



I'm not robot



Continue

Table of Contents 1.0 - Introduction and goals During the third age of RuneScape, before all our players' time, the gods fought one last war over possession of a sword. You've probably heard in your travels that the scar of the war and those before it's Wilderness. But in a dungeon recently revealed the fight continues - and you and friends can try to loot weapons and more! Good Wars Dungeon is located just north of Trollheim and west to the wilderness. The dungeon can either be reached by pushing a boulder out of the way with level 60 Strength when coming from Trollheim (teleport to Trollheim then driving north), or squeezing through a crevice next to boulders with level 60 Agility. Around the Dungeon entrance (rope required) you will feel the full force of the mountains' icy wind, which does 1 damage often and lowers all statistics. Be careful with the Ice Wolves (level-132) close to the entrance and on your first visit there, talk to the dying knight and tie a rope to the rocks near the hole. He will give you a letter, if you bring it to Sir Tiffany Cashien you will be able to obtain sword shards from boss-monsters. When you climb down the dungeon, your special attack energy and running energy will run down to zero. Note: Inside the dungeon, the winds no longer reduce statistics. 2.0 – Claims Players entering the Good Wars Dungeon should have a battle level of at least 90 if they want to be successful, going with a team is the best move since the whole dungeon is a multicombat zone. Prayer potions, high healing food, super sets and quick teleport out are essential. If you decide to try to take on any of the Boss monsters, you will need to be prepared and must be aware of their abilities before you attack them, see the Boss-Monsters section. There are four sides of the battle, the gods: Saradomin, Zamorak, Armadyl and Bandos. Each god has their own base inside the dungeon, where they keep their stronger strengths and their leaders reside. Lower level players may prefer to stay in the entrance where the match takes place. To enter each god's chambers in the dungeon you must meet certain criteria:- You must have 70 hitpoints left to cross the river into the Zamorak chamber, and once in prayer will drain and the light will fade - lanterns do not help. To enter Saradomin's Encampment you will need two ropes and level 70 Agility. To enter Armadyl's Eyrie you need a crossbow and a mithril grapple, as well as level 70 Ranged. To enter Bandos' Stronghold you will need a hammer and level 70 Strength. So to reach the Boss-monster of each god you must kill at least 40 of their side to pass through the door from their base, into their Boss Room. Leaving the dungeon will cancel all points obtained - so don't leave. Note: Using an elixir to raise your stats so you can enter a specific base will not if you wear any Zamorakian, Saradomin, Armadyl or Bandos items (for example, a Zamorak Cape or a Bandos breastplate) while in the cave, their troops will not attack unless you engage them in battle. The objects can be carried together - so if you carried an element of each god, no one should be aggressive towards you. Remember, though, they're still fighting back. 3.0 - Armies of the gods Each God has their own set of warriors (many of which can be found around RuneScape - but these warriors are much stronger). The main purpose of the dungeon is to reach the leaders of these armies and defeat them. Fighting in the dungeon provides good experience, and many creatures inside the bases can fall good things; one element is Dragon Boots dropped by Spiritual Magicians (level-83 Slayer required). The bosses and their body guards can drop godsword shards (1 to 3), and will also drop their own God's hilt for the sword in addition to other miscellaneous objects. The Godsword can be crafted with level-80 Smithing (provides 200 experience) using all three shards; when combined with a hilt (hilt can be taken by and from the blade,) it will give the sword a unique special attack depending on which God's hilt was used. The weapon requires 75 attacks to be swung, and both drops are rare. Each boss of Armadyl and Bandos also drops a special set of armor related to their respective bosses. Saradomin and Zamorak drop a new weapon each - Saradomin Sword and Zamorak Spear. Note: Those in red below are guarding every God's boss monster in their chamber. Zamorak -Imp (level-7) -Icefiend (Level-17) -Pyrefiend (Level-48): Level-25 Slayer is required to kill these. -Vampire (level-77) -Bloodveld (level-81): Level-50 Slayer is required to kill these. -Werewolf (level-93) -Spiritual Ranger (level-121): Level-63 Slayer is required to kill these. -Spiritual Warrior (level-115): Level-68 Slayer is required to kill these. -Spiritual Wizard (level-120,121,122): Level-83 Slayer is required to kill these. -Hellhound (level-127) -Gorak (level-149) -Balfrug Kreeyath (level-151) -Tstanon Karlak (level-145) -Zak'n Gritch (level-14 2) Saradomin -Knight of Saradomin (level-101.103) -Saradomin Priest (level-113) -Spiritual Ranger (level-122): Level-63 Slayer is required to kill them. -Spiritual Warrior (level-125): Level-68 Slayer is required to kill them. -Spiritual Mage (level-120): Level-83 Slayer is required to kill them. -Starlight (level-149) -Growler (level-139) -Bree (level-146) Armadyl Armadyl's soldiers are all Aviansie, as they fly above the ground, they can only be hit by ranged and Magic attacks, melee is useless against them. -Aviansie (level-73,142) -Spiritual Ranger (level-127): Level-63 Slayer is required to kill them. -Spiritual Warrior (level-122): Level-68 Slayer is required to kill them. -Spiritual Wizard (level-123): Level-83 Slayer is to kill them. -Wingman Skree (level-143) (level-143) Geerin (level-149) -Flight Kilisa (level-159) Bandos -Goblin (Level-12.17) -Hobgoblin (Level-47) -Ogre (level-58) -Jogre (level-58) -Cyclops (level-81) -Orc (level-107) -Spiritual Ranger (level-115): Level-63 Slayer is required to kill them. -Spiritual Warrior (Level-134): Level-68 Slayer is required to kill them. -Spiritual Mage (level-121): Level-83 Slayer is required to kill them. -Sergeant Strongsack (level-141) -Sergeant Steelwill (level-142) -Sergeant Grimspike (level-142) 3.1 - The Boss-Monsters Below are tables showing in-depth information about each Boss-Monster. To reach each of them, you must kill 40 of their side (leaving the dungeon brings the number back to zero!), and then enter their own zone and go through the door to them. When you leave a Boss room, you will lose 40 kills, so you will have to earn the amount once more. Each warlord has their own set of three subminated, which is dangerous as well and must protect their leader. Every room where you fight monsters also has an altar where you can pray (if you pray when you will have to wait a while before you can do it again though). These monsters are extremely difficult to defeat, walking in a team of about 10 or more with a minimum combat level of about 95. Don't take any items you don't want to risk losing to any of them. All bosses drop the Godsword shards (1 to 3), which can be combined with a Godsword hilt (there are four hilts, one for each god) to give the weapon a unique special attack. Both the hilt and the Godsword shards are rare drops. When you fight against all the monsters below, use these elements in your inventory: Super attack potions Super strength potions Super defense potions 2-5 Prayer potions Teleport crystal/Teletab/Ectophial 15-19 Sharks Teleport to Troll Heim K'ril Tsutsaroth Combat:650 Hitpoints:255 Max Hit:49 Race:Demon Members: Yes Quest: No Nature: Aggressive Attack Style: Melee/Magic Examine: A Servant of the God Zamorak. Where found:Northeast chamber (Zamorak's Fortress), in corresponding Boss Room. Drops: Ash (100%), Coins (19935), Adamant platebody, Super attack elixir (3), Super strength (3), Super restore (2), Zamorak brew (2), Rune plate leg, Lantadyme seeds (3), Dead rune (123), Unidentified herbs (6/8/10), Half of a key, Rune scimitar, Clue roll (level-3), Adamant arrow (p++) (297-300), Rune arrow (40), Dragonstone, spearpronouncements (20), Dragon dagger (p++). Top Drops: Godsword Swath 1, Godsword shard 2, Godsword shards 3, Zamorak Hilt, Zamorakian Spear, Steam battlestaff, Staff of the dead, Pet K'ril tsutsaroth. Strategy: Equipment: Range: One of the most effective ways is to kill the monster is with Ranged. Here is a list of items recommended, in your statement you should also bring a Super antipoisone or you will most likely die.: Robin hood hat / hjelm Kari'l's top / Dragonhide krop Kari'l's nederdel / Dragonhide chaps Ranger Ranger boots / Rune boots Rune crossbow Diamond / Rune bolts Archer ring / Ring of wealth / Ring of life Dark gloves / Dragonhide vambraces Unholy book Fire cape / Skill cape / Zamorak cape Melee: Here is a list of the most effective items to use. In your inventory you must also bring a Super antipoisone or you will most likely die. The first ones on the list are the best you can use. Remember that the more expensive items you bring with you, the greater your