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Paul is very knowledgeable about Old School RuneScape Ironman as well as a maxed Ironman as well as a maxed regular account! IntroductionWelcome to my Old School RuneScape Ironman Guide. Before we get into the guide, there are a few things I have to say. Firstly, I update this guide as regularly as I can when that's said – there are often
things I can miss, so let me know in the comments if you feel like I've missed something! Secondly, to enter the game more here, this guide is written with 'the endgame' considered to be on a fully maxed combat PVM account with all the uniqueness required for Raids 1 & amp; 2. If your goal is to MAX your account, then all I want to add is
to make sure you always make you herb runs and always make your herb runs and always make your herb runs and thouses and you will wish you had made your herb runs and thouse run! You can easily get 99 hunter all the way through birdhouses and you will wish you had made your herb runs and always make your herb runs and thouse run! You can easily get 99 hunter all the way through birdhouses and you will wish you had made your herb runs and always make your herb r
works. Make sure you always do as many Clue Scrolls as you can too! You can be lucky with Ranger boots and don't have to paint them out, and a lot of best in slot items come from tracks too, like Blessed D'hide, Blessings and more! Finally, I would often say 'get 99...' in the instructions - to put 100 + hours of grinding in a single line. The
most important part of Ironman Mode is to enjoy yourself! So don't feel like you need to max skills in the most effective order – the guide will have a lot of room for change according to what you want to do with your account. Make sure you always enjoy it! Start out: Early GameYou have created your account, completed Tutorial Island,
and changed your character to an Ironman – Hardcore, Ultimate or Regular. Now that you've raised in Lumbridge the whole world is teeming with opportunities, and it can be overwhelming to know what to do! Early in the game you have several options for where to go right away, there are three very popular early grinds that many players
choose to do, and one less popular but still worth considering; but these are by no means necessary for the rest of the guide: Head to Wintertodt to get a high Firemaking level, providing plenty of loot boxes which can be very useful in the early game for Ironmen! Go to Barbarian Fishing! Getting 99 Fishing here will provide about 73 in
strength and agility, effectively zero timing both of these skills to a fairly high level! Level Theiving to 99! This provides over 10m GP, as well as allows you to never fail Master Farmers - the best way to get Herblore seeds! You can get about 20 Ranarr seeds per hour here - that's about 120 4-dose Prayer potions! Train your mining at the
Motherlode mine! Achieving 99 mining yields about 26k gold ore, 30k mithril ore, 20k steep ore and 3k rune ore. Smithing the gold will yield about 1.4m Smithing exp! Then you can smith Mithril platebodies that give 18M when alched, as well as 400k Experience! This is obviously a long grind, so many many To unlock the Kingdom of
Miscellania before you begin – this is usually used to get extra charcoal allowing you to smith all your toes! A lot of ironmen unlock the dragon pecking order before heading here to improve the experience rates. Also with the introduction of Prifddinas, especially Zalcano boss, lots of Smithing exp can be beaten without having to extract it
yourself – so mining can be leveled with leveling in a much faster way, such as 3-ticking granite! Wintertodtlf you choose to go to Wintertodt first, there are a few requirements, firstly you need 50 Firemaking, and you also need some warm clothes to protect against the cold in Wintertodt. Beginning in Lumbridge, twenty men until you have
200gp, then head just south of Lumbridge Castle to buy a steel axe from Bob's Brilliant Axes. Next you need to chop ordinary trees and turn on the logs until 30 Firemaking/Woodcutting. Then head west to Draynor Village and do the same with Willow logs until you reach 50
Firemaking. The next step is to acquire the Clue Hunter Outfit, as this counts as warm clothing in Wintertodt. The locations of the sites are shown below. Go to each of them (Client of Kourend) and dig with a spade to get the piece. Clue Hunter Outfit PiecesLocation of Gloves and BootsLocation by Garb
(Body Slot) Location of CloakOnce you've got Clue Hunter Outfit (note you only need 4 pieces, not the whole set) and have 50 Firemaking, you are almost ready to begin Wintertodt. At 10 Hitpoints you will take minimal damage, but you will still need a way to heal! When you are in Ardougne, go to cake stall at the market and twenty cakes
and breads until you have about 400 cakes (or as many as you want), this should get you to the 90s in Firemaking and you can always come back here at any time to get building experience in Wintertodt! You can twenty silks
in Ardougne after 20 thieving and sell it back to Silk Trader after 5 minutes to get the 1000 coins required to buy a house. Also note that you can go to Barbarian Outpost and collect regular planks to get your construction level up before you start – this will give you even more experience from Wintertoott! Personally, I would recommend
getting to level 50 Construction and then Soloing Wintertodt, this will get you around 74 Construction, which is a massive bonus so early in the game for Ironmen! Then simply head to Wintertodt and start grinding! Every 500 points will give you a roll on loot box, which provides seeds, ores, logs, herbs, coins, runes and pieces of
Pyromancer's Outfit, which you must wear immediately for bonus experience (it counts as warm clothes). You also have a chance to receive Tome of Fire, Dragon Axe and Pheonix pets! Tome is a brilliant object of Ironmen, some choose to stay at until they get it (sometimes getting upwards of 20 million experience!) As soon as you've
achieved everything you want from Wintertodt, it's time to move on in the guide! Note, don't open your boxes until you need them, as higher skill levels provide better loot! The location of Barbarian FishingBarian Fishing until 99
will net you about 73 in both Agility and Strength! This is an incredible grind out of the way early, and by completing your Graceful Outfit you will be approaching 80 Agility already! There are a few requirements for Barbarian Fishing of course. They are listed below:15 Agility and Strength! This is an incredible grind out of the way early, and by completing your Graceful Outfit you will be approaching 80 Agility already! There are a few requirements for Barbarian Fishing of course.
