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This article is currently in the midst of a major expansion or overhaul. The information it contains should not be considered entirely accurate and/or complete. You can help by contributing to it. For your account to be an official ironman, you must speak to Adam or Paul before leaving the island. Ironman Mode and Ultimate Ironman Mode are types of accounts that were published in Old School RuneScape on October 13, 2014, as official support for the Ironman style of play, where players are completely self-sufficient. Both modes can only be activated by talking to Adam or Paul on Tutorial Island before being teleported to the mainland. You are also able to decide whether you want to be able to type your bank pin to return your ironman account to a regular account, or if you want it to be permanent. Hardcore Ironman account, simply with the extra challenge of a single life. Your only life will only be claimed by a dangerous death. Safe deaths, such as those in many mini-games, will not cause you to lose your Hardcore status. Start The most effective way to spend time on very slow training methods; for example, instead of killing chickens with a bronze dagger, you are able to complete the stunt quest and then quarrel to be able to start training with an inflexible scimitar before you even hit a monster. Many quest bosses can be easily safespotted and defeated with magic. Another way to start an account is to make Wintertodt at 10 Health Points at a high level of firemaking, or even at 99 Firemaking. At 10 health points, you suffer little damage caused by cold and Wintertodt attacks, which can be easily stolen from cake stalls in Ardougne. Starting at 99 Firemaking you will get a good amount of starting money and a lot of resources for various skills, but training a single skill for a significant amount of time can be very annoying for most players. The means of travel are very limited and troublesome at lower levels, since you can't buy teleportation tablets or jewelry from the Great Stock Exchange, and you're not able to run long distances without endurance potions. To start, train Agility to a reasonable level, train Magic to unlock teleportation spells and teleportation spells and teleportation of the coat is free, unlimited and close enough to a fairy ring. Thieving Training is a great way to make starting money in your account. In addition, at high levels of flight, you are able to pickpocket effectively Master Farmers, who are a good source of early early and attribution seeds. Barbarian fishing is an ideal skill from the start, as it offers a passive experience of strength and agility in addition to fishing. Starting at 99 Fishing, the player can expect to get about 74 strength and agility, which will save heaps of time training these skills. However, this takes a long time and can become too annoying for many players, and it costs a few hundred thousand gold to buy all the feathers needed for bait (this can be compensated by cutting the fish with a knife, which often provides fish cuts that work as bait and nets a small amount of cooking experience). General Tips Get Objects/Machines Mithril Axe - safespotting blue dragons in the Taverley Dungeon, killing tree spirits or bought from the wood-cutting guild. Rune scimitar - safespotting giants of fire in the waterfall dungeon, killing gangsters, barbarian spirits, or Zamorak warriors near the Urania altar. A rune sword could be used instead before the Dragon scimitar becomes available, it has only slightly lower statistics. If shortbow, mithriles grapples (for Ikov temple, production logs, respectively): Fletching should be done anyway because of its great money potential for ironmen, but the barbaric spirits (one of these (as well as rune scimitars). Without 59 Smithing and Fletching, this is the only way for the Ironmen to get Mithril grapples. Keep in mind that they are very high level monsters, have a high defense, hit hard, are aggressive, and are also located in a particularly dangerous dungeon. The flicker of prayer is very convenient, but extraordinarily tedious here. Completion of medium and hard index rollers is also an easy non-fight alternative to getting yew crossbows or even a magic short bow. Magic Logs for Quests (16 in total): There are very few ways in the whole of Runescape to get magical logs and all have high requirements. In addition to 75 woodcuts, they can also be obtained from nature implings (58 Hunter, apparently a 1/8 chance, and these implings are quite rare), like rare drops of some zombies in the Tarn's lair (rare and they are also much harder than normal zombies), 100 of them as a common (1/16) reward of high-level barbaric assault game, or yommi trees towards the end of Legends' Quest. can also get them from Wintertodt, or as a rare drop of skeletal Wyverns (35, noted, 72 Killer required). Adamant scimitar - Complete the feud quest. Power amulet - The diamond amulet can be plundered in the . Mr. H.A. Store. They are also a rare reward of average index scrolls. Superantipoison - A 1-dose spawning is found near the Observatory. Boots of lightness - Can be found in the cellar of the Temple of Ikov. You're no need to start the quest to get them. A light source is required to navigate to the basement, and a slash weapon or knife is needed to cut the network blocking spawning. Cheese, potatoes and plain pizza can be purchased at the Warriors Guild food store. The plain pizza can then be turned into pineapple pizza. Pineapples can be easily purchased from a chartered merchant. A looting bag allows you to store 28 items. You can only store items in the looting bag will not degrade when you die (need confirmation). Since the ultimate irons cannot use banks, you can only take your items out of the bag by dying and picking up items; it will destroy the bag. It is therefore not advisable to obtain high-effort items out of the bag by dying and picking up items; it will destroy the bag. It is therefore not advisable to obtain high-effort items out of the bag by dying and picking up items; it will destroy the bag. It is therefore not advisable to obtain high-effort items that disappear at death, such as bags of precious stones or bags of preci rats north of Varrock or the skeletons north of Edgeville. A looting bag is counted as a prohibited weapon or object and therefore cannot be transported to Entrana (unless it does not contain prohibited objects) or to The Tomb of Glarial (even if it is empty). Destroying a looting bag will destroy the objects inside and it should therefore be taken into account during the activity that do not allow to take a bag of looting inside, as go to the aforementioned areas. Miscellaneous Management After the completion of the Diverse Throne, managing Divers is a great way to get various resources for vocational training with little time spent. However, you will