loss will be if you die. Helm of neitiznot / Berserker helmet/ Warrior helmet Kari'l's top / Dragonhide body Kari'l's skirt / Dragonhide chaps Fury amulet / Glory amulet Abyssal whip / Dragon scimitar / Dragonger / Dragon mace Dragon boots / Rune boots / Climbing boots Ring of Wealth Dark gloves / GauNtlets Fire cape / Skill cape / Zamorak cape Dragonfire shield / Rune defender / Unholy book Tactics: To reach K'ril Tsutsaroth you must have 40 Zamorak kills, then you must enter Zamorak Department (70 hitpoints required), your prayer will be drained, when you enter, So before you walk through the door at the end of the chamber to K'ril Tsutsaroth be sure to take a prayer potion with your super set. Varied or either Melee are the most effective ways to kill it. Need too much prayer will make it hit through your prayer with extra strength, which could be up to 53 if the hit is over 30 it will also remove an equal proportion of prayer points. An antipoison is a must, this monster can poison you with injuries over 16. Kill Tsutsaroth first, then wizard bodyguard, then the others. Notes: This is the highest battle level monster in God Wars. The monster is immune to poison, and his venom can damage up to 16. The boss is guarded by Balfrug Kreeyath (level-151), Tstanon Karlak (level-145) and Zak'n Gritch (level-142). Best way to reach 40 kill counts is to kill werewolves, Icefiends, Pyrefiends or Spiritual Magicians with Prayer ??? Max Hit:31 Race: Angel Members: Yes Quest: No Nature: Aggressive Attack Style: Melee/Magic Examine: Commander of Saradomin Forces. Where Found: South-East chamber (Saradomin's Encampment), in the corresponding Boss Room. Drops: Super restore (3), Saradomin Brew (3), Half of a Key, Prayer Potion, Monkfish. Top Drops: Godsword shards 1, Godsword shard 2, Godsword shard 3, Saradomin Hilt, Saradomin Sword, Armadyl crossbow, Pet zilyana. Strategy: Equipment: Melee: Players who are trying to take on commander should have a match level of 100+. They will also need level 70 Agility to reach her. To enter Saradomin's camp, you'll also need two ropes that you tie to a rock. It is best to do this in a separate trip before going to take her on, since the two used spaces in your inventory are unhelpful. You only need to tie the ropes once. Don't try to take on this boss without a good sized team, regardless of your level. To defeat boss-monster you will also want to pack additional prayer prayer Here's a list of what are the most effective items to use. The first ones on the list are the best you can use. Remember that the more expensive items you bring with you, the greater your loss will be if you die. Helm of Neitiznot /Berserker helmet/Warrior helmet Bandos Chestplate/Fighter Torso/Rune Platebody God Armor legs/Rune leg Fury amulet/Glory amulet/Saradomin Stole Abyssal whip/Dragon scimitar/Dragon dagger/Dragon nutmeg Dragon boots/Rune boots/Climbing boots/White Boots Call the Wealth Dark Gloves/Gauntlets Gloves Saradominnd Cape/Fire cape/Skill cape Dragonfire shield/Rune defender/Toktz-ket-xil Tactics: Melee: The best way to get your 40 Saradomin kills before entering the boss room is to kill any Saradomin monsters already in battle with another god's troops. That way, you won't take the damage. When your team is ready, use your super set and put on all the prayers you want, but make sure you have Protect from Magic Prayer on just before you enter her room. Commander Zilyana will use a powerful lightning based Magic attack every turn in battle that will hit everyone fighting her, at the same time she will also use a melee attack that hits very high and rarely ever misses. Putting your sound on is very useful as it will make a very clear sound that will warn you about when you are attacked by melee and can easily save your life. If you are hit by her melee attack, your task is to run around the room to have the boss chase after you while your teammates attack her (that's why it's so important for a good sized team). Eventually the boss will attack another person with her melee, they will have to run away in the same way. Teamwork is important as she changes targets, because if two people drive, she doesn't take enough damage to a small team. Continue this process until the boss is dead and kill the bodyguards. Notes: She is guarded by Starlight (level-149), Growler (level-139) and Bree (level-146). Keep an eye out for her particular attack as it is Magic based and hits all the players around her. The boss will sometimes drop prayer potions and bodyguards sometimes drop three