account, it won't take very long at all! 15 Strength - you can get this easy to do Waterfall Quest early, alternatively you can kill some chickens around Lumbridge, this will also help get you some feathers for fishing! 48 Fishing! 48
Village just west of Varrock. It's worth it to cook the fish you catch here for some brilliant cooking experience as there is an eternal fire right next to the fishing grounds! You will need a fly fishing rod amount of feathers to fish here too, which you can buy from port sarim fish shop! Feathers - you need bait for barbaric fishing and
feathers are the easiest to get (from port sarim fish shop). For 99 fishing you need about 1m gp worth of feathers, so most Ironmen choose to do some Wintertodt or Thieving first to make the necessary money! Alternatively, you can bring a knife and cut up the fish you catch in the roe and fish cut-offs, which can be used as bait, reducing
the amount of feather needed and providing a good amount of cooking experience! Once you have everything you need, you can go to the Barbarian outpost and begin Barbarian
use 3-tick fishing. This allows you to have a chance to catch one fish every 3 ticks instead of every 5 ticks! The idea is to begin a 3 tick action then quickly start fishing — fishing will only take 3 ticks as a result! Once you've caught a fish (or 3 ticks have gone and you haven't caught a fish) do your 3 tick action again and repeat! Some 3
cross actions are as follows: Adding the swamp tar to a pure guam, marrentil or harralander with a bump and mortar in your inventory to make a mistake, the herb will turn into tar and can not be returned, so you may need more herbs and lots of tar (it takes 15 tar per herb).
Also you should only have 1 pure herb in your inventory at a time, a menu appears asking Many herbs you want to turn into tar - destroys the 3 crafting and 23 hunter) Using a knife on teak or mahogany logs Best method: using a knife on any of the caught fish in your
inventory then eating roe or caviar, this will not only act as a 3 cross action, but will provide cooking experience and a chance to receive fish cuts, which will be used as bait over feathers. This reduces costs, improves the experience, but is a little random in nature, and stricter with tick times. I've included a video below showing! The
rotation is knife-fish-rogn/caviar-fishing ground, it may take some getting used to, but be persistent! It improves the experience per hour by 66%! Thievingly exciting is so great early games because unlike Mining or Woodcutting, where you can improve experience rates by getting Dragon or Crystal equipment, you don't need any high level
gear for thieving! Level 1-5: Start in Lumbridge and just pickpocket men until 5 Thieving, you can use this money to buy a steel axe from Bob! Level 5-25: Next you a good amount of early food as well, whether it's for Wintertodt or
not. The image below shows a safespot! Cake Stall SafespotLevel 25-45:Go to the fruit stalls of Hosidious's house in Kourend. This requires 15% Hosidious advantage, but you can get this pretty quickly by pushing ploughs around the nearby fields. There are two places, shown in the picture below, the one closer to the bank is good for
bank golovanova Fruit Tops, which can be used to make Botanical Pies later in the game for a +4 Herblore boost – a very useful entry. Stall to the east is better if you choose to drop everything as there are no watchdogs here. It may also be worth banking the strange fruits you pick up as they restore 10 run energy, which can be very
useful in the early game! Placing the fruit stalls in Hosidious MarketLevel 45-91: From here you should start Blackjacking bandits in Pollnivneach - this provides the fastest experience and really good GP per hour, you will get about 5m from getting 91 Thieving here using Roque's Outfit (this doubles any loot you receive while thieving)!
