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Blowpipe fire cape guide

2020 OSRS Fire Cape Guide 75+ Range
| The best way to kill JadWave 53-60: Each wave includes three attack modes. Continue to use Protect from Magic and give the maximum priority to kill Rangers as quickly as possible (especially during wave 60), while still detecting others safely.
● Lace boots Don't use less than Adamant darts for the infected nozzle. If your feet are raised jad run the atmosphere range hit. The equipment to get into TzHaar Fight Cave: The best way to kill Jad: Wave 22-30: Turn on the protection of rockets in prayer again while safe-spotting and meleers together with the rangers. TzHaar Fight Cave Waves: Two - Tz-Kek: Applications melee and contains a maximum hit of 7 and splits the two at launch (very low priority kill) (do not beg)Wave 62: 2 Magers will look in this tide next to the Orange Mager, where Jad will appear at 63. Keep using Shield to kill the Red Mager thereafter with the Orange Mager, then get ready to kill Jad.Inventory setup:
● 4 Ranging Drinks
● Dark D'hide BodyWave 7-14: Turn on The Protection of Missiles in Prayer as Rangers begin spawning from this tide until high tide 14. You also need to secure spot them. Inside osrs fire mantle manual, you can reveal the best equipment and kit detail to make it waves easily alongside how to kill Jad without anxiety to acquire the very first Firecape. Keep in mind that it takes some time to get used to the procedure, and so, if you don't make your very first 27, don't get frustrated.5- It's much better to take advantage of Ima Hotkeys.There are 63 waves and a tide to the 63rdr where Jad looks. Throughout the 62 waves, you will have to kill five kinds of creatures and each wave contains a number of critters. Matches:Table of ContentsTzHaar Fight Cave Waves: Monsters: Things to do with all waves: The best way to kill Jad: Items to knowMonsters: Tz-Kih + Tz-Kek7- In case you can not afford the equipment or supplies you can always utilize Probemas.com purchase Gold.Monsters: TzTok-Jad employs attack fashion, which means maintaining space will stop him. Jad is constantly changing between Magic and Range strike fashion, the question would be to keep up with the protection prayers used by him. Cartoon 31-37: Turn on Protect from Magic as the Magers start spawning, while Meleers and Rangers won't breed. The Application of the Italian Rock is essential because magers can hit melee against you. Things to do in every wave: Two - Never use sports audioThings to Know about
● 10 Saradomin BrewsA Firecape will look in your inventory if Jad is lifeless. So take a closer look at the cartoon as you use Magic jad animation while taking advantage of Range does the same. After the sum of 75 + Ranged is very useful as Use the sterile Blowpipe this is the ideal weapon to finish this minigame. Having a Twisted Bow can also be useful for TzTok-Jad.Cartoon 61: Maintaining the Protect from Magic while still safe-spotting the meleers. Rangers don't look. Monsters: Tz-Kih + Tz-Kek + Yt-MejKot21:41, July 16, 2019
● Dangerous BlowpipeMonsters: Tz-Kih + Tz-Kek + Ket-Zek + Yt-MejKot + Tok-Xil3- Consistently disable auto-retaliateWave 15-21: Meleers begin spawning and you'll need to secure spot them around the Italian Rock. In order not to have to pray rangers don't spawn until tide 22.4- don't junk Saradomin Brews and keep an eye on him. Monsters: Tz-Kih + Tz-Kek + Ket-ZekMonsters: Tz-Kih + Tz-Kek + Ket-Zek + Yt-MejKot3- Tok-Xil: Applications for long distance and melee (moderate priority to kill) (praying shield missiles are needed while safe spotting it) This equipment can be configured to fit your finances, so you can buy a little a lot more. Using Arma equipment, not Blessed D'hide, is a good illustration. We just wanted to rush into a balanced piece of equipment so that it's not that expensive and not so affordable. Employing Rune Crossbow will be the smartest choice for level 60–69 ranged players, although the Armadyl Crossbow is the smartest choice for level 70–74 Ranged players. Twisted Buckler or Odium ward should be used in combined with the crossbow.4- Yt-MejKot: Applications melee (very low priority kill) (can be safe spotted)Cheaper equipment:5- Ket-Zek: Applications core and melee (Low priority kill) (praying shield for magic required, while safes-spotting it) The stats that they support: assessing TzTok-Jad to acquire the Fire Cloak is quite complicated, especially for beginners. Individuals get confused about exactly what needs to be done to change prayers versus Jad or how to safe-spot each wave. For all creatures. Monsters: Tz-Kih + Tz-Kek + Yt-MejKot + Tok-Xil1- you can always log off to save your progress. Probemas is the top-rated supplier worth gold
