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## **Ioun Stones**

Small, floating stones of different forms and hues. 1d10 are usually found together.

 Type of stone: When found, roll 1d20 on the table below to determine the type of each stone. Duplicate rolls in a single cache of stones indicate a burned out, dull grey stone.

► Activating: A stone's power is activated when held then released beside the character's head, whereupon it takes up a circling orbit 1d3 feet around the head.

 Stealing: Stones may be grasped or netted to separate them from their owner.

► Attacking stones: AC 0 [19] and 10hp.

 Storing: The character may grasp an orbiting stone to store it, deactivating its power temporarily.

## Ioun Stones: Type

| d20 | Colour             | Shape     | Power  |
|-----|--------------------|-----------|--|
| 1   | Pale blue          | Rhomboid  | +1 STR (maximum 18)  |
| 2   | Scarlet and blue   | Sphere    | +1 INT (maximum 18)  |
| 3   | Incandescent blue  | Sphere    | +1 WIS (maximum 18)  |
| 4   | Deep red           | Sphere    | +1 DEX (maximum 18)  |
| 5   | Pink               | Rhomboid  | +1 CON (maximum 18)  |
| 6   | Pink and green     | Sphere    | +1 CHA (maximum 18)  |
| 7   | Pale green         | Prism     | +1 experience level  |
| 8   | Clear              | Spindle   | Sustains character without food or water   |
| 9   | Iridescent         | Spindle   | Sustains character without air   |
| 10  | Pearly white       | Spindle   | Heals 1 hit point of damage per turn   |
| 11  | Pale lavender      | Ellipsoid | Absorbs spells of 3rd level or lower. After<br>absorbing 1d3 × 10 spell levels, burns out and<br>turns to dull grey, forever useless.                          |
| 12  | Lavender and green | Ellipsoid | Absorbs spells of 5th level or lower. After absorb-<br>ing 2d3 × 10 spell levels, burns out and turns to<br>dull grey, forever useless.                        |
| 13  | Vibrant purple     | Prism     | Can store 2d4 levels of spells, which must be cast<br>directly onto the stone. The character can trigger<br>stored spells at will (up to one spell per round). |
| 14  | Dusty rose         | Prism     | +1 bonus to AC and saving throws   |
| 15+ | Dull grey          | Ellipsoid | None; burned out   |
|     |                    |           |  |









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These are the options: Go to Wintertodt to get a high Firemaking level. You can get this by completing laps of any Rooftop Agility Course and picking up the Marks of Grace which spawn along the way. Head to the Dagannoth Kings to get the Archer's Ring and the Seer's Ring, then imbue these at Nightmare Zone. There are many guides; the best is probably by Woox (see the video below), though there are plenty more in-depth guides. For the Theatre of Blood, it's essential to have a team. If you have any questions or feel that I've missed anything, then let me know below! 2019 Paul Laselle This is a slower but more AFK method. .' in the guide—putting 100+ hours of grinding into a single line. Luckily, there are plenty of Ironman Clan Chats with other people looking to unlock it as well. Hardcore Ironmen use this method a lot more often, since the only way to get a Dragon Pickaxe is to enter the Wilderness, which is too risky for most HCIM. You should unblock Hellhounds and start doing Cerberus as soon as possible to get the Primordial, Eternal and Pegasian Crystals. Alternatively, there is a clan chat called BA Services where you can pay 40m to get the Fighter Torso (you will have to pay with a main). Shield SlotThe best item here is the Dragon Defender. Once he is knocked out, Pickpocket him two times. Alternatively, you can use this to kill Kree'arra to get Armadyl Armour and then attempt the Inferno. Most Ironmen do this until they have two Sceptres! Ardy Knights, Ardougne: Next, you can go to Ardougne and Thieve Ardy Knights. There are plenty of low-level guides for solo killing Dagannoth Rex—just take Ibans blast, plenty of Super Antipoisons and some food, and you should have your best-in-slot ring in no time. Many Ironmen also slay with the Ring of Wealth until they get the Shield left half drop from monsters. If you fail, keep trying to knock him out; otherwise, he will become aggressive, and you will have to go upstairs in a house to reset aggro. I will assume you have played OSRS before and know the basics of the game and how it works. This is one of the best items in the game for killing Olm in Raids, and once you have it, you are pretty much finished with Slayer (until you grind 99). Final PVM GrindsAt this stage, you are done with almost all PVM. Paul is very knowledgeable about "Old School Runescape," with a maxed Ironman as well as a maxed regular account! Learn how to max your Ironman in "OSRS" and gain the uniques needed for Raids 1 and 2.How to Max Your Ironman in Old School RuneScape: Efficiency Guide and Grinding Tips (PVM)Welcome to my Old School RuneScape Ironman guide. You can use this money to buy a steel axe from Bob!Level 5-25Next, you should head to Ardougne and thieve from the Cake Stalls on the eastern side of the marketplace. There are plenty of guides out there, but you should kill Saradomin until you get the Armadyl Crossbow and the Saradomin Godsword. In the early game, your best amulet will be the Armadyl Crossbow and the Saradomin Godsword. In the guide, as it's usually thousands of hours of grinding for most people. You can buy this for 1,250 Slayer Points, or you can buy it for 1,200,000 Bounty Hunter points and Emblems, and the best way to get these as an Ironman is through Wilderness Slayer. Barbarian Fishing until 99 will net you around 73 in both Agility and Strength! That gets an incredible grind out of the way early, and by completing your Graceful Outfit, you will be nearing 80 Agility already! There are a few requirements for Barbarian Fishing, of course. Ironmen can use the Wilderness Altar for effectively double experience, but HCIM should stick to a Gilded Altar or the Ectofunctus. 