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Osrs troll stronghold guide

This is the hard part. You have to kill the troll general to get the prison keys. Be careful, they hit up to 37. It is recommended to use protection from proximity while killing him. Also to the north is a small room where he can expand his range from behind a small bed. If you have a Halberd, you can also attack him from behind the bed. When you go to fight him, make sure you take at least 10 lobsters or 5 sharks. Also, you can kill him from behind the counter in the first room on the left. Now that we have the prison keys, we head south and go back to the door. Now head north until you get to the stairs (pictured). Climb down and unlock the door to the east. Your prison keys will disappear. Get down the next set of stairs and walk to the cell and you will see two security guards there, twigs and berries (level 71). Pickpocket twigs to get Selkey 1 and Berry and get Selkey 2 (image). If you can't pickpocket them, you can kill them instead to get both keys. Release Godric using Selkey 1 and Eidgar using Selkey 2. Please note: if you decide to kill the guards, they can strike hard if you are not wearing decent armor. If you don't have a game necklace, head south and leave the cave (pictured). Head southeast and get to the fork of the road, then head south and ride over the rocks. Now we'll go southwest, go back to Tenzing's hut, go back to Barthorpe and talk to Dunstan. Troll Stronghold is a quest to gain access to Troll Stronghold under Mount Trollheim to rescue Burthorpe soldier Godric. Details Edit |Edit Source Tutorial Edit | Edit Source This is the route to Stronghold. Take a shortcut behind Tenzing's house and bring all the items you need before starting the quest, as there is no bank nearby. To begin this quest, speak to Deurus of Burthorpe (south of the Burthorpe Tele report from the game necklace), located southeast of the Warriors Guild in a tent. Tell him that you will help him and find Godric. After talking to Denuls, follow the northwest road, then southwest when you reach the wounded soldiers to reach tensing's house. Tenzing sells 12 coins of climbing boots each if you don't have them. Get over the style behind the house to start your journey up the mountain. Follow the path until you see rocks to the north. Get over it in boots (15 agility). Then go east and enter the arena. You will have to climb the rocks several times before reaching the arena. Dad [Edit | Edit Source] This is where players meet a giant troll called Daddy. He will say that no one will pass by without defeating him. He is level 101 and uses a tree to hit with Mary. He can hit up to 27 and temporarily send them superbly, flying players. Dad can be found safe by standing next to the west gate or where the audience is and attacking with either Ranged or MagicHalberd is a good proximity alternative). Dad has high defensive stats against Ranged and magic, so be aware that it takes a little while before you kill him. Compared to the range, it is much easier to damage dads using magic. When dad is less healthy, he will ask you to spare his life. Spare him and walk to the north gate of the arena. Be careful, because if you are in range, he may still try to hit you. Note: If you spare his life, the audience will become aggressive and start attacking you, but you can still continue your quest! Beyond that is Trollheim. There are level 68 pitching trolls who range players here as they pass the northern part of the mountain. You can avoid them completely by climbing rocks that start on the east side of the mountain and end on the west side. Some shortcuts require 41-47 agility. If you don't have at least 44 agility, enable protection from missiles around the north bend so as not to take too much damage from the trolls to run around the mountain and reach the western part. (Try not to head to God's War Dungeon in the northwest.) Go west of Trollheim and north past some mountain trolls. Go inside the stronghold. Stronghold [Edit | Edit Source] The inner troll general of the safe spot. Inside, there are more level 69 and 71 mountain trolls. Walk south from the entrance until you see the door on the west wall. Go north and walk. You will see some aggressive troll generals (level 113). They can wield huge granite knives and malls and hit up to 38. Kill one to get the prison keys. Protect them from proximity or use range or magic to safe spot them. The southernmost general can be easily and safely discovered by standing on either side of the desk in his room or by standing next to a ladder and lured out into the hallway. Like dads, they have a high defense against both, so it may take a while if you kill with Ranged or Magic. Prison break [edit | edit source] safe spot for berries and twigs. Once you have the keys, go back south and down the stairs arriving at Barntoe to the kitchen of Barntoe to the northern end of Stronghold. Enter the locked door with the prison key and go down again to reach the prison. Heading west and south, two sleeping prison guards are called to see berries and twigs. Both are level 71. If you have level 30 thieves, both pickpockets to get Selkey 1 and Selkey 2. If you fail pickpocket 1, they will still attack you, be careful! You can safely find both trolls by standing inside one of the empty cells. Release both Eidgar and Godric with keys. Then leave the prison by going south to a secret exit. Finish [Edit | Edit Source] Head southeast and climb over the rocks. Use mini-game telecasts