need a relatively large amount of capital before investing in your kingdom, so it is recommended that you have a safe amount of coins and/or a consistent method of making money. For the most efficient yield of your kingdom, always put a maximum of workers on the herb breeding. The rest (after the completion of Royal Trouble) can be put on maple wood cutting for bird nests that contain seeds, or teak/mahogany woodcut for supplies for construction training. Make sure the maximum amount is withdrawn each day by having at least 500,000 coins or 750,000 coins after Royal Trouble in the coffers per day for a maximum amount of rewards to collect. Agility skilling trained as usual. The Agility Pyramid is a decent option if you need gold during the early stages of Ironman, as you can net up to 200,000 gold per hour depending on your level of agility. At higher levels, if getting grace marks for amylase crystals is a priority, practice on rellekka agility race instead of Seers Village Agility Race from level 80 to 90. Fight To begin with, do quests that give you a lot of experience in melee completion skills, such as Waterfall Quest, Fight Arena, Vampire Slayer, Witch's House, Tree Gnome Village and The Grand Tree. All bosses in these quests be safespotted and easily defeated with magic. If you need food during quests, cakes can be stolen from cake stalls in Ardougne. Hardcore Ironmen are advised to train their Hitpoints higher before attempting to make one of the quests mentioned above. Kill low-level monsters with typing spells until you have a comfortable hitpoints level, after the Witch House completes and continue with other quests. Complete Monkey Madness I as soon as you are able to, and buy a dragon scimitar for further training. Barbarian Fishing offers small amounts of strength experience in addition to the fishing experience and agility. Doing this from the beginning is very beneficial, as it allows you to jump a significant amount of early melee (and agility) training if done for longer periods of time. Work to get the starting equipment for early melee training. Complete Death Plateau for climbing boots, Dragon Killer for a rune tackler, Fremennik trials for a berserker bar and recipe subquests for the disaster for Culinaromancer gloves (up to mithril or inflexible). If you want to get a force amulet or a power amulet without the craft requirements to make them, you can loot H.A.M. Store rooms for a ruby and/or diamond amulet. A scimitar rune can be obtained as a rare drop of fire giants, which can be purchased from the Guild of Champions) has only slightly lower statistics than a scimitar rune, and it is usually not worth the time to camp the fire giants only for the scimitar rune. Alternatively, you can safespot Zamorak warriors in the Ourania Cave, but this area is dangerous for low level players. At some point, get a hunting torso from the Barbarian Assault mini-game. Although there are no requirements to participate in the mini-game, having a higher level of combat generally makes it easier to perform enough and find teammates who are willing to accept you to their team. Train melee stats by killing moss giants or sand crabs once you have reached reasonable equipment. Moss giants are very rarely crowded and frequently deposit runes, herbs and herb seeds. Killing sand crabs on the other hand requires minimal attention as they are aggressive for 10-15 minutes when they are passed, and they have barely hit at all if the player wears decent defender. Once you have the defender, train all the melee skills through Slayer. Training in building the skill itself is no different than you would normally, but you will need to collect a massive amount of newspapers to make boards. To do this, you will either have to cut the logs yourself or collect them from Managing Miscellania. The first levels can be bypassed if you make Wintertodt at a high fire-making level. Make sure you've bought a home Make Wintertodt, otherwise you will get no experience building the repair of braseros. If you don't do Wintertodt, otherwise you will get no experience building the repair of braseros. If you don't do Wintertodt, otherwise you will get no experience building the repair of braseros. If you don't do Wintertodt, otherwise you will get no experience building the repair of braseros. operator. Ultimate Ironmen cannot use butlers to make boards, as they will not provide their service if there is no banking space for the items they hold. Method Requirements Necessary Procedure All Boards (PVP world and House Teleport to Camelot at the bank (a bank vault will be next to spawning - this is a safe area). Take your choice logs, then teleport to Camelot to repeat the process. The butler will automatically bank your boards. This is one of the fastest ways to get boards. The only downside is the extra cost of paying the butler for their services. Oak board (Woodcutting Guild) 60 75% Hosidius favor Axe Coins Cut Oaks in the east side of the Wood Cutting Guild. After a complete inventory of oak logs, convert them into planks in the sawmill and deposit them in the nearby bank deposit box. Oak board (balloon method) 30 (41 recommended) 40 Completion of the illuminated rings of trip axe pieces of duel looting bag From Castle Wars, take the ball to Varrock Lumber Yard via the ball. Cut the trees you want to turn into planks until your inventory is full. Pay the sawmill operator to cut your logs into boards. Head north into the desert to fill the loot bag with your planks. Exit the Wilderness to repeat the process until your loot bag and inventory are full, then return to Castle Wars with your duel ring. If you have 60 and 60, you can cut one of the yews south of the wooden yard and bring the ball back to Castle Wars, which keeps your rings potentially little duel. Oak plank (Rimmington) 15 (41) degrees recommended) 50-piece axis Move your home to Rimmington, and cut the oaks northeast of the house gate. After a complete inventory of oak logs, go to your home to Rimmington, and cut the oaks northeast of the house gate. After a complete inventory of oak logs, go to your home to Rimmington, and cut the oaks northeast of the house gate. After a complete inventory of oak logs, go to your home to Rimmington, and cut the oaks northeast of the house gate. atoll) 35 (61 recommended) 67 90 60% Arceuus promotes the completion of Monkey Madness I Axe Coins Runes Ape Atoll dungeon, rise to the surface and there are teak trees nearby to the east. After cutting a complete inventory of newspapers, break a home teleportation tablet, call a demonic butler and send it to the sawmill. Teleport to Ape Ape and the butler will automatically send the boards to your bank. If you haven't finished Monkey Madness II, you'll need to wear a greegree when cutting logs and unquip before teleporting to your home. At 59 Construction, you can start building limestone attack stones in