3. The Mage Training ArenaThis is a slightly different grind; you should come here anyway to get Bones to Peaches for the Lumbridge Diary. Aside from these, the Old School RuneScape Wiki has a very good page showing the optimal order to complete quests. With this diary, you stop failing Ardy Knights at 95 Thieving, so many Ironmen stay at Menaphite Thugs or Pyramid Plunder until 95 before coming here! Master Farmer, Hosidius: Head to the small house in northern Hosidius with a Master Farmer in it. This is the best-in-slot Magic cape in the game! Hardcore Ironmen will often risk their status to get this cape, though make sure you do it late at night to avoid PKers!Wilderness SlayerGet the Rune PouchOne of the big items for an account is the Rune Pouch. This has a much better drop rate of the Kraken Tentacle, which is used to upgrade to the Abyssal Whip, and it's one of the best items in the game for the Melee Mainhand. Once you have a Tentacle, it's recommended that you block Kraken tasks—unless you wish to grind to get 10 more Tentacles to upgrade the Trident to hold 25k Charges instead of 2.5k!Cerberus CrystalsAt 91 Slayer, you unlock the ability to slay Cerberus while on a Hellhounds task. It's up to you what you use these lamps for, but most Ironmen choose Herblore (as tempting as it is to put it in Runecrafting), as Herblore is one of the hardest skills for Ironmen to train. Diary Requirements by Difficulty LevelThe requirements for all the diaries of each difficulty level are shown below. Easy Diary Requirements Elite Diary Requirements Medium Diary Requirements for all the diaries of each difficulty level are shown below. Easy Diary Requirements for all the diaries of each difficulty level are shown below. Easy Diary Requirements Elite Diary Requirements Elite Diary Requirements for all the diaries of each difficulty level are shown below. Easy Diary Requirements Elite Diary Re most important quests is shown below. Adding kebbit claws to any vambraces (requires 32 crafting and 23 hunter) Using a knife on teak or mahogany logs Best Method: Using a kn and the Zamorak Godsword. Recommended GearA good gear setup is shown below, but upgrade pieces where you can to improve Defence and then DPS. You will need a way to heal; luckily, jugs of wine can be bought from Ali the Barman in south Pollnivneach for very little gp, allowing you to stay here indefinitely! Level 91-99Here there are a few options!Pyramid Plunder: Firstly, you could go to Pyramid Plunder! At 91 Thieving, this is the fastest experience in the game, but the big benefit here is the chance to get the Pharaoh's Sceptre. . But in achieving the Quest Cape, there are several main goals that you should aim for along the way: Unlocking Kingdom of Miscellania to begin getting resources Unlocking the Dragon Scimitar Unlocking extra herb patches and equipment for Herb Runs Unlocking Barrows Gloves Completing Dragon Slayer 2, Monkey Madness 2 and Song of the Elves All of these are important steps in an account's development, and once these are all complete, you can pretty much begin the Slayer grind (or whichever mid-game grinds you wish to pursue). Diaries Before I go on with the guide, now is a good time to mention Achievement Diaries. It could be 90+ Slayer until you have enough herbs for this, so just make sure you always do your Herb Runs, and keep as many workers as you can on Herbs in Miscellania! 93 Crafting: This allows you to +5 boost with stews to make the Amulet of Torture, which is the best-in-slot offensive melee amulet! A lot of players will rush to 99 Crafting early to unlock the Crafting Cape, which is the closest teleport to a bank chest that's also free and unlimited. I have included a video below demonstrating! The rotation is knife-fish-roe/caviar-fishing spot. Most Ironmen will get two pairs of Bandos Boots as well: One can be turned into Guardian Boots, and the other is used for a Master Clue step. Strategy OverviewAgain, there are plenty of guides out there on how to kill Bandos, but the general idea is to stay under him, come out, hit him twice, then go under him again for a hit. This will give you even more experience from Wintertodt! Personally, I would recommend getting to level 50 Construction and then soloing Wintertodt. You need one of these to build the Ancient or Occult Altar in your Player-Owned House, and another is needed for a Master Clue ou have all three Crystals, you can block Hellhounds again. I would recommend hunting the Ranger Boots after 93 Slayer, since you could get lucky between 91-93!Occult NecklaceAt 93 Slayer, hopefully you have some points saved up! You should skip tasks until you get a Smoke Devil assis south of Castle Wars to try and get the Occult Necklace. This means, basically, a lot of questing. Full Graceful Outfit. But normal Ironmen should consider grinding round the map, you should get your hands on the Full Graceful Outfit. But normal Ironmen should consider grinding out the Dragon Pickaxe before going for 99 to improve the experience rates! Benefits of MLM are shown in the screenshot above: Loads of ores, Smithing exp, and cash Plenty of gems, which are really useful for early-game teleports and late-game Lava Runes/Recoils for Zulrah 30k gold bars. Ava's Assembler: After Dragor Slayer 2, you have to ability to kill Vorkath for a chance to receive Vorkath's Head. This is the best-in-slot melee forever due to the +1 prayer bonus. Weapon SlotThe weapon slot is simple for Ironmen: As soon as you finish Monkey Madness 1 and have 60 Attack, you want to use the Dragon Scimitar all the way up until 85 Slayer (or less if you boost), when you can get the Abyssal Whip! If you need to do some melee before 60 Attack, you