● 14 Restore PotionsMonsters: Tz-Kih + Tz-Kek + Tok-XilWave 46-52: Meleers reproduces again and Rangers do not appear through these waves. Keep praying Protect your magic while Magers and Meleers.Monsters: Tz-Kih + Tz-Kek + Ket-Zek + Tok-XilThis time you have to keep them, 4 Healers spawn Jad about to heal 50 percent Health. These healers have a maximum of 14 hits, which means you have to kill them while keeping an eye on them to counter his attack and use melee. Monsters: Ket-Zek + Yt-MejKot6- If you die before jad's hit, Firecape will not be given. If this manual is not sufficient, we can currently offer Fire cape Bring the Firecape safely. To get a quote via email with statsWhen your foot raised wedge Jad in the atmosphere struck well: The animations are both extremely different and can be if you focus completely on your thighs. If you wish, it is possible to have 10 restored drinks and 4 fragrant drinks, but it is much better to have mini-games. Cartoon 1-6: Simply keep killing everything you see and prayed for is not necessary. 38-45 wave: Rangers are multiplying again, so pray to protect magic while providing maximum priority to kill Rangers. You have to keep safe spotting around the Italian Rock (attempt to kill Rangers quickly before safe spotting). First of all, it's a drink-date, so you'll never lose things. Getting there could be done using the TzHaar Fight Pit minigame teleport this teleport to the TzHaar Fight Cave entry. You might even utilize the Fairy Ring code for BLP, but it's not as close as the TzHaar Fight Pit teleport. Applying 3 servings of Saramin Brews should be closely followed by siping a serving of stems decoction and 1 serving of restore decoction. OSRS Fire CapeA best method for safe spot TzHaar Fight Cave creatures is to use the Italian-rock trap of the Rangers, Meleers together also with the Magers (Yt-Mejkot is the only meleer in the trap). The Italian rock is located south of how and the entrance you trap the creature is your decision. Until you lure them off your rock in Italy, you can lure them away. Fire Cape OSRS1- Tz-Kih: Applications melee and drain of prayer (maximum priority to kill) (not beg) Share the TzHaar Fight Cave with one of the hardest minigames in RuneScape. To fully complete this minigame, the player has high combat skills and effective equipment. If the player clicks log off while fighting in the caves, it automatically logs off at the end of the wave. Check out manually before this means that you have to repeat the wave. The general approach to Fight Cave is using Ranged. This allows the player to trap monsters and attack them from a distance. Using Ranged is by far the best chance of success. Just melee is a more difficult method which will give you a small chance of winning. The combination of Ranged and Guthan equipment can be very strong and reduce/eliminate food needs. To play this activity until the end takes a significant amount of time and resources, requiring usually 2 hours of continuous play and a significant number of drinks. The time to complete the waves can be an annoyance for high-level players that consistently do not activate proper protection from Prayer in the final wave. While experienced players take less than half an hour to reach Jad, beginners and those with low long distance levels can struggle and take several hours to reach Jad. Suggested skills in the Fight Cave, there are no skill requirements. However, it is recommended that the player have at least the following statistics before trying Fight Cave. Az statistics may vary depending on the method of combat In addition, lower stats are still possible, assuming that the player has experience in fight cave. Skill ranged Method Void Method Ranged amp, Guthan's Method Pure Method Melee Method Tank Method Magic Method 75 75 80 N/A 80+ N/A 75 75 80 85+ 85 75 60 43 60 43 75+ 43 70 42+ 70 &t; 20 90+ 90+ 40+ N/A 75 70 N/A 90+ N/A 30+ N/A 42 70 N/A 90+ N/A N/A N/A 80/92 N/A N/A 94 N/A 90+ If you choose that you want Melee, 94 Magic is recommended (for revenge), but not necessary. Furthermore, if you want to heal the Blood Blitz or Blood Barrage, 80 or 92 Magic is required, respectively. Also, if you decide to go for broad screws, 55 Slayer is required to use them. Finally, 75 Attack is required to wield all melee weapons up to godswords if you intend to use it. Choosing a weapon with toxic blowpipe requiring 75 Ranged, the toxic blowpipe is very effective against all enemies in the fight caves. Despite being less accurate and with a smaller maximum hit than the crossbow, the total damage output is much higher due to the faster attack speed. In addition, the poison can add some extra damage to some higher levelled enemies. Mithril darts or higher are recommended. Twisted bow Bar is extremely effective against Ket-Zek and Jad, the very high price of the twisted bow, as well as lower level enemies, make it a less viable option for most players. However, if the player can afford it, it is definitely worth taking with him the later half of the waves. Rune Crossbow The rune crossbow is a powerful and very cheap Ranged weapon. It is the fifth most powerful tradeable and non-degrading crossbow requiring a long-distance level of 61 to use. It fires half slow, but hit high and very accurate. It shoots out screws - for Fight Cave, about 1,500 adamant screws or wide screws are recommended. Furthermore, you can rotate an Ava battery into the mantle slot if you use this gun and the screws can be picked up and reloaded, using this weapon a good choice. Armadyl Crossbow The Armadyl crossbow is an alternative for people with 70 Ranged and wealth, and it's the best crossbow in RuneScape. It is slightly more accurate and shoots farther than a rune crossbow, which means you can get the Fight Caves a little faster and safer. It also has a special attack, Armadyl Eye, which doubles the player's overall accuracy by one shot. Karil's crossbow With 70 ranged or higher players, Karil's crossbow is an option. This is a ranged attack bonus almost as high as the Rune crossbow. However, this weapon shoots much faster - just as fast as a shortbow would hit. This gun shoots bolt holders instead of