First, complete the Feud quest, which will give you a blackjack, then the method is simple: Get a bandit into a remote location (inside a house without other bandits usually). Right-click, Knock-out. If you don't, keep trying to knock him out, otherwise he'll be aggressive and you'll have to go upstairs in a house to reset the aggro. When he's
knocked out Pickpocket him twice. Repeat! There are 3 types of bandits in Pollnivneach: Bearded Pollnivneach: 
fortunately pitchers wine can be purchased from Ali barman in southern Pollnivneach for very little GP so you can go to Pyramid Looting! At 91 Thieving this is the fastest experience in the game, but the big advantage here is the chance to get Pharaoh's Sceptre.
You need one of these to build the old or occult alter in your player-owned house, and another is needed for a Master Clue requirement. Most Ironmen do this until they have 2 Sceptres! Next, you can go to Ardougne and Thieve Ardy Knights. This makes a good amount of money and is very AFK. Take a break at some point to make
Ardougne Medium Diary as this will give you an extra 10% chance of not letting down a pickpocket. With this diary, you stop letting down Ardy Knights at 95 Thieving, so many Ironmen stay at Menaphite Thugs or Pyramid Loot until 95 before coming here! Walk to the small house in northern Hosidius with a master farmer in it. With
Ardougne Medium Diary done you will stop not Master Farmers at 94 Thieving! This will give you a large amount of seeds to start your account, but is significantly less experience per hour (about 120k) than other methods. As mentioned before you will get about 20 Ranarr seeds per hour here! The swap from getting 99 Mining on
Motherlode MineMotherlode MineMotherlode MineThis is a less common early game grind than those mentioned before, but is still very useful and you should consider making it to a high level, if not to 99. Hardcore Ironmen use this method much more often as the only way to get a Dragon Pickaxe is to enter the Wilderness, which is too risky for most
HCIM. But normal Ironmen should consider grinding out Dragon Pickaxe before going to 99 to improve the experience rates! All the benefits of MLM are shown above: Lots of ores, Smithing exp, and cash Lots of gems that are really useful for early game teleporters and late game Lava Runes/Recoils for Zulrah By crafting 30k gold bars in
gold bracelets, you'll also get almost another 5m gold profit in alchs (after buying nature runes) as well as 2m magic exp and 750 craftking experience! This is a crazy amount of gold bars to make jewelry in the future too!
After The Early GrindsSo you've done what grinds you wanted to do above! Maybe you've done them all, or none of them - it doesn't really means a lot of questing. Pre-Questing RequirementsBefore you start running around the map, you
should get your hands on the Full Graceful Outfit. You can get this by completing laps of any Rooftop Agility Course and picking up Marks of Grace, which spawns along the way, note that Canafi's course from levels 40-60 Agility the best bet on Once you've collected 260 Marks, you can go to Grace, under the Burthorpe Pub, to buy your
outfit. The full Graceful Outfit gives you a weight reduction of -25 kg, and wearing the full set also improves your run restoration rate by 30%! It's also a requirement for a Master Clue step, so if you're going to get one anyway, it's worth getting it before questing, especially since you wont unlock Stamina Potions until at least 72 Herblore!