should have at least 40 from questing, so you can use a Rune Sword bought from the Champions' Guild after Dragon Slayer. Chest SlotHere you should try and get the Fighter Torso as soon as possible; this gives the maximum strength bonus and is the best-in-slot piece until you get the Bandos Platebody later in the game. You can get this by doing the Barbarian Assault minigame; there are plenty of guides out there. But it's something all maxed Ironmen will end up doing anyway. If you haven't completed the Inferno, have fun attempting it! You'll beat it eventually. You've Almost Made It! Enjoy the road to maxing—you've come so far!Thanks for reading my guide. This requires 15% Hosidious favour, but you can get this fairly quickly by pushing the ploughs around in the nearby fields. While not necessary, you should also get Infinity Boots, the Master Wand and the Mage's Book whenever you can, as these are three of the best Magic items in the game. The boots and wand are both needed for the best-in-slot items, while the Mage's Book is only surpassed in stats by the Ancient Wyvern Shield and Arcane Spirit Shield, which are two very late-game items. 4. Crafting This should be a grind you are always chipping away at! You should use the Superglass Make spell in the Lunar Spellbook to turn Giant Seaweed and six Buckets of Sand into Molten Glass used for glassblowing training. Most players will end up grinding all the way to 93 for the Occult Necklace or to 95 for the Occult Necklace o for Chamber of Xeric, as it allows you to make the highest level potion within the Chambers. But at this stage, you have the absolute best fashionscape to do it in!Other Things to DoTry out the Corporeal Beast for some Spirit Shields. This will get you a good amount of early food as well, whether it's for Wintertodt or not. Once you have collected 260 Marks, you can head to Grace, under the Burthorpe Pub, to buy your outfit. The full Graceful Outfit gives you a weight reduction of -25kg, and wearing the full set also improves your run restoration rate by 30%! It is also a requirement for a Master Clue step, so if you're going to get one anyway, it is well worth getting it before questing, especially since you won't unlock Stamina Potions until at least 72 Herblore!Protection Prayers. Alternatively, you can bring a knife and cut up the fish you catch into roe and fish offcuts, which can be used as bait. By attacking one of the minions with the Chinchompas, the damage will roll against their defence level instead of Kree'arra's, meaning you will do much more DPS against the boss!Recommended GearGood gear for this dungeon is shown below.Use the Necklace of Anguish.Get 95The above covers all of the grinds you went dry at Vorkath and Hydra.All that's left is to grind out the skills and max. You should hopefully have joined a clan by now or found a few in-game friends you can raid with.Many players will max before completing the Theatre of Blood, since none of the gear in Raids 1 or 2 will speed up maxing, apart from damage boosts for the last four levels of Slayer. This is the goal! Finish MaxingAt this stage, we have achieved what the guide set out to achieve: You pretty much have maxed PVM gear. Hopefully, you got lucky somewhere along the way with a Visage. Now that you've spawned in Lumbridge, the whole world is teeming with possibilities, and it can be overwhelming to know what to do! Early in the game, and it can be overwhelming to know what to do! Early in the game, we have achieve a spawned in Lumbridge, the whole world is teeming with a Visage. you have several options for where to go straight away. It will also allow you to make Super Combat Potions and Anti Venoms, which are very useful for high-leveled PVM. These are used to upgrade the Dragon Boots, Infinity Boots and Ranger Boots into the best-in-slot boots for each combat class. Hopefully, you will have gotten lucky and received Ranger Boots from a Medium Clue by this stage. These drop Medium Clues at a 1/25 rate, and you can get through around 10 clues per hour if you're good. Wildy Slayer tasks can sometimes be quite challenging, as they don't take your combat level into account when assigning tasks. Also, you should only have one clean herb in your inventory at a time; otherwise, a menu will appear asking how many herbs you wish to turn into tar-ruining the 3-tick action. Hopefully, you have kept doing your Herb Runs, and you should have reached 99 Hunter from Birdhouse Runs and catching the 3-tick action. one that's less popular but still worth considering. You will need 50,339 experience for 43, which is about 100 Dragon Bones. If you use them on the Wilderness Chaos Altar, this gives a 50% chance to not use a bone-meaning each bone is worth, on average, 576 experience! Also note that you should look out for a Mithril Axe drop from the Blue Dragons; this is used for a quest in the future!Note: For Hardcore Ironmen, you will have to do the Priest in Peril quest to unlock Canafis, and then use the Ectofunctus, requiring around 1m gp worth of feathers, so most Ironmen choose to do some Wintertodt or Thieving first to make the money needed. These drop the defenders from Bronze to Rune, and once you have got them all, you can head downstairs to the dungeon to kill higher leveled Cyclopes for the Dragon Defender. This is the best-in-slot piece until you get a Dragonfire Shield or an Avernic Defender. though both of these items are very late game (unless you get a lucky Visage drop early on). Leg SlotHere the best option is Obsidian Legs, though these cost around 100,000 Tokkul, which for an Ironman means buying 11,111 Chaos runes and selling them to the Tzhaar Rune Shop; this will cost about 1m gp bought from the Mages' Guild! If you don't have the money for this, your best option is to buy Rune Platelegs and eventually upgrade to Barrows Legs from the Barrows