screws. The maximum crossbow hit is less than a Rune crossbow, but it can still cause the most damage per second with non-PvP weapons. Disadvantage is that you use this weapon to be two-handed, the store racks disappear during use, and the costs about 50-80gp per store rack. In the 70 series, 3,000 screw holders per run must be used for safety. Crystal Bow is another long distance weapon requiring Roving Elves quest, 70 Ranged to use, and 50 Agility ones, a crystal bow. This bow will de-de-ing if used. When fully charged, there is a ranged attack bonus in excess of the Rune crossbow. It is also faster, attacking speed with a long sword. It would be wise to bring two fully charged bows into the War Cave. For every 250 shots, the Crystal bow is currently being rotated to derelict, dropping its stats. It is strongly recommended to soak the Crystal bow so that statistics do not decrease, as it derelicts throughout the cave. After 2,500 shots, the bow returns to the crystal core. If one shoots 200-240 shots and then replaces it with the second bow, the second will derelict and the first will still have the maximum statistic. The player must switch back to the first bow, after another 200-240 shots, use the degraded bow to make the next degradation and repeat these steps. The price of using this weapon varies greatly, since the more bows the player has charged, the lower the price. This means that this weapon has 360 and 72 coins per shot. Guthan warspear If the player chooses to use Guthan equipment, you need to take this weapon as well as the rest of the set pieces of the set effect. Infection, to activate. Successful attacks have a chance to heal the player for the amount of damage they take. This can be very useful as it saves a lot of potions. The warspear, however, is a melee weapon, so one must come out of the safespot and turn towards monsters to use. It is also am two-handed, so no shield can be rotated next to the spear. When one launches the Fight Cave with a full inventory and both the weapon and shield are equipped, the warspear cannot be used until the inventory spot is recovered. The use of Guthan's warspear takes up 4 inventory sites, as the rest of Guthan's pieces are also needed. Keep in mind that the set effect is only triggered randomly, so you shouldn't rely on restoring health to Guthan's when there are very few hit points left. Saradomin godswordHeely leveled, rich players find that the Saradomin cross sword is a useful secondary weapon to the caves. Level 75 Attack is required to use your weapon. The special attack, Healing Blade, restores half the damage that is not the Hitpoints and 1/4 of that prayer points and reduces the potions required. A special attack drains 50% of the special attack energy. Despite some lower levelled creatures that have only 10 or 20 hit points, players can still heal the equivalent of what they would have hit if that monster had more health. Players will be able to use the special attack once after roughly Wave 20. The cross sword should be The special attack is only - the normal killer, the player must use a long-range weapon. A good tactic is to kill the powerful monsters first and save the Tz-Kek from the last to use the special attack. Other words of God are also, to a lesser extent, useful in the Cave of War. Dragon halberd Only players who have completed their Regicide quest, the Dragon halberd can be a cheap yet effective last resort weapon for players who do not want to use Ranged and do not have much money to spend. It's a melee weapon that can strike from two squares outside the range of monsters' melee attacks. Halberd has a special attack, sweep, which drains 30% of the special attack energy. This attack can attack multiple opponents in multi-combat areas if they line up properly side by side. Against the big monsters, this special attack will attack twice. For some players, it can be a powerful weapon; However, it can be difficult to use - for example, if someone ran there is a change in the end a little too close to the Ket-Zek, players will then get hit by melee attacks and quickly die. Equipment The simplest method is the range-only method. The range-only setting only includes Ranged until the end. This is, perhaps, harder than Guthan equipment, as well as ranged more food and beverages needed and more damage to be taken. However, it's not very hard to make it in the end just Ranged, and it's a good alternative for people who don't want to use Guthan's. Since the player will take more damage, it is highly recommended that they maximize their defensive bonus (especially against the Prior and Long Distance to help defend against Tok-Xil and Yt-HurKot), as well as prayer and long-range attack statistics. Benefits This method is cheap and simple. The bins are not occupied by pieces of armor. Disadvantages Since it requires more potions to restore HP, this method is usually more difficult than using Guthan's. Inventory 2-3 starting with drinks (4) 6-8 Saradomin beer (4) Fill the rest of the slot with super resets or prayer drinks (4), but you need to at least 1 restoration to offset the effects of beer in the 1:3 ratio of restoring the beer (i.e. 3 servings of beer requires 1 serving of restoration to counteract the effects of brews). Purple sweets (stackable food, cure 1-3 hp) - optional Saradomin godsword also helps, since it reduces the need to use Saradomin beer and prayer drinks with 250 diamond screws (e) (if starting from