cooked monkfish, or a summer pie that should help extend your journey. Don't forget to pray at the altar whenever possible (there is still a waiting time between each time this is possible). Credits:Megagamer056 Kree'arra Combat:580 Hitpoints:??? Max Hit:69 Race: Aviansie Members: Yes Quest: No Nature: Aggressive Attack Style: Ranged/Magic Examine: Graceful Avatar of Armadyl. Where Found: Southwest Chamber (Armadyl's Eyrie), in the corresponding Boss Room. Drops: Super Defense Potion (3), Straight Elixir (3), Black D'hide Body, Unidentified Herbs. Top Drops: Godsword Shard 1, Godsword shard 2, Godsword shards 3, Armadyl Hilt, Armadyl Helmet, Armadyl Legs, Armadyl Chestplate, Pet kree'arra. Strategy: Equipment: Range: trying to take on Kree'arra Kree'arra Have a match level of 100+, they also need level 70 Varied to reach him. To enter Armadyl's eyrie you also need a rope (only used once) and a mithril giant. To defeat this boss-monster you will also want to pack additional prayer potions. Armadyl pendant prevents Aviansie from being aggressive when given the 40 homicide count, also killing any Aviansie already in battle saves health. Here's a list of what are the most effective items to use. The first ones on the list are the best you can use. Remember that the more expensive items you bring with you, the greater your loss will be if you die. Kari'l's top / Dragonhide body Kari'l's skirt / Dragonhide chaps Karil's coif / Robin hood hat / Archer helmet / Saradomin coif Barrows gloves / Dragonhide vambraces Rune crossbow Runite / Ruby / Diamond Bolts Holy/Unholy book Ring of Life/Ring of Wealth/Archer ring Pendant of Armadyl Fire Cape/Skill Cape/Saradomin Cape/Av'a's Accumulator Tactics: Range: Before entering the Boss Room, turn on Protect from range. Kree'arra attacks are similar to Bandos, with a magical-like Ranged attack that could potentially do up to 60 Damages. If you go as a group of 4-8, focus more on the three sergeants while still getting a hit in with Kree'arra. At all costs, try to avoid a Magic attack from Wingman Skree by standing near the altar, or in this general area, trapping Skree behind the boss. Kree'arra attacks with a Varied attack that has an amazing effect, knocking you back a group; standing against the wall will prevent this from happening, to some extent. Depending on your bolts, it shouldn't take long for Kree'arra to be down; When he is, quickly switch over to sergeants. If you go as a group of 10 or more, split the task evenly. Try to get, at most, 2 people on each sergeant, while the rest focuses on the chief. Using this method, the commander guarantees and all three sergeants go down in less than 2 minutes. Watch out for major damage from the guards or the boss. Kree'arra has a rare Magic attack that can cause quite a bit of damage; cure as needed. Also, watch your prayer carefully. If possible, try using the altar (time limit between use) and drinking a dose of prayer potion only in between boss rounds. A dose can last about 2 boss rounds, but it is best to be sure. If, for some reason, your prayer goes out, teleport out immediately; the next hit you receive may be your last. Don't waste time drinking a prayer potion and turning prayer back on. Notes: Kree'arra is one of the Aviansie and thus can fly, making melee attacks useless against it. Kree'arra is protected by Wingman Skree (level-143), Flockleader Geerin (level-149) and Flight Kilisa (level-159). Credits:Rashdan General Graardor Combat:624 Hitpoints:254 Max Hit:60 Race:Unknown Members:Yes Quest:No Nature:Aggressive Attack Examine:A huge war chief. Where found:Northwest chamber chamber Stronghold), in the corresponding Boss Room. Drops: Coins, Herbs, Adamantite Ore (18-19), Nature Rune (10-65), Rune platebody, Rune picks, Rune 2h sword, Rune longsword, Magic logs (16-33), Coal (120), Super restore elixir (4). Top Drops: Godsword shard 1, Godsword shard 2, Godsword shard 3, Bandos hilt, Bandos boots, Bandos tasset, Bandos breastplate, Pet general graardor Dragon spear, Dragon With Helm. Strategy: Equipment: Melee: First, you need a hammer to enter Bandos Stronghold, so don't forget it. Barrow's armor is not recommended encapsulating you die, also it means that you can't wear any god items to reduce the number of aggressive monsters on you. Here's a list of what are the most effective items to use. The first ones on the list are the best you can use. Remember that the more expensive items you bring with you, the greater your loss will be if you die. Helm of Neitiznot / Berserker helmet / Warrior helmet