Another really important unlock before you begin questing is Protection Prayers. The usual way to get 43 Prayer is to get a Staff of Air, lots of Mind Runes, and head to the downstairs Taverley Dungeon to throw Wind Strike at Blue Dragons there. You'll need 50,339 experience for 43, which is about 100 Dragon Bones, if you use them at
the Wilderness Chaos Altar, this gives this a 50% chance of not using a bone - meaning that each bone is worth an average of 576 experience! Also note that you should keep an eye out for a Mithril Axe drop from Blue Dragons, this is used for a quest in the future! For Hardcore Ironmen, you will need to do the priest in Danger quest to
unlock Canafis, and then use Ectofunctus, which requires about 200 Dragon Bones! Main Questing GoalThe long-term goal is to get Quest Point Cape, this provides the nearest free, unlimited teleporter to a fairy ring until you get one in your POH. But in reaching 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 Unleashing Fossil Island to Begin Birdhouse Running Unlocking Barrows Gloves Completing Dragon Slayer 2, Monkey Madness 2,
and Song of the Elves All these are important steps in an account development, and once these are all finished, you can pretty much begin the Slayer grind (or anything under the game grinds you want to pursue!) DiariesBefore I go ahead with the guide, now is a good time to mention Achievement Diaries. Every diary gives you
something really useful in your account, Ardougne Cape is one of the best items you can get early in the game, and combined with Explorer's Ring, these two elements give you quick access to 2 Herb patches! You should do Diaries when you can, you will also get Experience Lamps as a reward for filling them out! You get 2.5k for an
easy diary, 7.5k for a medium diary, 15k for a medium diary, and 50k for an elite diary (apart from Karamja Diary, which gives a little less). It's up to you what you use these lamps for, but most Ironmen to train. The requirements
for all diaries of each tricker are shown below! Easy Diary RequirementsMedium Diary RequirementsHard Diary Requir
Runescape Wiki has a very good page that shows the optimal order for completing quests! This is the link below and is the order that minimizes the amount of dime you will have to do! The guide often says to use skills lamps on specific skills, but as an Ironman, you should use these on Herblore and training other skills where required in
the guide. QuestUnlockDruidic RitualHerbloreRune MysteriesRunecraftingPriste i PerilMorytaniaNature SpiritMort Myre SwampDwarf CannonDwarf MulticannonFairytale Dele 1 & Dele 1 & RitiznotLost CityDragon DaggerMonkey Madness
1Dragon ScimitarGhosts AhoyEctophialAnimal MagnetismAva's DevicesDragon SlayerRune Platebody/Green D'hide BodyDesert TreasureAncient MagicksLunar DiplomacyLunar SpellsThe Slug MenaceProselyte ArmourRecipe for DisasterBarrows GlovesBone VoyageFossil IslandFamily CrestCooking/Goldsmithing/Chaos
GauntletsThrone of MiscellaniaManaging MiscellaniaManaging MiscellaniaManaging MiscellaniaRoyal TroubleExtra 5 arbejdere til håndtering af MiscellaniaKing's RansomUnlocks PietyOptimal Questing OrderOptimal quest quide - OSRS WikiDen optimale søgen quide lister Old School RuneScape quests i en rækkefølge, der giver nye niveau 3 medlemmer konto til fremskridt i en
rækkefølge, der minimerer mængden af færdighedstræning. Once you have achieved Quest Point Cape, congratulations! The early game is as good as finished, now begins the middle game, filled with Slayer, Herblore, Crafting and more grinds! Watch the videos below to get started in your Birdhouse Runs and Herb Runs! Mid Game
IronmanNow you have reached the middle game, you have Birdhouse running up and running, and making your Herb run when you can. Now the grind is as follows: Grind Slayer to 85.87 for the Abyss Whip and Trident of the Seas Support Your Gear by Grinding Crafting for Zenyte Jewelry/Rage/Glory Get a Four Cape Get a Fighter
Torso Get a Rune Pouch Get a Dragon Defender Get a Black Mask Unlock Piety This section will outline some of the main goals of the middle game and how to achieve them! The Abysmal Whip DropGearing Up for SlayerOn this time, I suppose you've got guest point cape, have done the herb and birdhouse runs, so hopefully you have
a good amount of Super Attack and Strength potions made for this grind. Before entering the actual Slaying, we need to gear up – the following section outlines the best gear for each armor slot. Head SlotYou should have unlocked Neitiznot's helmet from the Promotion No. This will be your best in the castle melee helm until you unlock
the slayer Helm! If you haven't got this, use a Berserker Helm. Cape SlotUse the best Ardougne Cape you can until you have good enough gear to get Fire Cape. Neck SlotThis is one of the most important slots for improvements like Ironman. Early game, your best amulet will be Amulet of or Amulet of or It you want a little more defensive
bonuses. As time goes on, by leveling your Crafting, you will be able to get the Amulet of Glory, and then the Amulet of Fury. Eventually, your forging work will be high enough to make Zenyte Jewelry. There is more information about Crafting later in the guide! Ammo SlotUse any blessing you get from clue rolls, this is the best in slot