TzTok-Jad) Notes If you find you don't need to heal often, for example, if you have a Saradomin godsword, or if you have a higher level of the Defense/Combat, consider the cheaper inventory of 4 Saradomin beers, 4 Super resets, 3 Starting drinks, and the rest of your inventory, Prayers. This radically saves money, and each trip costs a third the less the initial funding. This is just a recommended set of kits and always change for each player. The higher the level of protection, the less you need protective equipment than Karil's leather space or leather skirt. Wearing the little Void Knight hood, yields a 10% bonus on damage and 10% on that accuracy. You need 42 attacks, strength, defense, long-range cargo hold, magic, hitpoints and 22 prayers. Also, the melee government has also brought along the inventory if anyone wants to use Melee in the caves with a Saradomin cross sword or something like that. Alternatively, the Mage steering rod can be taken if someone wants to use Blood Blitz or Blood Barrage to heal. The set effect of Pros Void takes +10% damage to long distance, +10% to melee, +10% accuracy to both Ranged and Melee, and +45% to Magic accuracy for endured steering, allowing for better hits. It has no negative effect. Cons A decent shield may be needed to help offset low defensive bonuses. Inventory The spare crystal bow (only if one) Diamond screws (e) / wide screws (optional, and only if the rune crossbow / Armadyl crossbow) 2 starting with drinks (4) 6-9 Sharadomin beer (4) 2-3 super resets (4) 1000 Blood blitz / Blood barrage casts (optional, and for healing) Fill the open stocks with prayer drinks (4) Notes Reduce the amount of breweries and restore if you want to use guthan (as indicated in theGuthan method) during Fight Cave, but retain the 3:1 ratio of beer for recovery. Swap the super restores prayer drinks to reduce inventory costs. Also, sub out 3 drinks of blood blitz or blood barrage runs if you are looking for an alternative way to heal and give the Void magic helmman that 45% bonus magic accuracy. Many players use Guthan's armor in the early waves (Waves 1-14) as it helps keep food and has reasonable protection. Guthan's armor randomly heals you in a few attacks with the amount of damage you've done. Players usually use guthan's until Yt-MejKots appears (on wave 15+), in which the player switches to Ranged. However, they can still heal monsters from subsequent waves to replenish their health if necessary. Ideal monsters to heal are Tz-Kek (level 45), and Tok-Xil (level 90). In subsequent waves Ket-Zek attacks, you can run though the Tok-Xil trapped the Yt-MejKots while meleeing the Tok-Xil. Yt-MejKots is also ideal to cure if you are using a safe spot, such as Italy or Dragon Rock. This happens by hiding in a safe place, hitting Yt-Mejkot, and running back to the safe place. It should be noted that when running back to a safe place, you have to wait until hp bar goes away so you won't attack. Pros Guthan heals you when you go into close combat, so less, if any, Saradomin will require beer, food or other healing. Guthan and Ranged are usually easier to use than Ranged alone. Disadvantages Some stock slots are occupied by pieces of armor (however, hp hp the Guthan more than makes up for the few drinks lost). Changing armor can be difficult for inexperienced players.
^ 1.0 1.1 1.2 Switch out for Guthan's to heal Inventory By taking advantage of high-range bonus weapons such as the Armadyl crossbow or a soaked Crystal bow, the player can mound chest and foot protection, which offers very high defensive bonuses such as Barrows equipment. This allows players to get a decent range bonus, but is able to tank most of the hits on Tok-Xil. In addition, if someone doesn't feel up to the enticing healers of the boss fight, the added protection allows them to simply stand there and tank them. Pros Reduced consumption of Ima/super reset drinks and Saradomin beer. Cons Hit less and cause less damage due to the negative long-distance bonus from the armor. Proper equipment can be very expensive, especially if someone wants to get the best ranged attack bonus as well as high protection. Essentially, it is not worth doing, since the reason for the required armor exceeds the cost of the supplies used, and the amount of damage per second exceeds the amount of protection that you gain. This means you have less damage, but you are exposed to whats causing the damage longed, essentially denying the effect if you are unlucky. Inventory Note: Reduce beer and restore if you plan to use Guthan during the Fight Cave. Replace the super restore prayer drinks to reduce the stock cost, but keep the beer's 3:1 ratio for recovery (e.g. 9 beers and 3 restorations). Some players choose to fight Jad with the help of Melee. To do this, players need to defend the melee and switch to Protect Missiles from /Protect from Magic, depending on what Jad uses, and then immediately switch back to Protect from Melee, because his melee attack is too fast, and if he doesn't use Melee, he just switched again. We advise you to 90+ Melee Stats along with 90+ Hitpoints and 70+ Prayers of Piousness when trying this method. The use of Super Attacks and Strengths greatly speeds up killing, Pros Fight Cave is highly accelerated and can be between about 45 minutes and 1 hour. The first 30 waves are usually faster than using Ranged. Cons Due to the fact that you're in melee range, it gives Jad again another attack idd flicking harder.
