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Table of Contents 1.0 - Introduction After thousands of years of running after grave robbers to retrieve stolen gold, an ancient Guardian Mummy recently opened a pyramid in Sophanem for brave adventurers to plunder. Ridden with traps, this pyramid is very dangerous, but can also be great rewards. A select few may even find an ancient scepter that allows to teleport to the three great pyramids of the Kharidian desert! 2.0 - Demands and recommendations Not everyone is allowed to enter the pyramid, and it would be foolish to go somewhere unprepared. Requirements: 21 Stealing Must have started Icthlarin's Little Helper Recommendations: Although the actual requirements are few, you should not remain unprepared. The following inventory is recommended: Completing the Quest Contact! gives you access to a bank a stone's throw from the pyramid. A decent amount of anti-venom drinks, and a few portions of decent food. Two 4-dose super anti-venom drinks do well and they last you at least 8 runs. Best food is monkfish, because it is not that expensive and heals a lot. Take 2 super anti-posion drinks 4 dose and 24 monkfish, this is the most effective inventory. You may want a few hundred coins for each magic carpet rides. If you've completed garden of tranquility (or at least started), you'll also bring a Ring of Charos (a) to reduce the cost of magical carpet rides. One more thing you do to reduce travel costs even further is to complete the Rogue Trader mini-quest. You may need more or less food than pictured; The more you take, the longer you will last, but the less you wear. The anti-poison drinks are not necessary if you have completed the Great Brain Robbery quest and use a Holy Symbol and prayer book to resist poison. You have to experiment to see what works best for you. Consider taking a knife and waterkin if you want to sell your loot to Simon Templeton right after finishing a round of looting. Don't take a harness, because it'll just slow you down. Also, lockpicks will only reduce the experience you get out of the doors, so don't take any. 3.0 - Get started Once you've finished your gear, take a rug to Sophanem and enter all the doors of the pyramid until you enter a room with a Guardian Mummy. Speak to the guardian mummy to learn how the game works; Then right-click him to join the game. The first thing you need to watch out for when you enter the game is the speartrap found in the hallway leading from the doorway you came through to the rest of the grave. Click on the wall to try to dismantle the trap. You may not be successful and take some damage, but fortunately there is no poison on the spears. 4.0 - How to You have five minutes to loot the pyramid. In the pyramid there are a total of 8 chambers, in increments of 10 required theft levels. The first room requires level 21; the latter takes level 91 stealing Enter. Each room has several urns, a coffin and a sarcophagus for you to plunder. Search the urns, never check the snakes, because that's a waste of experience. The breast can contain toxic scarabs, and the sarcophagus can contain a powerful mummy. Therefore, don't bother opening the sarcophagus at all, and only open the gold chest just before you're about to leave a room. Just search the urns. Never check them for snakes as this is a waste of time and reduces the amount of experience you get. Although they hit multiple hits in a short time, the scarabs are not too accurate. The use of a prayer against melee attacks is recommended. However, be aware that they are toxic and are well able to hit you if your defenses are low or if you are not wearing a harness. Make sure you only leave the casket immediately before leaving that room. 5.0 - Strategy Once you have an easy-to-follow strategy for Pyramid Plunder, you'll notice that the experience is just starting to roll in. First, it really is best to do only two rooms. In these two rooms it is suggested that you search all the urns. Just skip checking for snakes and charming them. If you fail try again. If you keep failing, you move on, because this can be aggravating. Only do the best two rooms already, for example if you steal 75, do the level 61 room and the level 71 room. Just choose the locks on the doors of the previous rooms until you wish to go to the room. It's always best to bring a full inventory of sharks for the fastest experience, but that can be expensive, so if you're trying to save money, it's fine to stay with lobsters. If you have power training, just drop all the artifacts because this saves a lot of time. However, always keep a Pharaoh Spectre if you get one. They can sell for a lot of money to other players. You could even use it to return to the pyramid faster after reloading your inventory. 