melee forever due to the +1 prayer bonus. Weapons SlotSweaque slot is simple for Ironmen, as soon as you finish Monkey Madness 1 and have 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to do some melee before 60 Attack, you'll use Dragon Scimitar all the way up to 85 Slayer (or less if you increase) when you can get the abyss beat! If you need to you can get the abyss beat! If you need to you can get the abyss beat! If you need to you can get the abyss beat! If you need to you can get the abyss beat! I
least 40 from guesting so you can use a Rune Sword, purchased in the Champions' Guild after Dragon Slayer. Chest SlotHere try and get Fighter Torso as soon as possible, this gives the maximum strength bonus and is best in slot until you get Bandos Platebody later in the game. You can get this by doing the Barbarian Assault
minigames, there are plenty of guides out there. You'll need a team for this, luckily there are plenty of Ironman Clan Chats with other people who want to unlock it as well. Alternatively, there is a clan chat called BA Services, which you can pay 40m to get Fighter Torso (you will have to pay with a main course). Shield SlotThe best item
here is the Dragons defender. When you hit the 130 Total Attack + Strength Level, you can enter the Warriors' Guild, here you can use these to make time in a room with Cyclopes. These drop defenders from Bronze to Rune, and once you've got them all you can head
downstairs to the dungeon to kill higher leveled cyclopes for Dragon Defender. This is the best in the slot until you get a Dragonfire Shield or an Avernic Defender, although both of these elements are very late games (unless you get a lucky Visage drop early!) Leg SlotHere the best option is Obsidian Legs although 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 purchased from Mages' Guild! If you don't have money for this, your best option is to buy Rune Platelegs, and eventually upgrade to Barrows Legs from Barrows Minigame, offering these more
defense than Rune Platelegs, but no better offensive bonus. Glove SlotDe best gloves in the game are Barrows Gloves, which you can buy for 130k when you're done recipe for disaster. If you can't do these quests for any reason, the next best entry will be Combat Bracelets, although this has arguably higher requirements than Barrows
Gloves, as you will need to get a Dragonstone, and get the necessary Crafting and Magic level! Feet CastleFor Ironmen, the best boots to begin with are Climbing Boots, which you can buy from Tenzing northwest of Burthorpe after the Death Plateau guest. When hits 83 83 You can kill Spiritual Mages for Dragon Boots, which will be your
best in the slot until you eventually upgrade them to Primordial Boots after 91 Slayer. Ring SlotMost Ironmen will begin by using Explorer's Call to Prayer bonus as soon as you can you should upgrade this to a Berser Ringker, which you should also permeate on the Nightmare Zone. There are plenty of low level guides to solo killing
Dagannoth Rex, just take Iban's blast, lots of Super Antipoisons, and some food, and you should have your best in the slot ring in no time. Many Ironmen also kill with Ring of Wealth until they get Shield left half drop from monsters. Berserker Ring (i) is the best in slot ring for the rest of the game! Typical Mid Game Ironman Slaver
GearGrinds to do while killing! Now you know which equipment is best, it's time to start killing! Always use the best Slayer Master you can - a lot of Ironmen now use Konar to get good supplies from Brimstone Chest. Usually it is best to use Chaeldar, Neive and then Duradel as soon as you have the desired level! I'll outline what to do with
Slayer Points below, but first, here are some grinds/unlocks that you should focus on as you level the Slayer you will be able to travel to Mos Le Harmless (after completing the necessary quests) and start killing cave horrors for a 1/512 chance to get the black mask. This will give you a 16.67% boost to
Melee accuracy and damage while on a Slayer Task. You can also go to the Nightmare Zone and imbue it for 1.25m points, giving an extra 15% boost to Varied Accuracy and Damage, as well as Magic accuracy and damage! Eventually you will be able to upgrade this to Slayer Helm, which holds the Black Mask and its bonuses as well
as incorporating all the head slot killing gear such as hearing protectors, face mask, nosepeg, spiny helmet, etc. Fromhed: Once you have done King's Ransom, and Knight Waves Training Ground, you will have access to Chivalry and Fromhed Beans that require 60 and 70 Prayers, respectively. At some point you should grind out 70
Prayers using ensouled heads you have, as well as camping blue or green dragons to get enough bones. Ironmen can use the Wilderness Altar for effective dual experience, but HCIM should stick to a Gilded Altar, or Ectofunctus. Mage Training Arena: This is slightly different grind, you should come here anyway to get bones for peaches
to Lumbridge Diary, while it is not necessary, you should also get Infinity Boots, Master Wand and Mage's Book when you can, as these are 3 of the best in slot objects, while Mage's Book is second only to the stats of ancient Wyvern Shield and Arcane Spirit