^ 1.0 1.1 1.2 1.3 1.4 1.5 Switching to Guthan's when it comes to healing another strategy that Meleeing uses in the Vengeance spell. This is only recommended for higher-level players. You attack Jad in the same way as normal (the byssal whip first hit, use Armadyl godsword special attack twice and then back to the whip), but after the Armadyl godsword Use the Vengeance spell. When Jad goes to switch to Magic melee/ranged, he'll end up killing himself / knocking himself down to 20 le's below. If you use this method, you are advised to have 90+ Hitpoints and keep helr Over 80. Inventory 3-4 Super Combat Drinks (4) 7-9 Saradomin Beer (4) 13-15 Super Restores (4) 3 Spaces runes (1 if you use a rune pouch) if you plan to use Vengeance Fill the open sets of prayer drinks (4)s Notes To Reduce the volume of beer and restore if you plan to guthan when using the Fight Cave. Replace the super restore prayer drinks to reduce the stock cost, but keep the beer's 3:1 ratio for recovery (e.g. 9 beers and 3 restorations). It is highly recommended to have at least 90 Magic and access powerful ancient Magicks spells like Blood Barrage. Furthermore, wear the best Magic armor possible like Ahrim's cloak or use Void equipment and equip a good crew like a fully charged Trident in the swamp. While in theory Magic may seem [like] a good approach to beat the Fight Caves and bosses, it's usually not advisable unless the Magic level is high enough to use the devastating spells, or if you can afford the huge amount of runes needed to succeed. Also, if you use the Void method, wearing the Void magic helm, robe, top, skirt, and gloves, yields a 30% bonus on Magic accuracy. You need 42 attacks, strength, defense, distance, magic, hitpoints and 22 prayers. Advantages No inventory slots have captured pieces of armor. Cons It can be quite expensive, slow, and boring. A decent shield may be needed to counteract the low protection of magical armor. Inventory 6-9 Saradomin beer (4) 2-3 super resets (4) Runes of magic you're casting (2000-2500 times) 1000 Blood Blitz/Blood Barrage casts (optional, and for healing) Fill all open inventories with prayer byte (4) Consider using proselyte armor (legs and helmet) along with the blessed dragonhide armor (body and boots) to maximize the prayer bonus and reduce the damage received by Tok-Xil. If the proselyte armor is not available to you, use blessed skin or runes. If you decide to prioritize the long-distance attack against long-distance protection, we recommend that you use the above set instead of the one below. Inventory 8 Saradomin beer (4) 300 + purple sweets 14-16 super resets (4) 1-2 starting with drinks dragon darts or diamond screws (e) the Jad Note: The healers appear when Jad has reached half his health can be extremely dangerous, even void and berserker pures. If you're inexperienced in the Battle Caves, you're going to die. If someone can't use the Italian rock to keep all healers on the other side of the Jad, they should kill the healers or run through Jad (east-west/west-east). Running through Jad is extremely difficult. An easier option to limit the veracity of healers is to use a small amount of black chinchompa on healers. If automatic retaliation you just need to keep track of prayers and health. Furthermore, the range of chinchompas when using the quick attack style is similar to the crossbow. Users of the toxic blow pipe blow pipe pipe to avoid long range and avoid unwanted defense experience gains. Switch to black chinchompas after a prayer switch when Jad approaches semi-health. You should even target any healer as Jad has too much of a chinchompas field effect. Switch back to your main weapon to finish Jad. In the battle itself monsters in this activity, players monkeys must fight past waves of six types of monsters ranging from level 22 to level 360 before they face their ultimate boss, TzTok-Jad. Each of these monsters require a different tactic for the player, though, given the structure of the activity, most of them are best fought from a distance. The monsters tend to have high attack and strength, as well as a special ability, but with low Hitpoints and defense. This means that they will hit hard and often, but they can be easily killed. The monsters appear in waves, 63 in total. The monsters mentioned by the fighting level. Monsters in the caves continue to stack in such a way. For example, after two Yt-MejKots, you will face the Ket-Zek (wave 31). The first Ket-Zek you fight, it will keep appearing until wave 62, when two Ket-Zeks appear. Monsters must be killed based on the threat posed by the player: Tz-Kihs, then Tok-Xils, then Ket-Zeks, then Yt-MejKots, and finally Tz-Keks. It is very important to note that if two identical monsters appear, one of them is disclosed. This disclosed monster will serve as a way to point the next monster in a row that spawns there. For example, if two Ket-Zeks appear, one is orange in color; This orange Ket-Zek spawn point will be the next monster, in this case, TzTok-Jad's, spawn point. With Full Guthan's with Protect from Melee, if necessary, it can be used to heal until all major threats, such as 360, are defeated. 