6.0 - Rewards The rewards from the minigame are a variety of items you sell to Simon Templeton, who is in the Agility Pyramid. The better the item, the more money you get for it. The main item you steal is a King's Sceptre, which, when loaded, can teleport to the three great pyramids in the desert. Of course, you also get thieving experience for successfully plundering the urns, breast and sarcophagus. It's a nice change from pick-pocketing NPCs, although it's more dangerous and the overall rewards aren't that great. To get the best money out of the items you loot, after each run, dump the lowest money giver you've found and keep the highest, and keep doing runs until you either run out of food, anti-venom or your inventory is full of the best items you get. Then sell those items to Simon Templeton. The best chance to get the Pharaohs Scepter is to steal from the chests and sarcophagi in each of the rooms. There is a better chance of getting it into level rooms, although you can get it in the lower level rooms too. What's so special about this king's scepter you may ask? Well, besides looking beautiful, it will allow you to teleport to one of the 3 great pyramids in the desert: Jaleustrophos, which is the Agility Pyramid; Jaldraocht, the pyramid of Azzanadra; and Jalsavrah: The Pyramid of the Pyramid. The scepter has only 3 costs; After you've consumed them all, you need to get some more artifacts and give them to the guardian mummy to recharge it. To recharge the Sceptre, you'll need 24 pottery/ivory artifacts, 12 stone artifacts or 6 gold artifacts. The scepter is also useful for selling your artifacts. FAQ Q: Why can't I be in Sophanem? A: If you started Icthlarin's Little Helper, you can enter by going through the cave near the quest's starting location. When you're done with the quest, try opening the gate. If that doesn't work, talk to the guards, and if that doesn't work, try to get in through the aforementioned cave. Q: Do I need to complete the 'Contact!' quest? A: Yes, finish Contact! is really useful afterwards for training in the Pyramid Plunder. There's a bank under the northeast building, just climb down the ladder. This quest also gives you the chance to use the altar, which is located at the beginning and end point of Contact!. Q: Is it worth buying the Scepter before you start looting? A: It's recommended because you can easily teleport to the Guardian Mummy, if you're not near the pyramid and also effective if you don't want to waste your time looking for the right door. Home RuneScape Help and Advice Best inventory for pyramid looting? Home RuneScape Help and Advice Best inventory for pyramid looting? This is a dangerous activity. In death, all unprotected objects are moved to a grave. Hardcore Ironmen lose their status and all items stored in an Item Retrieval Service are removed. Pyramid Plunder is a thieving minigame in the Jalsavrah Pyramid in Sophanem, far into the southern Kharidian Desert. Inside Sophanem, the Jalsavrah Pyramid can be found with four anonymous looking doors; access to the minigame can be found behind one of the doors, guarded by the Guardian mummy. During the minigame, the player has five minutes to plunder the contents of Jalsavrah. The pyramid consists of eight chambers, each of which has ever higher stem levels to enter and loot. Artifacts looted from the chambers range from ivory combs to golden figurines, with the most valuable artifacts found deepest in the pyramid. This minigame is the only place where players can obtain the pharaoh's scepter, which is a useful item for offering uniekie teleports. De Pyramid Plunder wereld is 493. Vereisten[edit | edit source] Recommended[edit | edit source] Equipment[edit | edit source] Recommended equipment[edit | edit source] Optional: Advanced Advanced | edit source] Guide[edit | edit source] Travel to Sophanem, via magic carpet or Pharaoh's scepter, and enter the city. Talk to Tarik outside the pyramid, and then try to enter the pyramid on one of the four sides. You may enter a dud room; If this happens, just leave the pyramid. You will then be placed at the northern entrance; check any remaining sides. You know when you have reached the right room when you have to explore a side and get 20 Stealing experience. Occasionally, the Guardian mummy inside will push the player out, dealing with 3 damages to you. If this happens, just keep investigating that side until you get in. To start the game, you need to speak to the Guardian mummy to learn about the rules. When you're ready, he'll take you to the first room. When the mini-game starts, a timer appears on the right side of the screen. You have five minutes to plunder as many treasures from the pyramid as you can. If you get the scepter of a pharaoh during your plundering journey, the Guardian mummy will instantly end your attempt and let you leave the pyramid. In the rooms[edit | edit source] Inside you will find a room with a spear trap, urns, a gold chest, a sarcophagus and doors to the outside and to the next level. There are a total of eight rooms. The first room requires 21+ stealing-the requirement rises 10 levels per room. The last room has a 91+ theft level requirement. Spear wall: In every room, there are spears embedded in the walls. They should be turned off by clicking on them, where your character will try to disable them. At times, they can fail and 1-4 damages are treated. Urns: Players can take advantage of the urns and gain stealing experience from them. There are two ways to deal with the