Shield - 2 very late game items. Crafting: This should be a grind you always shard away at! You should use Superglass Make magic in lunar spellbook to turn Giant Seaweed and 6 Buckets of Sand into Glass used for glass blowing training. To get your sand you need to head to the desert guarry and my sandstone - to put in the sand
grinder and pay 50 coins per bucket to get them automatically made! Giant Seaweed can be bred by planting Seaweed Spores in the underwater patches on Fossil Island. You can sit around the seabed here and wait for the spores to spawn - it's a little slow, but generally faster than grinding a Brine Sabre and killing Lobstrosities. At some
point, go to the Mage Training Arena in the desert and complete both minigames to unlock the imbued God Cape, this is the best in slot Magic mantle in the game! Hardcore Ironmen will often risk their status to get this cape, but be sure to do so late at night to avoid PKers! Wilderness SlayerGetting rune PouchOne of the major entries for
an account is Rune Pouch. It allows you to hold 16,000 each of three types of rune in 1 storage slot. You get BRA points by handing over mysterious badges, and the best way to get these as an Ironman is through Wilderness Slaver. Wildy
Slayer tasks can sometimes be quite challenging as they don't take your match level into account when assigning tasks. As a result, you get greatly 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 Emblems is pretty rare, but most Ironman will have
enough Emblems (24) by the time they reach 50 tasks, giving a very nice points boost. Another thing to consider is that for each of the Wilderness for a vastly improved Mysterious Emblem drop rate, as well as a good chance at Dragon Pickaxe, and the
respective Rings. Any Hardcore Ironmen will usually get Rune Pouch through Slayer Points, although this can take a significant amount of time, if not increase point (9 tasks on Turael, 1 at highest level Master). Location of Krystilia, Wilderness Slayer Master Grind to 87lt pretty much covers all the preparations around Slayer, the next step
is simply to grind out to 87 Slayer. Most will end up grinding all the way to 93 for the occult necklace or to 95 for Dragon Hunter Lance. But wherever you unlock things must be: Superior Monsters (Bigger and Badder Perk) Wider Fletching Slayer
Rings Slayer Helm Block List Lock Lizardmen Task for Chance on Dragon Warhammer Herb Sack Rune Pouch Your block list will be different for everyone, depending on your preferences, but it should generally include these monsters: Hellhounds (unless 91 Slayer for crystals) Black Demons (unless going to Zenytes) Kalphit (unless
doing KQ for supplies) Fire Giants Sugah (unless using Duradel) Everything other you Don't like So just start killing! Make your burst burst Like Nechryaels, Dust Devils use fast bracelets, and expand them if you can! Use Super Attack and Strength Potions All the Time (Divine Potions are very good too) and learn how to Prayer flick! It will
be very useful as an Ironman! Once you have your Whip and your Trident, you can move on to the late game. Chambers of XericLate GameFrom this point onwards in the wizard, you will already have a significant knowledge of
how the game works and how certain grinds are performed. The main goal now is to get the best in slot gear for their
account. Continue to do your Herb running and Birdhouse is running, and get ready to end your account! Support GrindsThe next few bullets are important things you will need to consider in the late game, although they can be performed at any time, or slowly chipped away at as you grind out PVM gear.83 Construction: at some point you
should put some Miscellania workers on Teak Trees to get enough logs for 83 Construction. You can use the mythical Cape Rack training method after Dragon Slayer 2 to get 123 exp per Teak Plank instead of 90 - it's very popular with Ironmen! At 83 you can boost with spicy stews and use Crystal Saw to build all max gear in your player
owned house, including Fairy Ring, Spirit Tree, Occult Alter, Ornate Jewelry Box, and Ornate Rejuvenation Pool (requires 10 Anti-toxins). This is a huge upgrade and makes your POH go-to instead of getting around, resupply and resetting your stats! 90 Herblore: This is almost a requirement for the Chamber of Xeric as it allows you to
make the highest level elixir in the chambers. It will also allow you to make Super Combat Potions and Anti Venoms, which are very useful for high leveled PVM. It could be 90+ Slayer until you have enough herbs for this, 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 Amulet of Torture, the best in slot offensive melee charm! A lot of players will rush to 99 Crafting early as it locks crafting early earl
grind out Full Void at some point, so it's better to do it earlier to get some good Range levels, but make sure you're 100 combat to use the elite lander! You'll need 1650 pest control points for full Elite Void plus all helmets! It's 330 matches, which will take about 12-14 hours. Ava's After Dragon Slayer 2, you have to the ability to kill Vorkath
for a chance to receive Vorkath's Vorkath's Vorkath's - You can use this to make Ava's Assembler - the best in slot Range Cape. It's a 1/50 drop rate, but you're quaranteed to get it at the 50th kill! With all that in mind, you now have a choice! The ironmen will eventually have to grind out Zulrah, some choose to do it now and some choose to do so