the games room of your POH. For this method, you will need 20 empty inventory spaces, morytania legs 3 or 4 and the Flamtaer bag of the Shades of Mort'ton mini-game. Buy limestone bricks from Razmire in Mort'ton and fill the Flamtaer bag as you go. After you run out of space for limestone bricks, teleport to your house and build limestone attack stones, empty the Flamtaer bag as you go. Teleport to Burgh de Rott with Morytania's legs, run north to Mort'ton and rehearse. This method will give you 60,000-65,000 experience per hour depending on your efficiency and costs about 2.6 pieces per experience. Cooking Completing Gertrude's cat, Cook's assistant and the dwarf generals and subquests of the Recipe for Disaster will grant a total of 3825 experience, raising a level 1 cooking to level 18. For the first levels, fish and bank trout and salmon in the village of Shilo, and cook the fish in the rogues lounge or in the Hosidius kitchen. You will get some passive cooking experience of cutting the bouncing fish if you do 3 tic-tac barbarian fishing with a knife (eat eggs/caviar), however you will not get any if you abandon the fish. If you do not do barbaric fishing for the fishing experience and fishing for food instead (like karambwans or minnows), cooking the fish will easily grant the player more than enough cooking experience. From level 65, you can make servery pineapple pizzas in the mess hall if you have at least 45% favor in the Hosidius House. This method does not require supplies and can give about 150,000 experience per hour depending on your efficiency, but it is very click-intensive. Hop worlds after serving each charge to maximize experience gain. Zulrah and Vorkath lay grapes, which can be turned into wine jugs. Water jugs can be obtained by purchasing empty packets of jug from the Culinaromancer chest and using Humidify to fill them with water. Players stop creating jugs of bad wine when they reach 68 Cooking. Crafting Starting off Do quests that give craft experience to completion for the first levels. Elemental Workshop I and II you net a total of 12,500 Craft (and Smithing) experience, with skill requirements weak and to be fairly easy to do. For 61 Craft, buy buckets of sand and ash soda (and seaweed if you don't mind having to cook it in soda ash because it has more stock) to a Crew Member Trader in Port Khazard. However, this location can be very busy, so if you have trouble getting decent stocks from these traders, use the Catherby ones instead as they are also pretty close to one of a Smelt in melted glass in any oven, then in unfed orbs (at 46) Crafting) with a glass blast pipe for the experience. Once you have level 49 Craft, completing the hand in the sand quest is very beneficial since you can buy blast furnace goldsmiths, smelt them into bullion, and then make them into unfiltered gold amulets or gold bracelets that can be alched for the Magic experience. Another option is to buy silver toes instead, smelled them in the bars, then make them into tiaras or bolts. Both are almost worthless, but they give a decent crafting experience, and the bolts could be used for the Fletching experience, but with leftovers, almost useless items. Buy buckets of sand and soda ash from any crew member trader in Port Phasmatys. Then smelled them of melted glass in the oven near the harbour, then use a glass blast pipe to turn them into other glass items. You can then resell your products to merchants, as it is a general store. Hop Worlds to quickly get a full inventory. After the completion of lunar diplomacy, use the charter ship method below. Agricultural Algae Players can grow giant algae by planting algae spores in algae spores in algae spores in algae spores in the Fossil Island underwater area. When harvesting these algae spots grant a large amount of giant algae. The advantage of giant algae is that 1 giant algae is the equivalent of 6 normal algae. Fins are advised to swim underwater. Flippers are abandoned by Mogres at a 1/64 chance. Large quintaties of algae spores can be obtained by killing lobstrosities. Lobstrosities is located in the underwater area of Fossil Island. They can only be damaged by a brine saber or trident. To get a brine saber, you must have 48 slayer to kill the brine rats. To get a trident, you have to have 87 killers to kill Kraken. Charter Ship Method After having access to the Superglass Make spell (requires level 77 Magic and completion of lunar diplomacy), you can train crafting without any necessary banking supplies. Buy buckets of sand and seaweed (or soda ash) from any crew member trader, throw out Superglass Make and make the high-level glass item you are able to spot. Sell the glass items or drop them, hop worlds and repeat. This method will give you about 65,000 - 70,000 experience per hour with lantern lenses and 85,000 - 90,000 experience per hour empty orbs of light, depending on stocks. Craft battlestaves Players who have completed Varrock Journal task sets can purchase daily battlestaves from a cannon near Zaff for 7,000 pieces each. They all need to be purchased at once, so you will need a large stack of coins for that. From 15 years with easy tasks, each set of tasks doubles the amount of Battlestaves that can be purchased per day. The fastest way to get supplies for Orbs is to collect the daily buckets of sand from Bert and to the giant seaweed farm (requires level 23 Agriculture and the completion of Bone Travel). You can also collect bucket of sand by throwing teleport to the house in Yanille and fill to the sand pit north of the host gate. It is recommended to do all the fossil Island Wyvern tasks for algae spores if you plan to grow algae. They also fall randomly into the sea next to the seaweed stain and behave in the same way as a birdnest while cutting wood. These turn into 6 ashes of soda by cooking them on a fire. You can also collect seaweed from the Piscatoris fishing colony or buy them from a crew member trader in Port Khazard. You will need a massive amount of cosmic runes, which you will most likely have to runecraft as they cannot be purchased in such large numbers. For this to be effective, it is recommended to have 59 Runecrafting for cosmic double runes, quick access to a fairy ring (such as a quest point cape) or high levels of agility and mining for the Abyss, and a significant amount of pure alternative gasoline. Orb Items needed Procedure Air orb Staff of air Cosmic runes and 27 unfurled orbs, run to the air obelisk, load the orbs and teleport to Edgeville with an amulet of glory. If you have the Respawn Edgeville, you can use rings back instead and do it in a PvP world. Fire orb Fire Fire Cosmic Dragon Shield, Law and Dust Runes Rune Pocket (highly recommended) Unpowered Endurance Orbs or Energy Potions or An Energy Restoration Pool in your POH Poison Controls Move Your Home to Taverley. Go back to your house, run south to Taverley Dungeon