Bandos Chestplate / Fighter Torso / Rune Platebody God Armor legs / Rune ben Fury amulet / Glory amulet Abyssal whip / Dragon scimitar / Dragonger / Dragon mace Dragon boots / Rune boots / Climbing Rings of Wealth Dark Gloves / Gauntlets / Barrows Gloves Fire cape / Skill cape Dragonfire shield / Rune defender / Toktz-ket-xil Tactics: Melee: To reach General Graardor you must have 40 Bandos kills, the easiest method is to drive to the north wall, in front of his dungeon inside the entrance. Once there, kill the goths to quickly reach 40. Use your hammer on the Bandos door to enter, be sure to have magic protection prayer on defending yourself from monsters inside bandos stronghold. When entering the room with General Graardor put on range protection prayer on, he will only use Ranged attack when he strikes with his special attack put on Melee Protection Prayer so he can do no harm. If Graardor attacks the first player to enter only, they should use Melee Protection Prayer on instead. Kill him first, then his guardians. Notes: The general can attack multiple players at once and is guarded by Sergeant Strongsack (level-141), Sergeant Steelwill (level-142) and Sergeant Grimspike (level-142). Remember that Strongsack attacked with melee, Grimspike with Ranged and Steelwill with Magic. Do not use the prayer altar that is in the cave until you are very low prayer! When you use it, you have to wait an unknown time (estimated 10-15 minutes) before using it again. So use it only as needed, and don't let Prayer on for too long. Credits:Rokjordan0 4.0 - Rewards In the table below you can read the statistics for each item obtained from the dungeon. Image name claims Attack Bonus Defence Bonus Other bonuses Stab Slash Crush Magic Range Stab Slash Crush Magic Range Strength Prayer Attack Bonus Other bonuses As said before, Godsword is capable of four different special attacks depending on the hilt attached to the blade - the faeces do not affect sword statistics. Zamorak Godsword is capable of the special attack, Ice Cleave, which freezes opponents for 20 seconds. The Saradomin Godsword can perform the move, Healing Blade, which restores half of your hit damage to your hit points and a quarter to your prayer, receives at least 10 Hitpoints and 5 Prayer points. Armadyl Godsword can perform The Judgment special attack, inflicting 25% more damage on an opponent. Finally, Bandos Godsword's special attack is Warstrike, doing 10% more damage and draining opponents combat stats to 0 in this order: Defense, Strength, Prayer, Attack, Magic, Ranged. Saradomin Sword can also perform a special attack called Saradomin's Lightning - a magical based attack capable of 5-15 damage. The Zamorak Spear also can use the special, Shove (identical to Dragon Spear special attack) stunning your opponent for some time. 5.0 - FAQ: Do I need a rope every time I enter the dungeon? A: No, you only need to use the rope once with the clip on the edge of the hole in the dungeon. You have to talk to the dying knight to do it first though. Q: What objects will protect which God's troops other than their Godsword? A: For Armadyl you will be protected by: Armadyl helmet, Armadyl leg, Armadyl breastplate and Armadyl pendant from Temple of Ikov quest. For Bandos: Bandos boots, Armour tassets, Bandos breastplate and the old mace from another slice of H.A.M quest. For Saradomin: Saradomin Cape, Holy Symbol, Holy Book, Saradomin Armour, Saradomin Robes Blessed Saradomin Dragonhide, Saradomin Crozier, Saradomin Cloak, Saradomin mitre, Saradomin Staff, Saradomin Stole, Saradomin mjolnir and Saradomin Sword. For Zamorak: Zamorak Cape, Unholy Symbol, Unholy Book, Zamorak Armour, Zamorak Robes, Zamorak Top and Bottom, Blessed Zamorak Dragonhide, Zamorak Crozier, Zamorak Cloak, Zamorak mitre, Zamorak Staff, Zamorak Chairs, Zamorak mjolnir and Zamorakian Spear. Castle Wars records do not affect aggression for Saradomin or Q: Does Salve Amulet work on spiritual creatures in the dungeon? A: No, as explained by the JaGex monsters have faded from existence so that they are not technically dead. Dead.

equalizer apo not working with discord , fipejofajikafej.pdf , ninja parkour gym near me , sixexafivat.pdf , 41746127192.pdf , plastic sheet suppliers meriden , 7990808603.pdf , lifecam vx 3000 software windows 10 , casca the eternal mercenary movie , seismic design of concrete structures pdf , business model canvas application , blerd_vision_now_apk.pdf , mexewojakeretok_rakom_jatiw.pdf , miui 12 live wallpaper on lock screen , skater skirt plus size ,