at 93 Slayer after they have locked the occult necklace for an extra 10% Magic damage boost. I would assume you do it at 93 Slayer, but if you want to do it now then you are welcome! Getting blowpipe early and upgrading trident is great unlocking, and the chance at an onyx is great for crafting those Zenytes! Keep SlayingWhere you
have completed Zulrah or not, the next thing to do is to keep killing! The goal here is to get 93 Slayer for the occult necklace and then to make Zulrah (if you haven't already), you'll also focus on a few more things at this stage of Killing! Abyssal SireMany players choose to kill Abyssal Sire when they get Abyssal Demon duties at this time
The demands are not very high at all, even if they are slow and boring to kill. The main advantage of doing this is Abyssal Bludgeon, this is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is really useful on Kalphite Queen, and is the best in slot crush weapon you will have for most of the game, and is really useful on Kalphite Queen, and is really useful on the Company of the Co
the Ironmen. You should unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and Kebos Hard Diary to unlock the ability to get Lizardmen tasks at some point, and then complete Kourend and the comp
Upgrade to Blowpipe if you have it, hopefully you can be lucky and get Dragon Warhammer under the Slayer grind. If not, you'll have to get it later. ZenytesAgain, you should not block Black Demons are a pretty
common task! If you do somehow go really dry yourself, just finish them afterwards when you need another BIS Zenyte element. Kraken Boss deeper into Kraken Boss deeper into Kraken Cove. This has a much better drop rate of Kraken Tentacle, which
is used to upgrade to Abyssal Whip, and is one of the best elements of the game for Melee Mainhand. When you have a Tentacle to upgrade Trident to keep 25k Charges instead of 2.5k! Cerberus CrystalsAt 91 Slayer you unlock the ability to kill
Cerberus while on a Hellhounds task! You should unblock Hellhounds and start making Cerberus as soon as possible to get the primordial, eternal and Pegasian crystals. These are used to upgrade Dragon Boots, Infinity Boots and Ranger Boots in the In slot boots for each fighting class. Hopefully you will you got lucky and received
Ranger Boots from a medium clue at this time. If you do not have a few options: Camp Dagannoth in the catacombs of Kourend. You get just under 2 Medium Clues per hour, and a lot of herbal seeds, as well as good amounts of old shards and dark totems. This is a slower but more AFK method. Start catching eclectic implings in Puro-
Puro. These drop medium tracks at a 1/25 rate and you can get through about 10 tracks per hour if you are good, although this is one more click intensive and sometimes frustrating method. Once you have all 3 crystals you can block Hellhounds again. I would recommend chasing Ranger Boots after 93 Slaver as you could be lucky
between 91-93! Occult necklaceAt 93 Slayer hopefully you have some items saved up! You should skip tasks until you get a Smoke Devil task, and then head to the dungeon south of Castle Wars to try to get the occult necklace! The thermonuclear Smoke Devil drops it at a rate of 1/350, while the regular Smoke Devils only release it at a
rate of 1/512. Therefore, it is recommended to kill thermonuclear Smoke Devil until you get it, then continue barring Smoke Devil tasks from then on! Boss SlayerThis next stage of the account is to kill up to 95 for Dragon Hunter Lance, and thus we do a few things: Unlock Aviansies as a task for Kree'arra Unlock Boss Slayer Unblock
Greater Demons (if you have them blocked) While killing to 95, you should get a lot of Slayer tasks that allow you to go to certain bosses and grind out gears! Before we start doing it ourselves, we need to polish up the account's gear to make sure we are fully prepared for the boss! If you haven't had any gear mentioned before, paint it out
now: Do Barrows now to get as much gear as you need, Ahrim's and Karil's are the best for Mage and Range at Zulrah, while Verac's is a very good armor set too. Most Ironmen will finish Barrows to make the bank look complete when you have Ahrim's and Karils, painting out Zulrah for all the unique. Make Trident by Swamp Get Dragon
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Warhammer using Blowpipe Get more Zenytes that you need and craft jewelry You need kraken Tentacle now Get your Ranger Boots Head to Dagannoth Kings to get Archer's Ring and Seer's Ring, then permeate these at nightmare zone At this point, 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 augury and Rigour Prayers are so useful for bossing! If you get a Twisted Bow, then you can try and make the Inferno relatively easy. Alternatively, you can use this to kill Kree'arra to get Armadyl Armor and then try Inferno If you get Dragon Hunter Crossbow, then it's as good as Dragon Hunter Lance for killing Olm in chambers of Xeric, so it may be worth time just staying until you get all the items you want! Saradomin GWDWhether or not you unlock Rigour, at this point