and Fire Obelisk, load the orbs more quickly by manually using them at the obelisk. Attach loaded orbs for crafting experience and launch high-level alchemy for profit. Various You will get a noticeable amount of dragonhides to kill green dragons for prayer and kill Vorkath. Bronze the skins of the Craft Guild, make dragon leather leathers and remove them for profit. High-level players will receive a massive amount of uncut gems from Chambers of Xeric. Killing goraks in the gorak plane (DIR fairy ring code) with a Wealth Ring equipped has a high yield of uncut gems, especially after completing the quest for legends and Tale II, and can be a very viable way to collect them with a gem bag. Another method, which becomes more viable with the completion of the Hard Karamja Journal, is to extract gemstone rocks in the village of Shilo. This method is high-attention and somewhat tedious, especially at lower mining levels. Gemstones can be cut and made into jewelry, which gives a good experience. If you choose to do so, save emeralds and sapphires to make dual rings and necklaces from Games, Games, because both are valuable for providing a very narrow teleportation to a bank. Farming Questing is a very effective way to train from level 1 to 35 without any real agriculture and seed collection. (See quest rewards page to see relevant quests.) Checking bird houses on Fossil Island will give you bird nests, which sometimes contain seeds. In addition to making Wintertodt, this is probably one of the easiest ways to get tree seeds to lower levels, you will get most of the tree seeds to kill Zulrah and the giant mole; In addition, tree seeds can also be obtained from various other bosses and half-boss, such as lizard shamans, demonic gorillas, Kalphite Queen, Callisto and Venenatis. Ultracompost can be done by buying pineapples from chartered vessels or collecting watermelons, putting them in a compost bin and using 25 volcanic ash on a complete compost bin containing supercompost. Unlock the ultracompost version of the Fertile Soil spell as soon as possible, as it denies the need to spend time making ultracomposts. If you don't pay the farmer to look after a tree, always use ultracompost on the patch to minimize the risk of death from a tree is very low if you use resurrect crops spell (with ultracompost use) on the Arceuus spell book. In addition to tree farming, you will get a significant amount of agriculture is the tithing farm in Hosidius, Grand Kourend. The requirements are 100% favorable to Hosidius House and 34 Agriculture. When done in combination with regular agricultural races, players can gain agricultural experience well above a hundred thousand per hour at higher levels. Tool elves note all the farmed products for you, these can be not rated at a bank. This includes products that can be grown and from other sources. Firemaking To begin with, go to the top of Lumbridge Castle, light the logs spawning there, hop worlds and repeat until you have 15 Firemaking. Cut the oak logs southwest of Castle Wars up to 50 Firemaking. Wintertoot becomes most effective from level 50 because it does not require supplies and it offers various resources for other skills. Making Wintertodt low has the advantage of being able to heal effectively with low statistics is recommended for the elite morytania newspaper requirement however. The magic of firemaking or redwood notations of woodcut or monster drops is also an option if so Player has no other use for them, but you will most likely need them to do bird house errands. For Ultimate Ironmen: Clear as much inventory space as possible to minimize travel time to lighting logs. Fishing trained as usual. Complete the Sea Slug quest from Level 1 to Level 24. It is advisable to bank the fish you get from fly fishing spot to a bank is in the village of Shilo. Continue with the barbarian fishing and drop or cut the fish. If you need good food for activities such as Slayer, catch karambwans, minnows (for noted raw sharks) or anglers. Fletching To begin with, cut down regular trees, cut logs into headless arrows and attach feathers to them. At level 22, you can make iron darts if you have completed the Tourist Trap quest. Buy iron ore from Ordan, smelt the ores in the blast furnace bars and forge them into darts. Fletch darts while you do other activities, such as Agility or Hunter training. The massive amount of maple logs can be obtained from Managing Miscellania, which can be fletched into long, unstlined maple arches. These can be alched for a very minor loss. At higher levels and after purchasing the wider Fletching advantage with Slaver Reward Points. use maple logs to make headless arrows, buy large arrowhead packs from any killer master and make wide arrows. Because of the resources by managing the kingdom. Doing the Kandarin Achievement Diary will allow you to exchange 30, 60, 120 or 250 linen for boreal ropes every day from the linen keeper south of Seers' Village. Another easy way to get bowstring is through the temple trekking mini-game, using the easy route, you can receive 100 bow ropes in minutes. Herblore Herblore is arguably one of the hardest skills to train on Ironman (especially on Ultimate Ironman) since collecting herbs and most secondary ingredients can be slow and long. Therefore, it is advisable to put the rewards of each experience lamp and tome you get on Herblore if possible. By the time you've finished all the hard logs, while making potions that you can along the way, you should reach level 67-69 which is just barely enough to start stimulating to make potions going. Start, do guests that give you a Herblore experience at the end. Questing alone will grant you a total of 9,350 Herblore experience, raising a Herblore experience at the end. Questing alone will grant you a total of 9,350 Herblore experience, raising a Herblore experience at the end. Questing alone will grant you a total of 9,350 Herblore experience, raising a Herblore experience at the end. management of Divers as soon as possible, as this is one of the best ways to get coins for financing your kingdom; on top of that, with high thieving you're to effectively pickpocket Master farmers for early herb seeds. When you have your kingdom, have 10 workers on herb farming at all times for the most effective yield. Because of the resources by managing the kingdom. After completing difficult desert diary tasks, Zahur will make unfinished potions for you for 200 pieces per potion. This works with noted herbs and water bottles. Another cheap method is to cling to the empty vial you get from lunar diplomacy to make Waking sleep potions. Just Guam leaves and fed up to create and provides 84 experience per ingredient added to the bottle for a total of 168 experience or 252 if you want to finish the potion with a ground tooth. This is especially useful to Ultimate Ironman who have limited options on stocking