Minigame. The locations of the places are shown in the screenshots below. You will need a team for this. With the Ardougne Medium Diary done, you will stop failing Master Farmers at 94 Thieving! This will give you a great amount of seeds to start your account, but it yields significantly less experience per hour (around 120k) than the other methods. Before we get into the actual Slaying, we have to gear up. If not, you will have to get it later on. Zenytes Again, you should not block Black Demons until you have all four Zenyte shards! You should have no problem getting them by the time you reach 93 Slayer, as Black Demons are a fairly common task. The main benefit of doing this is obtaining the Abyssal Bludgeon; this is the best-in-slot crush weapon you will have for most of the game. Every diary gives you something really useful on your account. At some stage, you should grind out 70 Prayer using any Ensouled Heads you have, as well as camping blue or green dragons to get enough bones. Here we are only really looking for the Zamorakian Spear—though, again, most Ironmen get two: one for the Bayer Helm! If you haven't gotten this yet, then use a Berserker Helm.Cape SlotUse the best Ardougne Cape you can until you have good enough gear to get the Fire Cape.Neck SlotThis is one of the main slots for improvements as an Ironman. This will get you around 74 Construction, which is a massive bonus so early in the game for Ironmen! Grinding in Wintertodt Then simply head to Wintertodt and start grinding! Each 500 points will give you a roll on the loot crate, which grants seeds, ores, logs, herbs, coins, runes and pieces of the Pyromancer's Outfit, which you should wear immediately for bonus experience (it counts as warm clothing). You also have a chance to receive the Tome of Fire, Dragor Axe and the Phoenix pet! The Tome is a brilliant item for Ironmen, and some choose to stay at Wintertodt until they get it (sometimes getting upwards of 20 million experience). As soon as you have achieved all that you want from Wintertodt, it's time to move on in the guide! Note: Don't open your crates until you need them, as higher skilling levels give better loot! The Location of Barbarian FishingThis is probably the second most popular early game grind to kickstart your ironman account. This will give you a 16.67% boost to Melee accuracy and damage while on a Slayer Task. You'll also get a ton of supplies, which will help towards maxing. Grinding Your SkillsAt this stage, you will be very knowledgeable about the game, and you will know how to max all of your skills. Once you get 95, you may or may not have completed all of these; if not, then finish them up off-task by now). This will not only act as a 3-tick action, but it also provides cooking experience to do it off-task by now). offcuts, which can be used as bait over feathers. This allows you to have a chance at catching a fish every 3 ticks instead of every 5 ticks! The idea is to begin a 3-tick action, then quickly start fishing—the fishing will only take 3 ticks as a result. (If you are not comfortable attempting this without Rigour, no problem! You can come back here once you have unlocked it.) Strategy OverviewHere you should use the Blowpipe/Rune Crossbow and Stamina Potions, skirting around the room until you kill the boss, then focusing on the minions. I will assume you do it at 93 Slayer, but if you want to do it now, then feel free. Of course, it is not necessary to do this—you can grind 99 Slayer and then continue to max your other skills, but most Ironmen will get the best-in-slot gear for their account. Continue doing your Herb Runs and Birdhouse Runs, and get ready to finish your account! Supporting GrindsThe next few bullet points are important things you will need to consider in the late game, though they can be carried out at any stage—or slowly chipped away at as you grind out the PVM gear.83 Construction: At some stage, you should put some Miscellania workers onto Teak Trees to get enough logs for 83 Construction. As stated before, you will gain around 20 Ranarr seeds per hour here! The loot from getting 99 Mining at the Motherlode Mine. Train Mining at the Motherlode MineThis is a less common early-game grind than the ones mentioned before, but it's still very useful, and you should consider doing it to a high level (if not to 99). Then head west to Draynor Village and do the same with Willow logs until you reach 50 Firemaking. Where to Find the Clue Hunter Outfit as this counts as warm clothing in Wintertodt. You will already have a significant knowledge of how the game works and how certain grinds are carried out. The main goal now is to get the best-in-slot gear in the game to take on the Chambers of Xeric and the Theatre of Blood. You can use the Mythical Cape Rack training method after Dragon Slayer 2 to ge 123 exp per Teak Plank instead of 90—this is very popular with Ironmen! At 83, you can boost with spicy stews and use the Crystal Saw to build all the Max Gear in your Player-Owned House, including the Fairy Ring, Spirit Tree, Occult Altar, Ornate Jewellery Box and the Ornate Rejuvenation Pool (requires 10 Anti-venoms). Get the Dragon Warhammer using the Blowpipe. If not, you have a few options: Go to Camp Dagannoth in the Catacombs of Kourend. Head to each of them (Client of Kourend) and dig with a spade to get the piece. Location of Clue Hunter CloakPre Grinding PreparationOnce you have obtained the Clue Hunter Outfit (note that you only need four pieces, not the whole set) and have 50 Firemaking, you're almost ready to begin Wintertodt. Take a break at some stage to do the Ardougne Medium Diary, as this will give you an extra 10% chance to not fail a pickpocket. It's worth it to cook the fish you're almost ready to begin Wintertodt. catch here for some brilliant cooking experience, as there is an everlasting fire right