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## Osrs duo raids guide

The Chambers of Xeric is the first Raid of Old School RuneScape. Players can try their own rooms, although up to 100 players can conduct raids. There are some basic tips to know before starting: Scaling difficulties – Space difficulties are based on players with the highest level of combat. So the higher the level of team battle, the stronger the enemy. Rotation where the boss can be found while on an adventure in the room. The layout of raids can have 3 to 5 bosses, running clockwise or counterclockwise. The puzzle is on the same rotation, making the Ice devil more likely to be paired with Tightrope and Crabs more likely to be paired with Thieving. Random generator - Raids are generated randomly, so each attack is different (apart from the Big Olm). Each pre-Olm room has three different layouts depending on the way the room curves (left, straight or right) Note: If there are at least five bosses in the same raid, a duplicate puzzle space can be encountered. The game considers the following rooms as bosses and puzzles: Boss: Vasa Nistirio, Vespula, Tectonics, Muttadiles, Vanguard, Shaman Lizards, Mystical Skeletons, Puzzle Guardians: Devil ice, Tightrope, Crabs, Thieving Points[edit | edit source] Points earned from raids are based on the contributions and actions of the player. They can get points from the following: Attacking monsters, although there are a few exceptions: The penultimate phase of the Great Olm; each time regaining control of his hands, no points are awarded for any damage awarded to them. Damaged the restored abyssal portal. When players fight mini bosses, decay point multiplier is enforced. For example, the player initially has a normal multiplier level when disabling Vasa Nistirio's shining crystals, but as the fight progresses, decay will enter and prevent the player from earning as many points as usual. Complete the puzzle room. Create shortcuts in the space of large ruins (requires Woodcutting, Mining and Strength if the obstacles are rotten weeds, stones, or boulders respectively). Points determine the potential reward of the team at the end of the attack, when Olm Agung is killed. The more points earned, the higher the chance of getting unique loot. The more players in the raid attempt, the higher the points multiplier to compensate for the increased difficulty. If a team member leaves, the points multiplier will be reduced, but the difficulty will remain the same, to prevent players from exploiting extra points in smaller groups. If a player dies in the room, 40 percent of their points will be removed from the player, which lowers the overall team's chances of getting a unique reward. For every 8,675 total points earned, a 1% chance of unique loot is given. This odds are limited to 65.7% (570,000 points) - a further point sent to roll over for a second unique booty. For example, a team with a total of 855,000 points has a 65.7% chance of receiving a unique booty, and then a 32.85% chance of getting a second unique booty. Up to three unique prizes can be earned per raid, assuming that there are enough points to be rolled out for them. Note: If team members are constantly dead in raids with low points, the game will deduct points from the team's score instead of no penalty to prevent them from suiciding supplies to the boss's room. Recommended skills[edit | edit source] 80+ 80+ 80+ 80+ 80+ 80+ 55+ are not required if other team members farm 78+ is not required if other team members prepare potions for you. It is recommended that at least one team member has 90+ to create An Overload + 70+ with Unlocked Piety. 74+ and opening Rigour as well as 77+ and opening Augury will also provide a huge boost while learning chambers of Xeric may be beneficial for leaving certain items behind so you have more inventory space for Saradomin beer and Super recovery. The ability to recover from mistakes will be a bigger bonus than some of these items give while learning, so not everything from this guide needs to be taken. Boss[edit | source edit] There are several bosses that can be found in raids. Four to six bosses can be expected in attack, one always being the Big Olm. List of bosses: Tekton[edit | edit source] Tectonics has a high defense but only uses Melee attacks. His attack can deal with severe damage, although there is one downside to him; His attacks have minor delays before they hit, which means that a player can run corners to avoid being hit most of his standard attacks. However, his attacks can split clockwise. Tectonics always begins with an orange aura around it, which has a lower Defense than its red aura. After several attacks, or if the attack is interrupted (not within range), it will return to the runway. The player below him when he returns to the runway will take the damage on the step quickly. He could still be attacked when he returns to the runway. When Tectonic returns to the ground, he will improve himself, recovering a percentage of his hit points. While he's on the runway, he'll send up to two sparks flying for every player in the room, who has an AoE 3x3 and will handle 10-20 damage to whoever gets hit. They can be avoided simply by running two spaces away from where you are today when sparks fly. After five sets of sparks, he will continue the battle, this time in an angry