ingredients. Training Slayer herbs and herb seeds is one of the main methods of obtaining herbs and herb seeds, as many killer monsters (including nechryaels, outliers, dagannoths and kurasks) frequently drop various types. Do all the nechryael tasks in the Melee Sing Tower instead of killing them with burst/dam spells in the catacombs of Kourend, since the upper Nechryaels do not drop almost as many grass seeds as those of the Tower of the Singe. At 80 Hunter, you can start following herbiboars on Fossil Island which will give herbs and a small amount of Herblore experience when harvesting. Once you have enough chinchompas for remote training and a high herblore level (85 euros recommended), complete 99 Hunter by following herbiboars. After getting 100 congratulations and completing Bone Travel, players can access fossil island. Players can then plant nest boxes. When harvesting these nest boxes, players receive a small amount of hunter and craft experience, while granting bird nests. These bird nests usually contain high-level tree and fruit tree seeds, rings and a rare chance to get a scroll of clues. At higher levels, killing the giant mole after completing the difficult tasks in the Falador Journal and exchanging mole parts is a great way to get bird nests to make Saradomin beers. These nests also commonly contain high-level tree and fruit tree seeds, which can be used for agricultural training. High-level players will receive a significant amount of herbs and Herblore (from dark relics and make potions inside the raid) of Xeric's Chambers. Those who have Verac can focus on killing the wilderness patterns Venenatis, Vet'ion and Callisto as they rarely drop 100 rated herbs (snapdragon, ranarr weed and toadflax, respectively) as well as a generous amount of ranarr and snapdragon seeds. In particular, Venenatis also occasionally drops 500 noted red spider eggs and Callisto 75 noted crushed nests. Agricultural Herbs Making Herbs Works As Often as You Can. Clean the herbs while running The next patch to save time later, so you don't have at least 50% favor in hosidius House for disease-free herbal patches as soon as possible. This will ensure that you will get herbs every time and also saves you a considerable amount of herb seeds in the longer term. Always use ultracompost on grass stains to minimize the risk of disease, and to ensure the minimum amount of 6 herbs per seed when used with magic pruners. Ultracompost can be easily made by buying pineapples from chartered ships or collecting watermelons, putting them in a compost bin and using 25 volcanic ash on a complete compost bin containing supercompost. Fertile Sol spells (requires 83 Magic) on the lunar spell book is especially handy for herb races as it denies the need to spend time doing ultracompost. However, getting an ash-covered tome to unlock the ultracompost version of the spell may take some time due to the Kudos requirement of the volcanic mine. When you have access to the spell may take some time due to the kudos requirement of the volcanic mine. When you have access to the spell, run grass races without being on the standard spellbook. Having a lunar or occult altar in your home is recommended to change spell books quickly, but you can also teleport to the lunar island via Moonclan Teleport or a home portal. Getting commonly used secondary ingredients Secondary ingredient Used for the method of getting the newt attack potion eye, Super attack Eye of newt packets can be purchased from Betty in Port Sarim. Limpwurt root Super force can be obtained from obor, venanatis and callisto, or grown at level 26 Agriculture. (due to an update in August 2018 kurasks and nechraels drop limpwurt seeds instead of lumpwurt roots) Ashes Serum 207 Can be collected after the logs have burned, it also works for fires that have been made by other players. Go to Grand Exchange and find a world where people are training firemaking. Alternatively, you can go Nightmare Zone, choose Practice Mode and Fareed as your quest boss. Attack him with darts with ice gloves equipped, and pick up the ashes he drops. Flight chests in Rogues Castle (northeast of the deep wilderness) also commonly contain noted ash. Tarromin Marsh Tar can be obtained in larger quantities by killing the spidines in the Tower of Life. Venenatis also rarely drops 500 eggs noted. Chocolate dust Energy potion Chocolate bars can be purchased from the chest of the Culinaromancer after completing the sub-quests of Recipe for Disaster, or Roc Choc Box in Nardah (25 in stock). These can be crushed into chocolate dust with a knife or pestle and mortar. Snape spawns grass prayer potion Waterbirth Island Teleport to Waterbirth Island (requires 72 Magic), collect a full inventory of snape grass and bank at Castle Wars via a duel ring. Alternatively, if you've completed easy Fremennik Journal tasks, you can drop the snape grass at Peer the Seer. Death mys mushrooms Super energy potion Can be obtained in dead Myre Marais by throwing Bloom with a sickle of blessed silver near some dead logs. Use salve cemetery Teleport de l'Arceuus spellbook (requires 40 Magic and at least 60% favor in the Arceuus House) to quickly access the marsh, drop the mushrooms using Karamja 3 or 4 gloves and recharge your prayer points at the monastery of Ardougne. White berries

Super defense potion Can be grown in bush patches at level 59 Agriculture. Also rarely dropped by kurasks. Dragon Scale Dust Fire Potion The dragons. After the completion of Dragon Slayer II, collecting these from the basement of the Myths Guild becomes a better option. Zamorak wine Going potion can be telegrabbed in the Temple of Chaos of Asgarnia or the Temple of Chaos southwest of Cha management, checking bird houses and exchanging mole parts at Wyson the gardener. Also abandoned by Zulrah and Vorkath. Hunter The first levels are formed as usual. Once you have enough chinchompas for remote training and a high herblore level (85 euros recommended), complete 99 Hunter by following herbiboars. In addition to normal training, doing bird house races for bird nests will give you a noticeable amount of hunter experience over time. Hardcore and Ultimate Ironmen should avoid catching black salamanders and black chinchompas, and catch red salamanders and red chinchompas instead. Magic Cast strikes spells on various monsters at lower levels. You can get the money for runes by collecting 10,000 coins from the Security Fortress, Training Thieving and/or doing Agility Pyramid. If you want to get the prayer experience from the beginning, kill the blue dragons in the Taverley dungeon for the dragon bones. Alternatively, you can kill lava dragons located in the deep desert, as you will always enjoy every trip as they drop rune items frequently. It is also recommended to bring food and Energy (if you have the required Herblore level) as this is a hot spot for low-level player killers. If you