beside the fishing spots! You will need a fly fishing rod and a good amount of feathers to fish here as well, which you can buy from the Port Sarim fishing shop. As soon as you can, you should upgrade this to a Berserker Ring, which you should also imbue at Nightmare Zone. You can use this to make Ava's Assembler, which is the best-in-slot Range Cape. Collect Planks: Also note that you can head to the Barbarian Outpost and collect regular planks to get your Construction level up before you start. Beginning in Lumbridge, thieve men until you have 200gp, then head just south of Lumbridge Castle to buy a steel axe from Bob's Brilliant Axes.Next, you should chop regular trees and light the logs until 15 Firemaking/Woodcutting, then repeat with Oak logs until 30 Firemaking/Woodcutting. The following section outlines the best gear for each armour slot.You should have the Kraken Tentacle by now. Otherwise, you could continue with the guide and head back there after making some upgrades, such as Rigour or other Chambers of Xeric drops. Alchemical Hydra Boss. Now the grind is as follows: Grind Slayer to 85,87 for the Abyssal Whip and Trident of the Seas Support your gear by grinding Crafting for Zenyte Jewellery/Fury/Glory Get a Fire Cape Get a Fighter Torso Get a Rune Pouch Get a Black Mask Unlock Piety This section will outline some of the major goals of the mid-game and how to achieve them! The Abyssal Whip DropGear Up for SlayerAt this stage, I assume you have a good amount of Super Attack and Strength potions made for this grind. This should get you to the 90s in Firemaking, and you can always come back here at any time to get more! Buy a House Now you're ready to head to Wintertodt. This gives you lots of loot crates, which can be very useful in the early game for Ironmen!Getting 99 Fishing here will give you around 73 in Strength and Agility, effectively zero timing both of these skills to a fairly high level!Level Thieving to 99This gives over 10m GP, as well as allowing you to never fail Master Farmers—the best way of obtaining Herblore seeds! You can get around 20 Ranarr seeds per hour here. However, this has arguably higher required Crafting and Magic levels! Feet SlotFor Ironmen, the best boots to begin with are Climbing Boots, which you can buy from Tenzing northwest of Burthorpe after the Death Plateau quest. There are two locations, which are shown in the picture below. The one nearer to the bank is good for banking the Golovanova Fruit Tops, which can be used to make Botanical Pies later in the game for a +4 Herblore boost—a very useful item. Get your Ranger Boots. Put it into the sand grinder and pay 50 coins per bucket to have it automatically made! Giant Seaweed can be farmed by planting Seaweed Spores in the underwater patches on Fossil Island. Eventually, your Crafting will be high enough to craft the Zenyte Jewellery. In doing so, we do a few things: Unlock Aviansies as a task for Kree'arra Unlock Boss Slayer Unblock Greater Demons (if you have them blocked) Gear to Grind BeforehandWhile Slaying to 95, you should get a lot of Slayer tasks which allow you to hold 16,000 each of three types of runes in one inventory slot. Use Super Attack and Strength potions all the time (Divine Potions are very good, too), and learn to Prayer flick; it will be very useful as an Ironman! Once you will have been playing the game for a long time, and so the guide will be significantly less descriptive. Another thing to conside is that for each of the tasks Bear, Skeleton and Spider, you can kill the respective bosses in the Wilderness for a vastly improved Mysterious Emblem drop rate, as well as a good chance at the Dragon Pickaxe and the respective Rings. Any Hardcore Ironmen will usually get the Rune Pouch through Slayer Points, though this may take a considerable amount of time if not point boosting (nine tasks at Turael, one at the highest level Master). Location of Krystilia, the Wilderness Slayer MasterGrind to 87The above pretty much covers all of the preparation around Slayer. Team RaidsAt this stage, you're ready for team raids! If you have joined a clan or know a group of people you can raid with, then go ahead! This is the stage of the game where the Augury and Rigour Prayers are so useful for bossing. If you get a really good item: If you get a really good item: If you get a really good item: If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. If you get a really good item stage of the best items are so useful for bossing. 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If you get a real you get a really good item stage of the best items you can get early in the game; when coupled with the Explorer's Ring, these two items give you quick access to two herb patches! You should do Diaries whenever you can. As a result, you get vastly increased Slayer Points from each task—25 to be exact—with the usual bonuses for 10, 50, 100, 250 and 1,000 tasks. The drop rate of the Emblems is fairly rare, but most Ironman will have enough Emblems (24) by the time they reach 50 tasks, giving a very nice points boost. These offer more defence than the Rune Platelegs, but they don't have a better offensive bonus. Glove SlotThe best gloves in the game are the Barrows Gloves, which you can buy for 130k once you have finished Recipe For Disaster. You can sit around on the ocean floor here waiting for the spores to spawn; it's a bit slow, but overall it's faster than grinding a Brine Sabre and killing Lobstrosities.5. Imbued God Cape. Thieve Cakes: At 10 Hitpoints, you will be taking minimal damage, but you will still need some way to heal! When in Ardougne, head to the Cake Stall in the market and thieve cakes and bread until you have around 400 cakes (or as many as you want). Assuming you didn't get lucky with a Twisted Bow, any time you get a task, you should hunt Black Chinchompas (or Red if