attitude (red aura), tackle significantly more while having a higher Defense. Tectonics should only be fought if dragon warhammers/bandos godsword special attacks are being used. This can degrade tectonic defenses because its high defenses and bonuses against attacks that do not destroy can make it boring to kill otherwise. Tectonics drops five stinkhorn mushrooms, two overloaded and single revitalization (+) and prayer increases (+) after death. There's a rare opportunity for an onyx to be dropped. Due to tectonic high defenses, it is advisable to carry additional weapons to target tectonic weaknesses to destroy † Although Tectonics becomes the weakest to destroy, severe scythes lack of crushing bonuses make trimming the best option in all scenarios (except paired with pieces of Investigator's armor) † Although tectonics become the weakest to destroy, high accuracy rapier copes with beating other weapons If you do not want to carry additional weapons for Tectonics , your normal weapon can still handle damage to tectonics, it will only be an inaccurate Vespula[edit | source edit] A group of players in the Space Vespula. In the room will be Vespula himself, four lux grubs and an abyssal portal. The portal must be destroyed to drive out Vespula and his descendants. Vespula has a very strong poison (ranging from 20 damages), so a form of poison protection is necessary when fighting it. Vespula will sting lux grub over time, causing their health to degrade. If completely degraded, it will turn into a Vespine army, fully curing Vespula and portals. Therefore, it is important to prevent lux grub from turning into a Vespine army. At the other end of the room there are several Medivaemia flower plants that can be picked. The flowers are then given to the grubs to restore their health. In a group, one member should focus on collecting flowers and giving them to grubs to prevent them from turning into soldiers. The rest of the team should focus on destroying the Abyssal Portal. To do this, players must stand in a specific tile row just outside vespula's melee range. In the picture shown this is a tile just to the right of the proper Lux grub. Players can then use their long-range weapons to flash the portal while using their Redemption prayers to stay alive. It is recommended to bring extra Super recovery for raids with Vespula, as repeatedly using Redemption drains your prayers faster than † With Fire Surge and Tome of Fire in addition to normal mage gears † Set to Rapid † 3.0 3.1 3.2 Set to Remote When the player's Redemption trigger, they must sip the recovery dose while in the safe, and continue the blinking method after they rekindle their prayers. The highest Vespula trampling damage can reach 8, so as long as the player has at least 9 health or higher, they will be safe. This method can be rough on inventory, so players are recommended to bring at least one additional Super recovery potion than they usually bring for raids containing Vespula. Even though he significantly problematic for beginners, he becomes one of the easiest mini bosses when players get enough experience. Vasa Nistirio[edit | edit source] Main article: Vasa Nistirio A group of players in battle with Vasa Nistirio. Nistirio, what's going on? starting the fight, it is important that one player with low health wakes him up. While this will cause a fire to appear at the entrance, Vasa immediately launches an attack especially when starting the fight. Players should not stand near where the fire will appear as well, as they will also be included in the attack in particular. Vasa's special attacks can be deadly to those who are not ready. He teleported half of the team next to him, while the other half was randomly placed across the room. He will then launch several projectiles nearby, dealing heavy damage (the player's current semicolon at the time is minus 5), so it is recommended to keep health low and heal quickly to avoid being comboed out. In groups, players who teleport to the edge of the room must activate Protect from Magic and quickly move next to it, as it will reduce the damage to this attack to handle 50% of the stunned player's health instead. Vasa healed herself by going one of the four crystals in the corners of her room. The one he's headed to will always shine, so head over there and attack the glowing crystals. Crystal usually gives the most points in meetings. They are highly resistant to non-puncture attacks, so a puncture weapon is highly recommended to disable them. Vasa will return to the center of the room if she completes the healing of the crystals, or is disabled by the team. On each third crystal, Vasa would walk there but immediately return to the center of the room, so the glowing crystals should be ignored and the player whipped up his health quickly to save supplies. Vasa has a high level of Magic, so a bent bow is highly recommended to end the meeting quickly, as prolonged fights will exhaust the player's inventory significantly faster than with other bosses. Otherwise, use a blowpipe. As his standard attack, he throws out the boulders from himself and lands in the player's position. This can be avoided by escaping (they have AoE 3x3); Protect from missiles will reduce the damage caused by this attack. He also has a trample attack for the players below him. After death, Vasa dropped two Xeric aid (+) and rotated (+). Vanguard[edit | edit source] It is important to remember which vanguard to fight them The Vanguards are three separate entities, so individually, they have less health compared to other bosses. The Vanguards are the only raid bosses who have no mechanical barrier at the entrance to their rooms apart from the Guardians. Each Vanguard uses one form of attack and is weak for different forms of attack in return. Vanguard close to attacking one player three times at a time and Pray from Melee should be used. Vanguard is weak to magic attacks. It is therefore recommended for one person to bring ice barrage to freeze vanguard melee, this allows the player to be able to stay out of close range so that take less damage and turn off Protect from Close Range if you feel confident. The Vanguard range will throw three stones that deal damage in an area and Pray from Missiles should be used. Vanguard is weak against melee attacks. The magical Vanguard will fire three lava balls that deal with damage in an area and Pray from Magic must be used. Vanguard's weak for damage maintenance attack range is key to fighting Vanguard. They have unique healing properties where all three will be fully cured if there is a big difference (33%, or 40% in a team of less than five) between their health. It slowly damages every Vanguard, ensuring that the damage between them is the same to prevent them from healing. While they come out of their shells, their health bars are shown to help players with damage maintenance. After coming out of their shells for a while, the Vanguard retreats back into it and ruffles in a clockwise or counterclockwise formation. Trample damage is applied only when they shuffle. It is recommended for every player on the team to focus on one Vanguard, and follow it when moving to a new position Although each Vanguard has a high magic level, the bent bow is not recommended due to the mechanics of health and the fact that the melee and range of Vanguards also have high defensive bonuses. For the same reason using Scythe of Virtur is not recommended, since it is easy to handle too much damage and reset health by up to 100% Each Vanguard drops a combat herb (+) from their combat force, along with the help of Xeric (+), Revitalization (+) and at least one Overload (+) with a potential of up to 3. Guardians[edit | edit source] Players attack guardian statues. Two Guardian statues keep the hallway deeper into the room. The statues must be destroyed, as they will push players away from the hallway if they try to pass them. They can only be harmed through the nipples of the pickaxe, set best to the Style of Smash attack; all other sources of damage will not be counted. † Crystal axes are lighter than dragon axes, but this is the only better way The Guardians attack with a close-range attack of cleavage and can sometimes step on the ground, making rocks fall from the ceiling, which delivers moderate to severe damage in the 3x3 area. Due to the Stomping Guardians attacks, it is highly recommended to blink them to reduce the amount of damage taken. When blinking, run two tiles away from the Guardian as soon as it strikes, so that the trampling attack can be completely evasive if it manages to retaliate. The power of guardians depends on Party. Guardians drop seeds, but significantly less so than Skeletal mystics and Lizard shamans. Special attack toxic blowpipe, said the god Saradomin, set Guthan, Mantra blood, and Sanguinesti staff will heal accordingly despite not dealing deals damage to them. Similarly, special attacks on dragon warhammers and Bandos godsword, while not giving damage, can still reduce guardians' defenses. The Guardians regenerate their statistics faster than other NPCs, however, making this inefficient until a large scale (30+ participants) is reached. Lizardman Shamans[edit | edit source] A small room filled with at least two lizard shamans (depending on the size of the party) is indoors, with some spawning blocking the way forward. They share the same mechanics with the shamans outside. The power of shamans also depends on the size of the party. This shaman does not need 100% favor Shayzien to kill There are several layouts for the shaman's room. When approaching a room with a lizard shaman, a set or two sets of spirit tendrils will appear, to avoid players from safespotting them away from the room. The room itself does have a safespot against shamans, although players must attack the shaman first to lure them. It is recommended to use a crossbow or bent bow against the shaman, since the additional range makes avoiding shaman attacks significantly easier. More experienced players can use their blowpipe on shamans, but they have to be careful not to make them jump, or take unnecessary damage. Lizard Shamans can poison with their attacks, so you have to bring antipoison to an attack that features their shaman dropping seeds after being killed. Skeletal Mystics[edit | source edit] Players fight against several mystical skeletons. In this room, there are various numbers of Skeletal mystics left behind to make sacrifices for the dark altar. The witches attack with magic from a distance, and at close range if the player approaches them. The wizards take into account the player's overhead prayers. However, if the wizards can't get close to the player, they will focus on magic instead. In some areas of the room, it is possible to trick the witch