urns; Brute force your way through the urn for maximum experience, or search to pop open a snake for a third of just searching. Occasionally with either option, you fail and be bit for 1-4 damage and can get poisoned for 2 damages. Urns give pottery, ivory, stone or gold artifacts, depending on the room you're sitting on. The gold chests can spawn scarabs when they are looted. Golden chest: In the middle of each room is a large gold coffin, which can be looted for stone or gold artifacts. The player can rarely find a pharaoh's scepter in one. Occasionally the player can set off a trap and a level 98 Scarab swarm will appear in addition to taking 1-4 damage. The swarm has only 25 Hitpoints and has only one max hit of 1 injury. However, they have an attack rating of 9 (0.6 seconds per attack), and can poison the player. Sarcophagus: In each room is a sarcophagus. They have the same rewards as a gold chest, apart from having lower value artifacts are found in them. Unlike the other lootable items in the rooms, opening a sarcophagus gives Strength experience. Occasionally, a level 84 mummy will pop out attack on the player. Looting will be interrupted by fighting and toggling prayers. The player can also rarely find a pharaoh's scepter in one. Doors: In each room are two exit doors to leave the pyramid and four trick doors. Three of these doors are fake, which lead nowhere, while the fourth will lead to the next room. Players may fail in opening the doors, although no consequences will occur if they fail. Having a lockpick increases your chances of opening the doors. Note that the right door in each room is the same for all players in that room, so it's a good idea to keep an eye on other players locating the door leading to the next room. This saves precious seconds. Players should try and pass all the doors to make it to the highest room they can use and then all that in that room, for better rewards and experience. The experience increases from each thievable object further down the pyramid. Experience[edit | edit source] This minigame offers the fastest stealing experience rates in RuneScape at level 91 and defeated prior to this level only by disabling Menaphite Thugs (blackjacking) and giving pickpocketing. Experience rates and strategy[edit | edit source] At 71 or higher Thieving, up to 120,000 experience can be gained in an hour, and even more at higher levels; at 91 or later Theft more than 270,000 experience per hour is possible. A map of the pyramid chambers. The overall strategy for the game is to plunder as many chests and urns as possible (sarcophagi do not give a thieving experience, but give strength experience instead). Ideally, you want to completely plunder the room at the highest level that is available for your level, and if your level is 61 or higher, you will loot so many urns in the previous room as long as time permits. It is important to note that each room gives about 50% more experience for each action than the previous one (except room 8), so before level 61, you just rush to your highest available room and loot everything there and leave the game because the amount of time to reach the low level rooms is a lot shorter than for the higher level rooms. From level 61, you spend about 45 to 90 seconds to get to your second highest available room and use the rest of the remaining time to plunder as much as possible in your two highly accessible rooms. It is advisable to check your time and go to the last room if you feel that you may not have enough time to completely raid the last room. Because looting in a room at a higher level give more experience, you always want to get everything there. You may want to choose to plunder the coffin in each room to have the chance of of a pharaoh's scepter. For a higher hourly experience, the earliest chest to plunder is in the third last room available for your level, while they give a lot less experience than urns they are plundered a lot faster. Also, you You want to plunder the chest at the end of looting a room before you move on to the next, so you are not interrupted by or waste time killing the Scarab swarm. Example: This example expects the right, but not perfect attention from the player, your results may vary. At 71-80 Steal, you up to room 6 in the pyramid. That's why you run straight to Room 5, only raid the coffin in room 4, and then loot so many urns and the coffin in room 5 before deeming it necessary to leave for Room 6 to plunder everything in time. On average, a player should be able to plunder nine urns in room 5 (~7 at level 71 and ~11 at level 80). A player on level 71-80 will thus gain the following experience in a five-minute game on an average: 640 (chests from room 4 to 6) 2,700 (9 urns in room 5) 5,850 (1. 