360 deadly Magic and melee attacks, be sure to kill the Protect from Magic. Waves 1-30 are excellent at healing and melee high Combat levels, but waves 31-61 can also be used to heal, provided the 360 are killed first. Wave 61 is the last chance to heal with Guthan's help. Wave Combat Levels 1 22 - Kill using hit-and-run tactics to prevent the prayer channel. 2 22, 22 - Again, hit-and-run! 3 45 - This spawn will be the same as the orange 360 on wave 62 and the same spawning as Jad. 4 45, 22[1] 5 45, 22, 22[1] 6 45, 45 7 90 - If necessary, activate tok-xil protection against missiles as its long-range attack will be strong against low levels or cores. [2] 8 90, 22[1] 9 90, 22, 22[1] 10 90, 45 11 90, 45, 22[1] 12 90, 45, 45 14 90, 90[2] Smaller monsters, Italy Rock or Dragon Rock help block towering Yt-MejKots (180s). Look at this map. [3] 15,180 - Blocks towering Yt-MejK again or heals with guthan's help if necessary, if necessary. 16 180, 22[1] 17 180, 22, 22[1] 18 180, 45[3] 19 180, 45, 22[1] 20 180, 180, 22, 22[1] 21,180, 45, 45[3] 22,180, 90 - Missile defense 23,180, 90, 22[1] 24,180, 90, 22, 22[1] 25,180, 90, 45 26 180, 90, 45, 22[1] 27,180, 90, 45, 22[1] 28,180, 90, 45, 45[3] 29,180, 90, 90 - Activation of missile protection against Tok-Xils if necessary as their long-range attacks will be strong against low levels or mage. 30 180, 180 - As soon as you finish the last 180, activate Protect from Magic immediately. From this point on, use Protect from Magic against Ket-Zeks (360s) and disable Auto Retaliate. [4] 31,360 - Keep your distance as a melee attack can handle devastating damage to a player in range. Hit-and-run may work, but the inexperienced didn't recommend it. 32 360, 22[1] 33 360, 22, 22[1] 34 360, 45 35 360, 45, 22[1] 36 360, 45, 22, 22[1] 37 360, 45, 45 38 360, 90 39 360, 90, 22[1] 40 360, 90, 22, 22[1] 41 360, 90, 45 42 360, 90, 45, 22[1] 43 360, 90, 45, 22[1] 44 360, 90, 45, 22, 22[1] 45 360, 180, 22, 22[1][4] 46 360, 180, 22, 22[1][4] 47 360, 180, 22, 22[1][4] 48 360, 180, 22, 22[1][4] 49 360, 180, 45[4] 50,360, 180, 45, 22[1][4] 51,360, 180, 45, 22, 22[1][4] 52,360, 180, 45[4] Remember the order to kill 29314. 53,360, 180, 90[4] 54,360, 180, 90, 22, 22[1][4] 55,360, 180, 90, 45, 22[1][4] 56,360, 180, 90, 45, 22[1][4] 57,360, 180, 90, 45, 22[1][4] 58,360, 180, 90, 45, 22, 22[1][4] 59,360, 180, 90, 90 61,360, 180, 180[3]. This is the last wave to heal Guthan's. Activate Your Defense for the next wave. 62 360, 360 - Before killing the second level 360, drink drinks to restore HP and prayer. Turn protect the missiles immediately after the second level 360 dead and run in this area. This is because there is no initial range of sound before Jad hits it, while Jad's magical attack sounds like activating atribution prayer. Please note that Tz-Tok-Jad will multiply where the orange Ket-Zek spawns. 63 702, (108, 108, 108, 108) - Quickly run into the northeastern area near the exit protect the missiles, and hope Jad gets trapped behind Italy's Rock in the east. Jad uses Ranged by trampling his feet on the ground emitting cracks in an earthquake-like manner. He also attacks us growling, resurrecting and dangling his granules before frying a fireball, as shown below. Four levels of 108 healers appear when Jad has half his health, so attack them all in the long term and pull away Jad while focused on Jad's footwork and attacks. If you've cured TzTok-Jad back to full health and then been killed, you can respawn; otherwise, no. You don't have to kill them to finish the War Cave. The progression can be summarised as follows: if there are two identical monsters from a wave, the following replace the a monster on the next higher level; eg: the 22, 22 will be 45, 90 will be 180, and so on. If each monster has different levels, another Tz-Kih (22) will appear. All monsters running: 48 Tz-Kih (22), 40 Tz-Kek (45) [80 Tz-Kek (22)], 36 Tok-Xil (90), 34 Yt-MejKot (180), 33 Ket-Zek (360), 1 TzTok-Jad (702), 4 Yt-Loops (108). The order in which you have to kill the monsters: Tz-Kih (level 22) Tok-Xil (level 90) Ket-Zek (level 360) Yt-MejKot (level 180) Tz-Kek (level 45 and 22) Note: If there are monsters in the wave, That they were able to be trapped behind a rock, it is best to stay behind that rock and defeat the monsters you can access from there before onto the monsters who are trapped So minimizing the number of monsters you have to worry about at the same time. The monsters in the order of appearance wave number: First wave level name Hitpoints Attack style Max hit (approx.) Notes 1 22 Tz-Kih 10 Melee 4 Despite its low fighting level, this monster is usually the player's primary goal to kill unless trapped behind an object or other monster. Drains Prayer points when the melee range is 100% damage done + 1 Point of Prayer (so you can channel at least 1 point per attack). 