you have the best gear to kill Commander Zilyana in Saradomin God Wars Dungeon. Here you should use Blowpipe/Rune Crossbow and Stamina Potions, skirting around the room until you get the Armadyl Crossbow, and Saradomin Godsword, these two elements are extremely useful both for Raids and for Inferno. If you are not comfortable trying this without Stringour, no problem! You can come back here after you unlock it. Use this as your guide to the best gear to bring to Saradomin! Bandos GWDNow you will also have everything you need to complete Bandos God Wars Dungeon. You should stay here until you have Full Bandos, including Bandos Godsword, most Ironmen will get 2 pairs of Bandos Boots as well as one can be turned into Guardian Boots, and the other used for a Master Clue step! The gear used is shown below. Again, there are plenty of guides out there on how to kill Bandos, but the general idea is to stay under him, get out, hit him twice, then go under him again for a hit. The Bandos GWD Gear, swap Bandos Tassets next to Barrows Legs and Bandos Boots for Primordial Boots until you get the drops! Zamorak GWDNow you must go on to kill K'ril Tsutsaroth, the Zamorak GWD boss. Here we are only really looking for zamorakian spears, but again most Ironmen get 2, one for Dragon Hunter Lance, and one for Hasta for use on corporeal beast. Other good drops are The Staff of the Dead, Steam Battlestaff (which has only fallen by K'ril) and Zamorak Godsword. A good gear setup is shown below, but upgrade pieces where you can to improve defense, and then DPS. Also note that you will mostly kill K'ril on task while Killing to 95.Use a Fury instead, or if you're feeling good, try Torture AmuletArmadyl GWDSince you've unlocked for Aviansie's task, you should get a lot of options to go and kill Kree'arra during your 95 Slayer grind. Provided you didn't get lucky with a Twisted Bow every time you get a task, you should chase Black Chinchompas (Red if you're a Hardcore Ironman) until you have enough to complete the task, then head to GWD and kill! Note that you should only bring as many Chinchompas as you will use in 1 trip, as if you die, you will lose them all! Armadyl God Wars Dungeon gives Armadyl Armour, the best Ranged armor in the game, as well as a chance to get Armadyl Godsword! There are many guides out there for Armadyl, the strategy is to stand in one particular square, then you can lure Melee minion, and another, as well as Kree'arra on a square. By attacking one of the minions with Chinchompas, the damage will roll towards their level instead of Kree'arra's, which means you will do much more DPS against the boss! Good gear is shown below. Using the necklace of AnguishGet 95It covers all the grinds you need to do on your way to 95 Slayer. When you get 95, you may or may not have completed all of these, if not then finish them up from the task, you should have enough experience to do it out task now. Otherwise, you can continue with the guide and go back there after making some upgrades like Rigour or other Chambers of Xeric drops. Once you have 95, the next big grind is to get a Hydra Task and start killing the alchemical Hydra Boss. Here you are looking for Hydra Leather to make Ferocious Gloves, as well as for Hydra Claw, to make the important Dragon Hunter Lance. This is one of the best elements of the game for killing Olm in Raids, and once you have it, you're pretty much done with Slayer (until you paint 99). At this stage, you are done with almost all PVM. The only things left to do is to: Complete Chambers of Xeric Complete Chambers of Xeric Complete Theatre of Blood These grinds will take you many hours, but with the gear you've achieved, solo Raids 1 is fairly simple. There are many guides, the best is enough of Woox, although there are many more in-depth guides. The Theatre of Blood is essential to have a team too - you should hopefully have joined a clan by now, or have 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, except for injuries increases for the last 4 levels of Slayer. The GoalMaxingOn this time, we have achieved what the guide is set to achieve. You've pretty much got maxed PVM gear. Hopefully you'll have lucky somewhere along the way with a Visage, if not, it's best to camp Vorkath for it and the Ancient Wyvern Shield. You also get a ton of supplies that will help for maxing. At this point you will be very knowledgeable about the game - you will know how to max all your skills. Hopefully you've kept doing your Herb runs and catch Chinchompas long ago. Prayer will be the hardest to max unless you went dry on Vorkath and Hydra. All that's left is to grind out skills and max. But at this point you have the absolute best fashionscape to do it in! Try the physical beast for some Spirit Shields. I haven't included it in the guide as it's usually thousands of hours of grinding for most people. But it's something all maxed Ironmen will end up doing anyway. If you haven't completed The Inferno, have fun trying it! You'll beat it eventually. Enjoy the way to maxing - you've come this far! Thanks for reading my guide if you have any questions or feel like I've missed something please let me know below!© 2019 Paul Laselle Laselle

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