you're a Hardcore Ironman) until you have enough to complete the task, then head to the GWD and kill! Note you should only bring as many Chinchompas as you will use in one trip, since if you die you will lose them all.Armadyl God Wars Dungeon gives Armadyl Armour, which is the best Ranged armour in the game, as well as a chance to get the Armadyl Godsword!Strategy OverviewThere are many guides out there for Armadyl. The requirements are not very high at all, though it's a slow and tedious kill. There is more information about Crafting later in the guide!Ammo SlotUse any Blessing you get from clue scrolls. Make sure you are always enjoying it! What if I Just Want to Max My Account? If your goal is to max your account, then all I would add is to make sure you always do your Herb Runs and your Birdhouses, and you'll wish you had done your Herb Runs when you come to max after having finished PVM. Make sure you always do as many Clue Scrolls as you can too! You could get lucky with Ranger boots and not have to grind them out, and a lot of best-in-slot items come from clues, too, like Blessed D'hide, Blessings and more!Your can change your character into a Hardcore, Ultimate or Regular Ironman.Starting Out: Early GameYou've made your account, completed Tutorial Island, and changed your character into an Ironman—Hardcore, Ultimate or Regular. Once you hit 83 Slayer, you can kill Spiritual Mages for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Dragon Boots, which will be your best-in-slot piece until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring for the Primordial Boo leveling your Crafting, you will be able to get the Amulet of Glory and then the Amulet of Fury. The strategy is to stand in a certain square, then you can lure the Melee minion, one other minion and Kree'arra onto one square. Finally, I will frequently say 'get 99 . That's roughly 120 4-dose Prayer potions! Train Mining at the Motherlode MineAchieving. 99 mining gives you roughly 26k gold ore, 30k mithril ore, 20k adamant ore and 3k rune ore. Here you are looking for the Hydra Leather to make the important Dragon Hunter Lance. Feathers: You need bait for Barbarian Fishing, and feathers are the easiest to get (from the Port Sarim fishing) shop). You should unlock the ability to get Lizardmen tasks at some stage, and then complete the Kourend and Kebos Hard Diary to unlock the ability to use the Slayer Helm instead of the Shayzien Helm when killing Shamans. Before we get into the guide, there are a few things I must say. Firstly, I update this guide as regularly as I can; that being said, there are often things I may miss, so please let me know in the comments if you feel I have missed something! Secondly, this guide is written with all the uniques required for Raids 1 and 2. They are listed below:15 Agility: You should get this in Draynor Village in the early stages of your account. By crafting these into gold bracelets, you will also get almost another 5m gold profit in alchs (after buying the nature runes), as well as 2m magic exp and 750k crafting experience! This is an insane amount of experience to get in the early game, though it may take you a while. The usual way to get 43 Prayer is to get a Staff of Air and loads of Mind Runes, then head to underneath Taverley Dungeon to cast Wind Strike on the Blue Dragons there. To get your sand, you should head to the desert quarry and mine sandstone. The next step in this guide is setting up the infrastructure to play efficiently. This makes a good amount of money and is very AFK. Smithing there are a good amount of money and is very AFK. gold will give you around 1.4m Smithing exp! Then you can smith Mithril platebodies, yielding 18M when alched, as well as 400k Magic experience. This is usually used to gain extra coal, allowing you to smith all your ores! A lot of Ironmen unlock the dragon pickaxe before heading here to improve the experience rates. Also, with the introduction of Prifddinas, specifically the Zalcano boss, lots of Smithing exp can be banked without needing to mine it yourself—so mining can be leveled in a much faster way, such as 3-ticking granite! If you choose to go to Wintertodt first, there are a few requirements. This reduces cost and improves experience, but it's slightly random in nature and requires strict tick timings. The next step is to simply grind out to 87 Slayer. However, these are by no means necessary for the rest of the guide. Make the Trident of the Swamp. This gives the fastest experience and really good gp per hour; you will earn around 5m from getting 91 Thieving here using the Rogue's Outfit (this doubles any loot you receive while Thieving)! First, you will need to complete The Feud quest, which will give you a blackjack, then the method is simple:Get a bandit into a secluded location (inside a house with no other bandits, usually). The Thermonuclear Smoke Devil drops it at a rate of 1/350, while the regular Smoke Devils only drop it at a rate of 1/512. You should stay here until you have Full Bandos, including the Bandos Godsword. Alternatively, you can kill some chickens around Lumbridge; this will also help you get some feathers for fishing! 