want to get a rune scimitar for early melee training, safespot fire giants in the waterfall dungeon until you get one or 55 Magic. This is not worth the time though, as a rune sword can be purchased in the Guild of Champions and is only slightly worse. Killing twisted banshees in the catacombs of Kourend is also a viable option, as they drop alchables, herbs herbs and pure essence. From 43 to 55 Magic, you can overheat iron ores in iron bars for the Magic and Smithing experience. This requires a lot of nature runes and is very expensive, however. Once you have 55 Magic, throw high-level alchemy on various elements, such as unstretched maple crossbows (the maple logs can be obtained from the management of Divers), battlestaves and drops of killer monsters. If you have an excess amount of gold bars from the Smithing formation, they can be alched for a fairly minor loss. At higher levels, you will get a lot of magical experience of bursting/except some killer tasks, such as dust devils and smoke devils. Larger nechryaels can also be broken/damd, however killing nechryaels found in the killer tower is more beneficial as they drop grass seeds more generally. Mining formed as usual. At some point, you will need to extract gemstones to make volcanic mine and pass the dots on the volcanic ash. At higher levels, the dynamites you get from Wintertodt and/or chambers of Xeric can be used at the Blast Mine. Pickaxes up to rune can be purchased at Nurmof's Pickaxe Shop. A dragon pickaxe can only be obtained as a rare drop of the Black Dragon King. Prayer Make multiple quests for your original experience. After completing The Restless Ghost, Priest in Peril, Recruitment Drive and Holy Grail (which will grant a total of 16,931 prayer experiences), you will need to offer 116 dragon bones to the Ectofuntus to get the Level 43 prayer. Blue dragons can be protected with magic in the Taverley dungeon at lower levels. Another option is to kill the lava dragons located in the desert, but this area is a hot spot for killers of low level players. For 70 Prayer, kill the green dragons in the desert with melee. The location north of the Shadow Cemetery and the location to the east of the black salamanders are easily accessible via the teleportation of a Beast's Cave corporeal gaming collar, but both areas are well-known hot spots for game killers. The place west of the Dark Warriors Fortress is safer, but can be crowded. Only the risky items you are willing to lose. At high levels, kill the green dragons west of the Dark Warriors Fortress with a toxic pipe after completing the elite tasks of the Wild Diary. You can Elite Void Knight equipment without risking dead parts, as the location is located below level 20 Wilderness. Depending on the equipment, distance level and efficiency, the player can expect to get about 250-300 dragon bones per hour if also the skin bank. Killing Vorkath is rather an option if the player has enough equipment for that. Although this is a slower prayer experience per hour than killing green dragons, supplies (especially dragonhides for and the money you will get makes killing the boss option more efficient overall, especially if it is done on the job. Offer the bones you get at the altar of chaos located on level 38 Wilderness. There is a 50% chance that the bone offered at the altar will not be consumed, which makes this method much faster, albeit risky, overall than offering bones at the golden altar given the time it takes to gather the bones. Wear cheap defensive equipment while 3 or 4-item armor pieces with high defensive stats and bring high healing food in case you are attacked by player killers. During Slayer training, collect all the ensouled heads you get and resuscitate them near the dark altar. It is also advisable to do blue dragon stains whenever possible. Consider unlocking red dragons as a killer task after completing elite Karamja Journal tasks, as the skins will be abandoned in a noted form, making the task more useful to do. Dagannoth kings can also be killed on the task for noted dagannoth bones after completion of the elite tasks of the Fremennik Journal. For hardcore Ironmen, worshipping the Ectofuntus is one of the best ways to get the prayer experience before you have access to a golden altar. You can buy buckets of mud from a crew member trader in Port Khazard, and jars of Toothy in the Lovakengj house. However, getting bone without using the daily rewards of the Morytania Journal (medium or higher) is a very slow process, so it is recommended to train prayer in this way only at lower levels. Get all your experience for 70 Prayer through Slayer. It is not worth the time to melee blue dragons in the Taverley dungeon at lower levels, as they are much slower to kill than green dragons. You should be around 82-85 Killer when you have enough bones and ensouled heads for 70 Prayer. At higher levels, kill the blue dragons in the Taverley dungeon with a toxic pipe for dragon bones. It is usually not useful to bank the hides, as this greatly shortens travel and you cannot use a looting bag for extra storage. After the completion of Dragon Slayer II however, killing green and blue dragons while waiting for the green dragons to respawn. When you offer the bones to a golden altar, go into a PvP world and use the bank vault near Camelot Castle for quick banking. For Ultimate Ironmen, the best method for prayer training at higher levels is to play the mini-pest control game and spend the glowing points on the prayer experience. Ranged Completing Shadow of the Storm and Horror from the Deep will grant a total of 14,662.5 experiments, raising a level 1 to 30 without real training. The lower levels are better trained with a Dorgeshuun crossbow, which uses cheap and easily accessible bone bolts. Train the low-level killer and do pest control Void Knight equipment) with Ranged for a first experience. Killing sand crabs/ammonite is a viable alternative if you want to lower the levels of the Singe. Killing Twisted Banshees is also an option if you want to make money and get pure essence for Runecrafting training. Black dragon leather armor can be obtained by performing hard hint scrolls. If you want to get tidy boots, do all the average clues you get from Slayer and skills, and hunt eclectic implings if necessary. A crossbow rune is rarely abandoned by the crazy archaeologist and Skeletal Wyverns (unstrung). Another way to get hold of one is to kill the iron or steel dragons, which drop the runite limbs quite commonly. At higher levels, the most effective way to train from a distance is by far to hunt red or black chinchompas and throw them at manic monkeys in the Kruk dungeon on Monkey Atoll. Alternatively, you can train Slayer using a rune crossbow, and offers far worse experience rates than throwing chinchompas. Once you have a high enough level at a distance to kill Zulrah, kill Zulrah for a toxic pipe