East Ardougne along the Wall of West Ardougne. Pulling the lever from Ardougne teleports the player back to Deserted Keep (but not back to Edgeville). If players have completed the Easy Wilderness Diary, they can right-click Keep going to Edgeville or Ardougne. Wilderness teleport obelisks Dorgesh-Kaan - Keldagim Train System Grand seed capsule Abyss - Travelling to a specific Runcraft altar and then exiting through the portal Tactical Death (respawn) to Lumbridge or Falador (after recruitment drive quest) Shantay may be under threat. And through some conversational options, the player can quickly end up in Port Sarim as a mode of transport that is used at an early level before the Ratcatchers finish. The ratcatchers.

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