3 45 Tz-Kek 20 Melee 7 A small melee fighter. Cause 1 le kickback damage if hit by any melee attack. The least dangerous monster in the cave, so this should be the player's lowest priority to kill. You can't hit it very high, and it's not accurate. When he dies, level 22 Tz-Keks will take his place. 3 22 Tz-Kek 10 Melee 4 Two of these appear when a Level 45 Tz-Kek is killed; do not have the recoil effect. 7 90 Tok-Xil 40 Ranged, Melee 13-Point long-range fighter capable of devastating damage. The player's second priority is to kill unless the Tz-Kih is trapped behind an object or monster. Praying against these early waves is recommended. Later, Prayer should be used against Ket-Zek Magic attacks instead, so these will have to be killed soon. If he can't pray against ranged attacks, the player can walk up to melee range to attack this monster as melee attacks are weaker. This monster's long-range and melee attacks are similar. If guthan's is owned, these can be handled very easily and without the use of prayer. 15 180 Yt-MejKot 80 Melee 28 Slow melee fighter; The player's fourth priority is to kill him. You can easily be trapped behind a rock or a Ket-Zek, and not much of a threat when trapped; if it doesn't hit the player, though, it will hit high. This monster can

heal itself and other monsters when it attacks. 31 360 Ket-Zek 160 Magic, Melee 54 A very large and dangerous monster - the player's third priority is to kill. When someone is alive, the player must pray against the Magic's attacks. It can be A player has a few hits if there is a chance. Use safespots in co-prayer to fully block the damage. Melee distance distance both Magic and Melee attacks. They can be used in subsequent waves to block the Yt-MejKots. Be very careful, the Ket-Zek melee attack can handle very large damage. 63 702 TzTok-Jad 255 Melee, Magic, Ranged 97 The last boss of fight cave. He uses ranged, magic and melee attacks. It's almost impossible to kill him without using the right prayers. See the text for more details. 63 108 Yt-HurKot 60 Melee 14 Four appears when TzTok-Jad is in semi-health to heal; they must be killed or distracted. They can heal each other or themselves when in melee range, like their cousin, the Yt-MejKot. If they cure TzTok-Jad before they kill him, they'll reproduce again. TzTok-Jad TzTok-Jad is the last monster he met in fight cave. Examining how yields the discourages message It will hurt Which, if it goes wrong, is very true. It is one of the highest levelled monsters of any OldSchool RuneScape that players can fight by traditional methods. Defeating TzTok-Jad requires great perseverance and determination. General information In order for one to reach TzTok-Jad, you must first fight 62 gradually tougher waves of monsters. The current wave that the player has is visible at the beginning of each wave. TzTok-Jad himself is a level 702, huge, four-legged behemoth and uses all three sides of the fighting triangle - Magic, Ranged and Melee. TzTok-Jad only attacks with a melee attack if the player is next to him. When the player is at close range, TzTok-Jad uses magic and ranged attacks. If the player attacks remotely - which is highly recommended - TzTok-Jad alternates randomly between Magic and Ranged attacks. During the fight, the player must have automatic retribution and focus on switching to the right defense prayer in time. Even if the Yt-HurKots appear or the player gets hit, switching prayers is the most important thing. If you want to take a break from TzTok-Jad, don't try to log out of wave 62, the wave before Jad. If you log off after you finish wave 62, you will spawn in the middle of the fight cave, and you will only be able to do a measure before it spawns. Instead, try logging off on wave 61, finish the wave, set the quick prayer to protect the magic and log off. When you log in again, you'll face two Ket-Zeks, and you'll have plenty of time to prepare for TzTok-Jad. Do not continue to push the chat dialogue. Instead, turn on quick prayer. This will start the wave. TzTok-Jad spawns where orange/off-color Ket-Zek spawned wave 62. Jad slams his feet to the ground and stands up and props his feet up for Magic. Survival depends on watching TzTok-Jad's movements - an emoticon precedes the attack and says which defense prayer to use. Melee: TzTok-Jad slams his fist the player. It's the fastest attack, but if the player stays away, he can't meet him. Please note that this attack does not warn you to pray. Magic: TzTok-Jad will stand up straight and start breathing fire after about half a second. You can hear inhalation/growl loudly, (the sound of retaliation effect activating) educating during this and before it actually attacks, so listen to it. Protect magic to be activated while he is educating, as after he starts to breathe fire, it will be too late and you will be hit. Long distance: TzTok-Jad slams his front foot to the ground and big cracks appear on the floor at his feet - the player must now turn on prayer. Then a rock will fall on the player. The sound of the attack only occurs after the