and get the rest of your experience of blowpiping Slayer tasks and kill the green dragons and/or Vorkath for prayer. Blessed tidy boots and boots can be stored in your POH. Runecrafting Completing medium, hard and elite tasks from the Journal d'Ardougne will allow you to collect 100, 150 and 250 pure essence rated from Wizard Cromperty each day respectively. One of the best ways to get pure essence of Zulrah or Xeric Chambers. If you want to get pure gasoline before you are able to do the methods mentioned above, the quickest way to get the essence is to do Temple Trekking. Using route three with an average or hard companion you will get about 5,000 - 7,000 pure gasoline per hour depending on your fighting level. Lava rune crafting is the fastest way to form Runecrafting and it offers a high experience in essence. However, this method is only viable with access to the Magic Imbue spell. It also requires a lot of emeralds to make binding necklaces and duel rings, and the lava runes is to make runes to Ourania. This method offers the highest experience in essence at higher levels and the runes you get from it are much more useful than lava runes. Use the least useful runes (such as Barrows mental runes) for bank payments. Make cosmic runes if you want to get a massive amount of runes to load unfurized orbs. You can switch to crafting blood runes at level 77 or soul runes at level 90, as they offer good experience rates and don't require you to pure essence at all. Sell runes to Ali Morrisane for money or save them to cast dam spells. Kill monsters that fall frequently noted pure essence, such as gargoyles or skeletal wyverns. Alternatively, you can do Temple Trekking to get gas, but this is an instanced activity so if you die, you won't be able to recover any of your lost items. Clear as much inventory space to maximize drive speed. If you store your items by deliberately dving in Zulrah, it is recommended to train Runecrafting only in a completely safe way like crafting blood or soul runes. Slayer Smithing Using the blast furnace is the most effective way to smelt your toes into the bars because it requires only half the charcoal and is much faster than using a normal oven. At lower levels, buy Ordan iron ore, smelt them into bars in the blast furnace and forge them into darts for early formation at Fletching. You can use darts for early distance training, or save them to lure monsters when you perform blasting or killer interdiction tasks. After having about 50-55 Fletching iron darts, buy gold ore from Ordan and smell them in gold bars (while wearing goldsmith gauntlets) in the blast furnace. Mining training at the Motherlode mine is a great way to get coal deposits for bar smelting; In addition, you can buy a bag of coal with gold nuggets. Smith the bars you get from monster falls into pieces of armor such as wafers, and alch. If you have a toxic pipe, keep a few bars to make darts. Thieving Trained as usual. If you plan to make Wintertodt at 10 Life Points, steal cakes until you have a sufficient amount of them. After completing Death to the Dorgeshuun, you will have access to the H.A.M., where you can take the guards for the keys, which are used to open chests for jewelry. It's a decent way to make money at lower levels, and a good way to get an amulet of power without the crafting requirement. Wearing a complete set of H.A.M. dresses helps reduce the risk of failure during guard pickpocketing, Hardcore Ironmen should wear a life ring when blackjacking in case they disconnect after failing a knockout. Pickpocketing gems from the TzHaar-Hur to Mor UI Rek is the most effective method if you plan to train Thieving past level 99. This gives up to 250,000 experience per hour, while betting up to 60,000 experience per hour. Trained woodcut as usual. However, you will need logs to make planks to form construction, so it is beneficial to cut the oaks to lower levels. About 15,000 oak logs are required for 75 buildings for the golden altar. At higher levels, cut teak trees at Ape Atoll if you plan to build. The only hard part is getting the axes you need when you reach the next step. Players who Access to fairy rings can use a steel axe up to level 60 WoodCut, then buy a rune axe from the Wood Cutting Guild, assuming they have at least 75% favor with Hosidius House. A dragon axe can only be obtained as a rare drop of one of the Dagannoth kings, or as a very rare reward from a Wintertodt supply crate. Money making low requirements Keep in mind that you make more money high alching most items, so a good short-term goal to aim for as a new account is 55 magic for high alchemy. General methods of earning money involve typical skills (especially fletching and cutting wood), fighting and cutting wood). located in the wilderness level 40-45 and contains a steel body and earth personnel spawn. This method is widely known by most ironmen and is often camped by them with killers of players. The steel veneers can then be sold to general stores for 800gp, at the Horvik store in Varrock for 1,200gp, or high alched for 1,200gp. Fletching Willow Crossbows 35 - Fletching, 30 - Woodcut, 10 Craft Skills Yes Fletching and Woodcut are skills that are both fast enough level, very afkable, very useful, and are needed repeatedly through quests. One way to produce decent money is by fletching the available bow relating to your levels and fully crafting complete bows. Then, all the arcs created can be raised alchemized or sold to general stores. Flying into the warehouses of Ham 20 Thieving, Food, has completed at least half of Death to the Dorgeshuun, players have access to H.A.M. There you are able to pickpocket guards who usually give you the keys to chests that give you pretty good jewelry. Bank or alchemy high the loot you receive and make sure to save some of the emerald rings and sapphire necklaces for personal use. This is considered the best low-level method for ferrons and is highly recommended. (Wearing H.A.M. dresses reduces the chances of being evicted when you are in the H.A.M. hideout, but you will never be evicted from the reserve so Rogue's equipment is recommended to potentially double the keys). Silk 20 Thieving Yes At 20 Thieving You are able to steal silk from the stalls of the Ardougne market. After waiting 10-30 minutes, you can sell the stolen silk to the silk merchant (located in the market) for 60 gp each. Agility Pyramid 30 Agility (70th Recommended) Mini-game Yes The Agility Pyramid can be unlocked at 30 agility, though, 70 is recommended that you will not run out of obstacles. Under optimal conditions, you can make 200k using this method. Average Requirements Method Requirements Category Members Description ecumenical key description 60 agility or 60 force, 55 magical and natural runes, monk dress and unholy symbol and remote/magical combat equipment Combat Yes Enter the GWD through the entrance north of the bandit