into trying to use melee, but it is not recommended because the istik tends to target other players and make the safespot useless. Protect from Magic reduces mystics accuracy and damage by about 50%. Salve amulets had to be taken to raids with skeletal mystics as it significantly accelerated the completion of this room. Kill all the cynical things before proceeding. The strength and number of istik depends on the size of the party. Toxic blowpipes do the most damage but a reduced range of attacks can cause multiple witches to attack players at the same time. If possible use a poisonous blowpipe, otherwise use longer range weapons such as bent bows or crossbows. In general, killing mystics faster means more inventory than avoiding fewer of them. The mystics dropped the seed after being killed. Muttadiles[edit | edit source] After starting, some dangerous tendrils will appear that deal with the damage to the player who to leave the room. There are also two Muttadil; the small ones walk around the room, and the second larger Muttadile lurks in the water. A meat tree is also nearby. Small Muttadile only attacks with Melee and Ranged, while the larger ones use all three and have special shock wave attacks that can handle major damage; however, this attack is only used against players within close range. During the fight with little Muttadile, the larger one will sometimes attack the player in the room with Magic. Both can do great damage within close range, so stay at the distance wherever possible When Muttadile reaches about 40-50% of his health, he will go to the meat tree and eat from him to restore health. A common way of speeding up a murder is to successfully freeze Muttadile on the spot and continue attacking him until it stops running for the tree. For this reason, the word zamorak or Ice Barrage is useful. With Ice Barrage it is recommended against small Muttadile and use zamorak godsword special attack against the larger Muttadile because it has a high level of Magic. This should not be done if Tekton is the next room, as being able to use special attacks there is more important. Muttadil will eat from the tree up to three times (each time consisting of two bites), after which they will not eat again. It is possible to trap Muttadil to prevent them from eating meat trees, although this usually requires little effort and is not reliable enough, especially for smaller ones. Larger one often tends to get stuck on the root depending on the layout of the room and its position. After the little Muttadile dies, a larger one will appear and attack. Usage ranges towards both Muttadil (blowpipes against smaller, Bent bows or blowpipes against larger ones) and avoid being within close proximity of them, when using Protect from Ranged. Muttadil should be killed carefully, because while they are significantly easier compared to other bosses, their erratic behavior can easily kill careless players. Small Muttadile drops Overload (+) and Prayer increases (+) after death, while larger ones also drop them with the help of Xeric (+) and Revitalization (+). Great Olm[edit | source edit] The Great Olm was the last boss in the raid. For small teams (1 to 7 players), Olm Agung has only three phases. This section assumes that teams have seven or fewer players. Before starting, make sure you have all the necessary equipment and supplies for Olm, as you cannot leave the Great Olm space unless you die. Olm will either on the west or east side of the room. It will also begin with one of three forces; acid, or crystal, which determines the specific attack it uses. To force Olm Agung into the next phase, both hands must be disabled. His left hand was weak against close range attacks, while weak hands against magic. Attacking his head in the non-final phase is highly discouraged, as it will automatically regenerate health and it does not yield points. Fire is the most dangerous mechanic, as this is the only attack with a very high kill potential due to Olm's high damage, especially if the player is unfortunate enough to get stuck in the wall of fire and Olm performs a teleport attack at the same time. It's less of a threat in a group meeting, but in a dangerous solo encounter if the player doesn't have a water spell to get out. During the first two phases, if the left hand takes too much damage, Olm will temporarily clench it. This prevents it from carrying out special attacks (lightning, crystals and teleportation), but cannot be harmed. Olm will loosen his grip after a certain amount of time passes, or if the right arm is disabled. If the left hand is disabled first, it will only prevent Olm from carrying out a special attack for the rest of the phase; it's not worth it because it will clench very often. Blind spot is against Olm. This is only useful for soloing, as it requires unnecessary coordination in larger groups. By running in certain places, Olm moves his head accordingly to see the player. In addition to preventing Olm from attacking, he also misses an attack in the process - for example, if the player uses a blind spot when Olm has already attacked twice after his lightning strike, he passes a teleportation attack. Using a blind spot when attacking Olm requires practice; Right hand is much easier than left. Players can use the 