or Game necklace to return to bar soap. Go to the northeast corner of the city and consult a dunstan (look for smishing icons) for your rewards. Rewards [Edit |Edit Source] Required to Complete [Edit |Edit Source] Troll Base &t;This quick guide from the old school RuneScape Wiki is a detailed guide here. Includes in-detail descriptions of interactions, cuts scenes, and stories. Talk to Denurus. (1*2*1) Follow the path to the base. You can buy climbing boots along the way from Tenzing. Enter the arena and try to kill your dad. The fight ends before dad is killed (you can find it safe from the gate. Halberd is a good choice for his high range and mage defence). After nearly killing your dad, leave the arena through the north gate. Pass through the caves and continue on the road to the base. Slaughter trolls can be addressed by: enter the base from the entrance of the cave. Follow the red path to General Troll. Kill one and plunder the prison keys. (Can be safely found with halberd or range weapons behind the counter) (Hardcore IronMen beware! the general's biggest hit is 38) following the green path to prison. Kill pickpockets (30+) or sleeping twigs and berries, freeing both prisoners. Tele report to Barthorpe with a game necklace or drive out a secret exit and ride over the southeastern rock once outside. Consult Dunstan (anvil icon on the minimap) to complete the quest. In: Experienced Quests, Quests, Troll Stronghold Share This quest has a quick guide found here. Here's a quick summary of the steps you need to take to complete the quest. Detailed tutorial This is the route to the site. Take a shortcut behind Tenzing's house and bring all the items you need before starting the quest, as there is no bank nearby. To begin this quest, you're located in Deurus, Burthorpe (from game necklace to south of Burthorpe Tele report), located east of the Warriors Guild in a tent. Tell him that you will help him and find Godric. After talking to Denuls, follow the northwest road, then southwest when you reach the wounded soldiers to reach tensing's house. Tenzing sells 12 coins of climbing boots each if you don't have them. Get over the style behind the house to start your journey up the mountain. Follow the path until you see rocks to the north. Put on your boots and get over it. Then go east and enter the arena. You will have to climb the rocks several times before reaching the arena. Dad Dad requires players to stop attacking. This is where players meet a giant troll called Daddy. He will say that no one will pass by without defeating him. He is level 101 and uses a tree to hit with Mary. He can hit 20 (up to 27) and temporarily surprise them and send players flying. Dad can be found safe by standing next to the west gate and attacking with either Ranged or Magic (using Halberd is goodalternative). Dad has high defensive stats against Ranged and magic, so be aware that it takes a little while before you kill him. When dad is less healthy, he will ask you to spare his life. Spare him and walk to the north gate of the arena. Be careful, because if you are in range, he may still try to hit you. Note: If you spare his life, the audience will become aggressive and start attacking you, but you can still continue your quest! Beyond that is Trollheim. There are level 68 pitching trolls who range players here as they pass the northern part of the mountain. You can avoid them completely by climbing rocks that start on the east side of the mountain and end on the west side. Some shortcuts require 41-47 agility. If you don't have this agility level, enable protection from missiles around the north bend so that you don't take too much damage from trolls to run around the mountains and reach the west (try not to head to the God Wars dungeon for the northwestern part). Go west of Trollheim and north past some mountain trolls. Go inside the stronghold. Inside the stronghold safe spot for General Troll. Inside, there are more level 69 and 71 mountain trolls. Walk south from the entrance until you see the door on the west wall. Go north and walk. You will see several troll generals (level 113). They can hit up to 38 and wield huge granite knives and malls. Kill one to get the prison keys. Protect from proximity or use safe spots in range or magic. The southernmost general can be easily and safely discovered by standing on either side of the desk in his room. Like dads, they have a high defense against both, so it may take a while if you kill with Ranged or Magic. Prison breaks safe spot for twigs and berries. Once you have the keys, go back south and down the stairs arriving at Barntoe to the kitchen of Barntoe to the northern end of Stronghold. Enter the locked door with the prison key and go down again to reach the prison. Heading west and south, you're seeing two sleeping prison guards called twigs and berries. Both are level 71. If you have level 30 thieves, both pickpockets to get Selkey 1 and Selkey 2. (Be careful, if you fail pickpocket 1, they will still attack you! You can safely find both trolls by standing inside empty cells. Release both Eidgar and Godric with keys. Then leave the prison by going south to a secret exit. Finish your head southeast and climb over the rocks, and you can use the telecast of the mini-game or use the game necklace to return to Barthorpe. Go to the northeast corner of the city and talk to Dunstan for your reward. Rewards required for experienced Quest Quest Troll Stronghold Community Content are available under CC-BY-SAOtherwise, be careful. Note.