camp. With Ivl 60 Agility walk south and enter the main hall now run north to the safe space Zamorak area. Do the same for Ivl 60 Force, but entering north and then running south to the same location. Now either range or mage the low-level imps located here until they drop the ecumenical keys, but do alch them while you're in the desert, so you keep them in case of death. Once you've got 2, leave and high alch the keys, and bank the coins. You can only have 3 keys in total at any time and their droprate decreases with each key found, 2 is the best number to get before you leave. Craft battlestaves and high alch for profit. Efficient craftsmanship involves numerous and high alch for profit. demands (see below, Fire battlestaves) or is likely to be attacked by PKers in the desert. You can get orbs via glassblowing or Wyverns, and battlestaves from Baba Yaga, the Wizards Guild, and the daily canon near Zaff after completing varrock set tasks. Beware if crafting Air or Earth Slayer Combat level 80, 50 -Killer Combat Yes Slayer is the only way to upgrade some of the best elements of the slot, and make loads of money in the process, and at some point becomes something you need to do if you ever want to get valuable key items such as Kurasks and Brutal Black Dragons, can be extremely useful, while others like elves and zygomites can be almost worthless. High Requirements Method Requirements Category Members Description of the rogue Trader mini-game, Rogue Equipment Skilling Yes Lure has Menaphite Thug to a building so that all other Menaphite thugs can't see it. Click right on the Knock-out option and pickpocket the unconscious thug twice. Sometimes the knockout can fail, and the Menaphite Voyou will start attacking you. You can stop this attack with correct timing in pick-up flight (or trying to knock them out again) at any time between their first and second attacks (exactly 2.4 seconds between attacks). Ardougne, Rogue Equipment Skilling Yes Attract a knight to the northeast building of the market square of Ardougne. Zoom in on the camera so you can spam-click on the same spot, even if the knight, which means you can pickpocket it endlessly. Effective Fire Orbs for Fire Battlestaves Ideally 80 Agility (70 is also good 63 is mediocre, below it is not feasible for efficiency) 62 Craft, 63 Magic, 43 Prayer or decent defense and strike points, the Castle Wars ball unlocked, and the completion of lunar diplomacy or 66 Magic for access to battlestaves on demand on the daily offer of Varrock tasks. Obtaining cosmic runes can also be difficult or tedious, as they are not sold in any store except Mage Bank, and Mage Bank stores only 20 at a time. If you create your own cosmic runes without the Abyss, you would ideally have 66 agility and a Quest point cape for efficient travel, with 59 Runecrafting for double runes. Skilling Yes With all the requirements, this is a great way to make massive amounts of money and train crafts, with a decent magical experience as well. With all the requirements, it's also faster than air orbs, and is of course not in the desert, so is viable for Hardcore Ironmen. Start at Castle Wars wearing a total grace, a fire stick, a duel ring and a dragon shield. Bring cosmic runes, a set of normal logs, a poison control, and fill the rest of your inventory with unfurled orbs. If you have less than 70 agility, bring a dust key. Take the ball to Taverley, go to the Fire Obelisk (80 Agility makes it faster, 70 Agility, it's very intensive, so you might have something to do in your bank (like fletching) while waiting for the race to restore. Battlestaves can be alched for 9,300 pieces. Blood Crafts runes 77 Runecrafting and High (75 euros) Agility, Gracious Skilling Yes Using any pickaxe and chisel, mine dense essence, worship them, run to the blood altar, and repeat. A race returns 212 blood runes, which the player can expect 330,000 gp and 38,000 xp per hour with optimized races. Travel Keep in mind that the higher your agility level, the longer you will be able to run. When you start your Ironman account, your access to transportation is very limited, which makes the time spent traveling very high. It is best to try to get as many methods of as soon as possible to minimize the time you spend walking around during the time spent on your account. Given all the different methods available, you don't even need a magical level to be able to travel to all the same places; many of which are listed below. Teleport to mini-games once every 20 minutes for free. Notable locations to unlock include the four Rat Pits sites (which require the completion of the Ratcatchers: provides teleports to Keldagrim, Varrock, Ardougne and Port Sarim), the Nightmarish Zone and the Shades of Mort'ton Temple. One of the first means of transport you can use is the canoe system. This allows the player to travel between: Lumbridge, the Guild of Champions, Barbarian Village, Edgeville, and a one-way trip into the desert. Another element that can be obtained guite easily is the Ardougne. It is also the closest free teleport to a fairy ring (through the Tower of Life) until the guest point cape is finally obtained. Players can also use a passing collar to teleport to the Wizard Tower, which is slightly closer to a fairy ring. One of the most expensive methods earlier is the use of the charter ship. You can make travel much more profitable when chartering from the port of Karamja instead. This technique applies to most places and allows you to spend much less than you would normally have. Fairy Rings (Ardougne cape or quest point cape for easy access) Chronicle (150gp by teleportation to Varrock, shield slot) Spirit trees can be used to transport the player between the northeast corner of the Great Exchange, tree gnome village, tree gnome stronghold, and northeast of the Khazard battlefield. Crafting Games necklace and Ectofuntus Camulet Magic Crystal Teleport carpet in Lletya An enchanted lyre will take you southwest of Rellekka. If you can't catch the shark yet, but you have an activated ring of charos, you can load it with a raw bass. All Gnome glers. An update to Oldschool Runescape made Gnome glugs usable from any location (except Digsite, which will crash) without having to go to the Big Tree first. Eagle Balloon Transport System The wild teleportation lever in Edgeville takes you to the desert keep, pulling the lever at the deserted keep level will then take you to a building near East Ardougne along the West Ardougne Wall. Pulling the lever from Ardougne System seed pod Abyss - By going to a specific runecrafting altar and then exiting through the Tactical Death portal in Lumbridge or Falador Shantay can be threatened, and thanks to some conversation options, the player can quickly end up in Port Sarim as a form of transport that is useful at the first levels before Ratcatchers.

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