13 urns in room 6) 1,350 (average 2.5 doors open to the next room) This equates to 10,540 every five minutes, which equates to more than 125,000 experience per hour. The same strategy at level 81+ Thieving delivers approximately 190,000 experience per hour and 255,000 experience per hour at level 91+. You will want to bring high level food (monkfish or higher) and lightweight equipment. Useful, but not absolutely necessary can be some kind of poison immunity and a lockpick to open the doors, as well as a weapon or prayer drink to help block a scarab swarms or mummies that appear when you open the golden chest and/or sarcophagus in the rooms. With the scepter of a pharaoh, quick bank travel is possible when a player combines a bank teleport with the scepter[etel] to the pyramid. This gives the possibility of using lower quality food as the sofa can go back and forth very quickly. You also fill out the Contact! quest will be a bank in Sophanem itself. The table below shows the various theft options and their reward. Keep in mind that the experience of checking and searching adds up when both steps are performed. When the control step is ignored, players are more likely to suffer damage, but can use the control and charm time to find more urns that provide more total theft experience. Room Lvl Req Check Urn Search Urn1 Gold Chest2 Sarcophagus3 Door4 Trap 1 21+ 20 40 40 40 40 10 2 31+ 30 60 90 60 30 6 0 10 3 41+ 50 100 150 100 50 100 10 4 51+ 70 140 215 140 70 140 10 10 1 0 5 61+ 100 200 300 200 100 10 6 71+ 150 300 450 300 300 300 100 7 8 1+ 225 450 675 450 225 450 10 8 91+ 275 550 825 550 275 N/A 10 1 - Urn is searched without inspection. 2 - No experience is gained with a coffin when a Scarab swarm is found. 3 - The sarcophagi do not give a thieving experience, but give the said Strength experience instead 4 - The experience of opening doors is halved when using a lockpick. Checking urns takes quite a long time, so for faster experience, it is often better to just search all the urns. The saved time can be used to search all urns in a lower room. Simple strategy[editing | | Source] A relatively simple strategy to follow is to rush to the penultimate room and plunder every coffin along the way. Try to plunder a few urns before looting the coffin in the second-to-last room (4-6, depending on the remaining time), and go to the last room and plunder all the urns and the chest. If less than the rest remains, then it would be best to start heading to the last room. With the aforementioned advanced setup, one round would consist of the following: Teleport jalsavrah to Pyramid Plunder via Pharaoh's scepter. Hurry to the second highest room and plunder as many urns as possible and finally chest up halfway. (Note: To maximize the chance of receiving a scepter, loot every large gold chest along the way.) Plunder every urn in the highest room and save the coffin for the end. After looting, use the Crafting cape or Ring of dueling to teleport to a bank. Use the Desert amulet 4 to teleport to Nardah, and pray on the Elidinis Figurine to restore all negative stat effects, etc. Return to Pyramid Plunder and repeat. Rewards[edit | edit source] When players plunder the urns, sarcophagi and chests, they find various trinkets they can exchange for coins with Simon Templeton in the Agility Pyramid not far from Sophanem. There is a crack in the wall behind the Sophanem bench that players can use as a shortcut to get to Simon Templeton faster. Below are the amounts Simon will give for Pyramid Plunder artifacts: Type Ivory Pottery Stone Gold Comb = 50 N/A N/A N/A Seal N/A N/A = 150 = 750 Scarab N/A = 75 = 175 = 175 = 17 5 = 1,000 Figurine N/A = 100 = 200 = 1,250 Players can also find the scepter of a pharaoh in a large gold chest or sarcophagus, at a rate of 1 in 1000. If they do, they will be immediately kicked by the guardian mummy, as he will be angry that the player has found his master scepter. Warning: If the player has a full inventory, the scepter is dropped on the ground below the player. Players need to be sure to pick it up quickly, as it disappears faster than other items that fall to the ground! Changes[edit | edit source] Date Changes July 16, 2015(update) The Pyramid Plunder timer overlay is now increasing more reliably when switching between graphics modes. June 18, 2015 (update) Moved the pyramid looting timer in resizable mode. August 14, 2014(update | poll) Pyramid Plunder exits now have a right-click quick-leave option. March 6, 2014(update | poll) The Pyramid Plunder overlay now displays your remaining time more accurately. Trivia[edit | edit source] The hourglass that used to be displayed. For an update on April 12, 2018, an hourglass was displayed next to the current timer in the interface. This was removed because there was already a bar with the remaining time of players in the pyramid. A room can be seen from the third room of Pyramid Plunder on the top edge of the map which appears to be a one in Keldagrim. According to Jagex, the area is in fact a duplicate part of the map that was used for a cutscene (especially the Consortium meeting at the end of The Dwarf Dwarf) before developers were able to generate copies for them. [1] References[edit | edit source] † Jagex. Mod Ash's Twitter account. August 16, 2019. (Archived from the original on August 16, 2019.) Mod Ash: Kind of. Before developers could generate on-demand copies of areas, cutscenes had to take place in static copies of the map, and you'll see them.

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