1:0 or 4:1 attack pattern on the left hand; 1:0 is an early method in which players attack once with a slow weapon such as an old maul while preventing Olm from attacking. This is much slower than the 4:1 attack pattern because players use faster weapons such as cliff tentacles. In groups of three or more, the midfielder is designated as a head runner, moving left and right to distract Olm on both sides. Runners don't need to use as much inventory as possible, and as a result, drop supplies to any player who might need them. When forced to enter the next phase, Olm will retreat back underground and shake the cave. Crystals will fall from above, providing moderate damage covering a radius of 3x3, with shadows indicating where they will fall. One crystal will always target players indoors, but can be easily avoided. Once enough time has passed, it will appear on the other side and begin to use new powers alongside its old powers. In the penultimate phase (when his head glows with a green aura), both arms must be deactivated simultaneously to force Olm into the phase Weaken one hand; when the hand is on low health, focus on the other side and disable it. In most cases, this means weakening the right hand and disabling the left hand. One hand Disabled, Olm loses control of it. A bar will appear above that gap; if filled before the other hand is disabled, Olm will regain control of his deformed hand with full health. The recovered hand also does not yield any points. In the final phase, Olm will try the final stand. The head can now be attacked, as its regeneration properties are removed. Olm will use all the mechanics of the previous phase (blocking teleport attacks), instead of gaining the ability to get sap health. When doing this, Olm sends two blue projectiles on two random tiles in the room; when on top of them, he protects the player from his sapping attacks. Players must move on during this phase, but not in an erratic way, as the crystals continue to fall from above until Olm is killed. Players must keep their health high to avoid being killed off the increased source of damage. Once killed, the crystals surrounding the chest break and players can claim their rewards from there before returning to the surface. Puzzle[edit | source edit] Crab puzzle[edit | source edit] Typical layout of the crab puzzle room. In this room there are some Gem Crabs that cannot be killed by conventional battles. The main purpose of this crab is to reflect the carved balls the statue nearby emits. Being hit by the ball will do 10-30 damage to the player who gets in his way. Crabs do considerable damage, so use Protect from Melee while luring them into place. The goal is to change the colored crystals in the white space. Crystals on crabs can be attacked to change color; red for melee, blue for magic, and green for range. White balls emitted from carvings must be reflected from the crabs in the room to hit the crystals. Note that the colored ball can not change color anymore - if the green ball hits the red crab, it will disappear. Crabs can be tied while in place with a standard hammer. One of them will lay eggs at the beginning of the room. Dragon warhammers or old mauls can also be used to tie crabs, but must be used first. Note that the crab crystals will turn temporarily red when exposed to them. All layouts require the use of three crabs. The more players in the raid, the more crabs will be present in the room. Excess crabs have to be distracted with other players because they often wander into the path of the ball and potentially disturb it. Crystal Orb Colour Style Black White None Yellow Blue Mage Cyan (Blue) Red Melee Magenta (Purple) Green Range A group of players face the ice devil. The ice devil blocked the way further into the cave. It can not be attacked immediately, because protect him. It must be warmed up to force it out of place. There are four braziers around the devil, and up to four indestructible ice (one for each player) that will try to put out the fire set by the team. Icefiends do not move from spot, so they can only focus on the brazier in front of him. There are unlimited tinderboxes and bronze axes laying eggs indoors, to save players time from killing scavengers for it. Some of the weeds are nearby which can be cut for kindling. In attack teams simply cut enough kindling to fill your inventory and turn on one brazier and repeat (fill the same brazier until the ice devils are completely thawed. Once thawed, the ice dies and the devil moves out of place, becoming attackable. It uses AoE attacks; Little Snowballs and Ice Bursts. If Protect from Magic is used, it will only focus on Ice Burst, while if Protect from Missiles is used, it will only throw snowballs instead. Both attacks have AoE 3x3, but Ice Burst attacks can sometimes freeze. It is highly recommended to keep the Protection from Missiles active, to prevent the devil from using Ice Burst, in addition to reducing the devil's snowball attack by about 50%. The ice devil has a very high defense and has a reduced damage to all but the fire spells. If possible, use high-level fire spells, such as Fire Surge (especially useful when used in association with tome of fire). Otherwise, use a special attack reduction defense if the Tectonic is not a toom and the next range uses a bent bow (preferably) or a toxic blowpipe. Thieving[edit | edit source] Players look for cave grub inside the crate. A damaged scavenger blocked the road and had to be fed cave grub until it became full and tired. Grub caves can be found by opening many crates located indoors. The starvation rate of the scavenger can be tracked with a bar above his head. Dada has the opportunity to contain the necessary cave grub, although it may even contain an unparalleled cocoon. This opportunity and the maximum number of grubs received depends on the level of player Thief. [1] Thieves are required to open chests, although experience is only gained when grub is collected. The possibility of chest opening depends on whether the player has a lockpick or a hairpin. The previous one was dropped by another scavenger animal found during the raid. One of these crates always contains one-time five-bat loot. Some crates may contain toxins released when opened, giving 1-3 damage to anyone next to the chest. It does not cause toxins in the player (nor will poisoning the immunity prevent it). Remember which chest contains poison, because the poison chest will automatically lock itself like a grub. If running energy is a concern, find a group of three to four crates placed in a way only need to be taken by 1 square player to reach the next chest to save running energy. All layouts have at least one of these clusters. If that's not possible (because one of the crates is poisoned), simply walk around the room and open the chest as you go. Go. The player has at least 10 grubs collected, starts feeding the scavengers, then continues to collect more. The scavenger health bar will begin to regenerate if it has not been fed for at least a minute after stopping eating. In a solo attack, 30 grubs will be needed to make scavengers sleepy as long as this is not the case. Although these rooms are fairly easy without the risk of dying, they are often bypassed as they take a lot of time compared to other puzzles. Players can search for creature keepers to get their journals. Tightrope[edit | edit source] Tight rope must be crossed to get keystone. A group of dead rangers and witches stand on a platform with tight ropes running in between. They must be attacked with a range (poisonous blowpipe) or magic to damage it. Both groups often hit through prayer, but prayer protection reduces damage. A keystone must be taken from the other side to remove the barrier that leads deeper into the basement. Strictly requires Agility to cross, a level requirement determined by the party average. Although they are tolerant of players, if any player tries to cross a tight rope, they will immediately attack the crosser, unless they are against another player. For this reason, all enemies must be killed or disturbed to allow the crosser to pass safely. After crossing a tight rope, all the damage is inflicted in one tick, so it is possible for players to get killed immediately if they try to cross the rope with the enemy attacking them. Witches must be killed first, because while they are just as accurate as rangers, their max blows are significantly lower. When facing Rangers in the group, one player must switch from the chosen target before hiding behind obstacles. It prevents rangers from attacking that much. Tank had to take a hit every three to four blowpipe punches to ensure that the rangers didn't turn aggro into an attacker. Protect from Magic / Missiles do not provide full protection - it only reduces the damage of dead opponents by 50%. When keystone is used on the barrier, any living enemy will be automatically killed. Resources[edit | edit source] The Chambers of Xeric has a variety of resources that can be used in raids to make things easier. For healing while there are many options in most raids only Xeric Help is used, with the exception of bats sometimes obtained from space thieves. It is recommended to have at least one person with 90+ Herblore in the raid, so that each person can have one Overload (+), one Prayer Increase (+) and the rest of their inventory with the help of Xeric (+) and Revitalization (+). This allows greatly improved statistics, the regeneration of prayer points, as well as healing, and prayer and recovery stat. Only one overload and increase in Prayer is required in Olm's fight because length of effect. While prayer recovery is a more important part of revitalizing potions, they can be used to restore your magic stats quickly if you need to save someone from an Olm fire attack, since Overloads only rearrange the drained stats every 15 seconds. Raids can be completed with lower Herblore levels, due to the amount of Overload (+) dropped by bosses such as Tectonics and Mutadile which means you may not have to make your own Potions can be used in other rooms if they were dropped by the previous boss. Increased Prayer (+) can lead to the draining of the Protect prayer from Close Range in the crab room, and make Vespula much easier. Overload (+) can be used in many combat rooms for great effect. The storage unit is built from malligun root boards, obtained as drops from scavengers. Hammers are needed in building storage units, with dragon warhammers being a suitable replacement. It is important to allow you to make the herb more easily, but care should be taken not to overcharge it. Reference[edit | edit source] source]

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