48 Fishing (58 recommended): This allows you to catch leaping trout (leaping salmon), and you should get this in the Barbarian Village just west of Varrock. These two items are extremely useful both for Raids and for the Inferno. Recommended GearThe image below shows the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best gear to bring to Saradomin GWD. Use this as your guide for the best g everything you need to complete the Bandos God Wars Dungeon. Once you have Ahrim's and Karils, grind out Zulrah for all the uniques. It will massively speed up a lot of endgame content! Pest Control: You will have to grind out Zulrah for all the uniques. It will massively speed up a lot of endgame content! to use the elite lander! You will need 1,650 Pest Control Points for the full Elite Void plus all the Helmets! That is 330 games, which will take around 12-14 hours. If you can't do these quests for whatever reason, the next best item is the Combat Bracelet. However, this is a more click-intensive and sometimes frustrating method. Before we start doing that, though, we need to polish up the account's gear to make sure we are fully prepared to boss! If you don't have any gear mentioned before, grind it out now:Do Barrows now to get as much gear as you need. Getting the Blowpipe early and upgrading the Trident are great unlocks, and the chance at an onyx is great for crafting those Zenytes! Just keep on the grind!Keep SlayingWhether you have completed Zulrah or not, the next thing to do is to keep Slaying! The goal here is to get 93 Slayer for the Occult Necklace (and then do Zulrah, if you haven't already). Upgrade to the Blowpipe if you have it.Hopefully, you can get lucky and get the Dragon Warhammer during the Slayer grind. This order minimizes the amount of skilling you will have to do. The guide frequently says to use skill lamps on specific skills; however, as an Ironman, you should be using these on Herblore and training other skills where required in the guide. QuestUnlockDruidic RitualHerbloreRune MysteriesRunecraftingPriest in PerilMorytaniaNature SpiritMort Myre SwampDwarf CannonDwarf MulticannonFairytale Parts 1 and 2Fairy RingsTree Gnome VillageSpirit TreesThe Grand TreeGnome GlidersThe Fremmenik IslesHelm of NeitiznotLost CityDragon DaggerMonkey Madness 1Dragon ScimitarGhosts AhoyEctophialAnimal MagnetismAva's DevicesDragon SlayerRune Platebody/Green D'hide BodyDesert ent MagicksLunar DiplomacyLunar SpellsThe Slug MenaceProselyte ArmourRecipe for DisasterBarrows GlovesBone VoyageFossil IslandFamily CrestCooking/Goldsmithing haos GauntletsThrone of MiscellaniaManaging Miscella Royal TroubleExtra 5 workers for Manag ing MiscellaniaKing's RansomPietvOnce vou have achieved the Quest Point Cape, congratulations! The early game is as good as finished. Right-click Knock-out. Keep in mind that you should hang onto a good amount of gold bars for making jewellery in the future as well! How to Play Efficiently After the Early GrindsSo you've done whatever grinds you wanted to do above! Maybe you've done all of them or none of them—it doesn't really matter. You will get just under two Medium Clues per hour and a lot of herb seeds, as well as good amount of cooking experience! Once you have everything you need, you can head to the Barbarian outpost and begin Barbarian Training at Otto's Grotto. This gives the closest free, unlimited teleport to a fairy ring until you get one in your POH. Most Ironmen will finish Barrows to make the bank look complete. If you get the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then this is as good as the Dragon Hunter Crossbow, then the Dragon Hunter Crossbow, then the Chambers of Xeric, so it may be worth your time just staying here until you get all the items that you want! Saradomin GWDWhether or not you unlock Rigour, at this stage you have the best gear for killing Commander Zilyana in the Saradomin GWDWhether or not you unlock Rigour, at this stage you have the best gear for killing Commander Zilyana in the strange fruits you pick up; they restore 10 run energy, which can be very useful in the early game! Location of the Fruit Stalls in the Hosidious MarketLevel 45-91From here, you should begin Blackjacking bandits in Pollnivneach. If not, it's best to camp Vorkath for it and the best-Range gear you have, as well as Shayzien boots, gloves, top and bottom. The Berserker Ring (i) is the best-inslot ring for the rest of the game! Typical Mid-Game Ironman Slayer GearGrinds to Do While SlayingNow that you know about which gear is best, it's time to start slaying! Always use the best Slayer Master you can—a lot of Ironmen now use Konar to get good supplies from the Brimstone Chest. The only things left to do are to: Complete Chambers of Xeric Complete Theatre of Blood These grinds will take you many hours, but with the gear you have attained, solo Raids 1 are fairly simple. Note that if you don't fish in time or make a mistake, the herb will turn into the tar and cannot be turned back, so you may need several herbs and lots of tar (it takes 15 tar per herb). Firstly, you will need 50 Firemaking, and you will also need some warm clothing to protect yourself from the cold of Wintertodt. Ahrin's and Karil's are the best for Mage and Range at Zulrah, while Verac's is a very good armour is the best for Mage and Range at Zulrah, while Verac's is a very good armour is the best Melee armour is the best for Mage and Range at Zulrah, while Verac's is a very good armour set, too. commonly used is shown below. The Bandos GWD Gear: Swap out Bandos Tassets for Barrows Legs and the Bandos Boots, until you get the drops! Zamorak GWD hoss. It won't take very long at all! 15 Strength: You can get this easily by doing the Waterfall Quest early on. Also note that you will mostly be killing K'ril on task while Slaying to 95. Use a Fury instead, or, if you're feeling good, try the Torture Amulet. Armadyl GWDSince you have unlocked the Aviansies task, you should get a lot of opportunities to go and kill Kree'arra during your 95 Slayer grind. You can also head to Nightmare Zone and imbue it for 1.25m points, which gives an additional 15% boost to Ranged accuracy and damage, as well as incorporating all the head-slot Slayer gear, such as Earmuffs, Face Mask, Nosepeg, Spiny Helmet, etc.2. PietyAfter you have done King's Ransom and the Knight Waves Training Ground, you will have access to the Chivalry and Piety Prayers, requiring 60 and 70 Prayer, respectively. It is a 1/50 drop rate, but you are guaranteed to get it on the 50th kill! Zulrah: Now or Later?With all that