hit has been registered, which means you must pray in advance, you are recommended to make this prayer when the wave begins, as you may not be able to see Jad before it is too late. (If you hear the magic sound, you can change the prayers at any time.) Although somewhat slow, all these attacks deal enough damage with a single blow to kill even the strongest of the players, if not guarded with the help of proper defense prayer. TzTok-Jad has the maximum hit of 98 in the Melee and 97 in magic and ranged and hits very accurately. Healers When TzTok-Jad is down to half his health, he summons four Yt-HurKots (level 108 Melee Warriors to 60 HP and Tiny Compared), which heals him effectively causing him to regenerate indefinitely until he is dealt with. In order to prevent them from healing, it is necessary to find them once to turn their attention to the player. Yt-HurKots' melee attacks hit until 14, so the player can kill them, but if someone has a decent level of protection and good equipment, it shouldn't be extremely dangerous - you always have to watch their health. Alternatively, when all Yt-HurKots attack the player, run through TzTok-Jad and they are trapped behind him. This is not recommended unless the player is experienced. (the technique only works if it is east-west or vice versa.) TzTok-Jad can be cured to get back to full health while killing healers and not going to respawn. It is not advisable to tank the healers, as any healer that fights with you is still able to heal Jad. (some people love the line of healers and only tank one; so only a healer can heal Jad and simply outitting it.) If the healers appear on the other side of the TzTok-Jad and the player uses a ranged weapon, it may be advisable to set the attack stance for the long term, so that the player does not get the melee distance from TzTok-Jad when trying to hit the healers. Note: When Yt-HurKots appears and before attacking them in a long-distance to distract them, the player is advised to set the attack attack long range. Otherwise, he can walk too close to TzTok-Jad and get hit by the melee attack. If the player is hit by TzTok-Jad, do not panic or consume large amounts of food or potions at the same time. Stay calm and focus. Heal once every time you attack while prioritizes prayer. It is necessary to get the attention of all healers; most likely, even if you leave one healer for him by the time he takes to kill the other three healers, Jad will be in full health. A very simple way to deal with healers is to attack and kill them one by one, ignoring TzTok-Jad being healed back to full health. Once the healers are all dead, they'll kill TzTok-Jad again. This eliminates possible death from damage caused by healers. Check out It is possible to log out and save one's progress in the Fight Cave. To do this, the player must click the logout button once. The game registers that the player wants to log out and two red messages in the chat box telling the player to log off as soon as the current wave ends. The player can now kill all monsters in the current wave, after which you have the opportunity to log off safely. The next time they check in, they'll be on the next wave. You can also log off regularly if you're not in combat for 10 seconds or x-log if you have enough prayers that you don't die before you check out completely. It can be abused in Wave 62 by a better Jad offspring. The orange core will show you where Jad spawns, and if you log off on this wave for spawn points, you will get randomly selected out of the 7 possible. This can be done several times until the player receives the spawn points they wish to make fighting Jad easier. If the player double-clicks the logout button or avoids all fights for 10 seconds while there are still live monsters and then logs off, his progress is saved, but he has to start from the start of the wave on which he logged out. The wave does not start immediately; However, the player finds himself in a conversation in which the creature who waits at the entrance to the caves tells them to prepare to fight for their lives, just like when he first entered the caves. The wave does not begin, and there are no monsters spawning until this message disappears as a result of the player doing something. This gives the player time to enter the Prayer tab and activate the necessary prayer and quickly run from the middle of the room (where the player will be at check-in) to the safe place, if necessary, before the monsters will spawn. This is usually not very dangerous, although it is somewhat risky, so it is always better to stay logged in while staying in the caves unless absolutely Predicting the spawning location of future waves Predicting the spawning location of monsters in future waves can save you up to five minutes Time to finish the fight cave. TzHaar Fight Cave/Rotations has a table of all possible spawning orders. Social content is available under CC-BY-SA, unless otherwise stated. Noted.

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