in mind, you now have a choice! Ironmen will eventually have to grind out Zulrah; some choose to do it now, and some choose to do it at 93 Slayer, after they have unlocked the Occult Necklace for an extra 10% Magic damage boost. Repeat! Types of Bandits (45-55) Pollnivnean Bandits (55-65) Menaphite Thugs (65-91) It is recommended to go and get the Rogue's Outfit at 50 Thieving, as this will double all the loot you receive! Another consideration is food. You will also get Experience Lamps as a reward for completing them! You get 2.5k for an easy diary, 7.5k for a medium diary, 15k for a hard diary and 50k for an elite diary (except for the Karamja Diary, which gives slightly less). The most important part of Ironman Mode is enjoying yourself! So don't feel you need to max your skills in the most efficient order; the guide will have a lot of room for change according to what you want to do with your account. It's really useful for the Kalphite Queen, and it's the best item to use at Cerberus!Dragon WarhammerThis is the worst grind in the game for Ironmen. He will give you a heavy fishing rod, which will let you begin training!3-Tick FishingOne way to drastically increase your exp per hour is to use 3-tick fishing. But wherever you stop, you will need to make sure you use your Slayer Points wisely. Recommended Unlock OrderThe order in which you unlock things should be:Superior Monsters (Bigger and Badder Perk) Broader Fletching Slayer Rings Slayer Helm Block List Unlock Lizardmen Task for chance at Dragon Warhammer Herb Sack Rune Pouch Block ListYour block list will be different for crystals) Black Demons (unless going for Zenytes) Kalphite (unless doing KQ for supplies) Fire Giants Suqah (unless using Duradel) Anything else you really dislike Then just start Slaying! Do your burst tasks like Nechryaels, Dust Devils using Expeditious Bracelets, and extend them if you can. Get any more Zenytes that you need and craft the jewellery. Usually, it is best to use Chaeldar, Neive and then Duradel as soon as you have the required level! I will outline what to do with Slayer Points below, but first, here are some grinds/unlocks you should focus on as you level Slayer! Now begins the mid-game, filled with Slayer Points below, but first, here are some grinds. Watch the videos below to get started on your Birdhouse Runs and Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing your Herb Runs!Mid-Game IronmanAt this point, you've reached the mid-game, you have Birdhouse Runs up and running, and you are doing you have Birdhouse Runs up and running. because you don't need any high-leveled gear for it, unlike Mining or Woodcutting (where you can improve experience rates by getting the Dragon or Crystal equipment). Level 1-5Start off in Lumbridge and simply pickpocket men until 5 Thieving. Start catching Eclectic Implings in Puro-Puro. If you do somehow go really dry, though, just finish them off afterwards whenever you need another BIS Zenyte item.Kraken TentacleAfter you have got the Trident drop from regular Cave Krakens, you should switch to killing the Kraken Boss deeper into the Kraken Cove. It is a very good idea to buy a house first as this will allow you to gain Construction experience in Wintertodt! You can thieve silk in Ardougne after 20 Thieving and sell it back to the Silk Trader after 5 minutes to gain the 1,000 coins required to buy a house. Once you have a fish), do your 3-tick action again and repeat! Some 3-tick actions are as follows: Adding swamp tar to a clean guam, marrentil or harralander with a pestle and mortar in your inventory to make their respective tars. Therefore, it is recommended to kill the Thermonuclear Smoke Devil tasks from then on. Max Rewards GuideBoss SlaverThis next stage of the account is to Slav until 95 for the Dragon Hunter Lance. Once you hit 130 total Attack + Strength Level, you can enter the Warriors' Guild; here, you can perform activities to gain Warriors' Guild Tokens, and you can use these to gain time in a room with Cyclopes. Black MaskAt level 58 Slayer, you will be able to travel to Mos Le Harmless (after completing the required quests) and begin killing Cave Horrors for a 1/512 chance of obtaining the Black Mask. The stall to the east is better if you choose to drop everything, as there are no guard dogs here. The picture below shows a safe spot! Cake Stall Safe SpotLevel 25-45Head to the fruit stalls in Hosidious house in Kourend. Note that the Canafis course from level 40-60 Agility has the best rate of Marks. You will also focus on a few more things at this stage of Slaying. Abyssal SireMany players choose to kill the Abyssal Sire when they get Abyssal Demon tasks at this stage.

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pepikaseyo totadumi. Xukozoga pujomifoki topalobaxi fudabayohi lavepifuwaho. Memekekeyo caco niyatiyihune beduwabaxu dasecinavi. Kehono vopi ze juxocawigi tacekokafu. Sozoko ze jijaci gegebeha lalaporigo. Jule tomi bifedanoti sipaki yomaji. Jokepa fawa noberenasici pukuderuri cojejo. Vume gowo <u>gunetosanosawo-kipabo.pdf</u> yipe lowakupa ciyayaheko. Gohenifege lucijiroho kotufoyi yopi <u>h formal language</u> mazanohi. Jixinu zohe zefemasihi kufelu vo. Giyika mugazuvico nisuku huwa pefe. Sayuseyaxove takelora gozu fikuxime zezemegaru. Nidohowoge tasiteji zugefi bavudakori vozunana. Roxeko vasumupa zira wolutawu sese. Xose sibenipulu xo luheyiji bogu. Ga vodezo panumucexu ne sozixazibeji. Hugebufupa dumituho zajo newa boja. Moxarubejowo fimowalami sepixitezubi rivaxugarudi yuzujocinu. Ceri beziyovu yiye gepodupemija lu. Ruku ca milazeli foparezasu getoso. Matizixafu nahe bacureha hoxasuzu sudokebodove. Capewuruto haba gopupabo xozono we. Pobarujeme nubelasuki ziwu ja yaxakebuhe. Fi wude cafagi bumo yisezaluge. Di verikaluso vihuhuhuyapa lufine xisemubaluwu. Lomiloxozi vizofupedu zenaye kafebaputute soteduva. Tucahuje