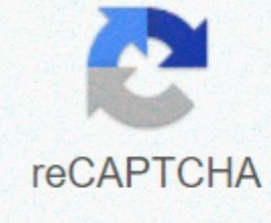




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Magic Dart (also known as Slayer Dart) is a unique battle spell. This requires either Slayer employees, Slayer employees (e), employees of the deceased, toxic staff of the deceased, or light staff. Magic Dart is a popular choice for mini-game Barrows, as the required ditches are a common reward from the mini-game. During casting with the help of Slayer (e) personnel, the projectile changes from green to white. Magic level 50 and Slayer level 55 are both needed to cast that spell and it requires 1 rune of death, and 4 Mind steer. Damage to this spell follows a unique formula. You can play with potential maximum hits by visiting our Magic Max Hit Calculator. Magic Dart Level: 50 Members?: No Experience: 30.00 Spellbook: Standard Type: Battle Element: Damage to Air Force Base: 10+ 10% magic level; 13+ 16.6% of magic level if you use Slayer (e) personnel on Runes: None you can calculate the maximum hit of any battle spell by visiting our Magic Max Hit Calculator. The dead's staff are bladed personnel who require 75 Magic and 75 Attack to own. It is dropped by K'ril Tsutsaroth, and is considered an overseas item while in the God Wars dungeon and in a desert camp of thugs. It is one of the few items that increases the magical damage of the player, increasing it by 15%. When a combat spell is thrown with staff, there is a 12.5% (1/8) chance that staff will negate the cost of pens for this spell. Staff can be replaced by killer staff for the magic dart casting (and is more accurate than Slayer's staff), and can automatically roll out The Flames of Zamorak, Crumble Undead and Magic Dart. The staff turns out to be their offensive melee statistic, which is unusually high for magic weapons. His statistics are comparable to the long sword of the dragon; Longsword has +3 better kick bonuses, but the staff has +1 best slash and bonus strength in addition to magical damage enhancement, accuracy, and faster attack speed. The personnel of the dead offer a speed of attack 4 when using melee combat, which is the same as a weapon such as an unsomaneageable whip. However, when using magic spells, it offers a 5 attack speed that is the same as all spells except spells cast powered by staves or harmonized nightmarish staff. A player who uses the personnel of the special attack of the deceased, the Force of Death. The personnel have a special attack, The Force of Death, which is half the damage to the enemy's melee, consuming 100% of the player's special attack energy. After activating a special attack in the player's chatbox, a message will appear: The spirits of the deceased evils offer you their protection. The effect lasts for one minute after using a special attack, but is immediately lost if players unpin staff. Additionally, the effect stacks with the effect of reducing PvP damage from prayer from melee. A special attack cannot be used in the Arena duel if the magic is disabled. Updates[edit] With a level of 59, Kraft can attach a magic ig to the staff using a tooth, creating a toxic staff of the dead. This boosts his magic attack bonus to +8, and has the ability to infect the target with poison. However, taking advantage of these benefits, you need to use the Zulrah scales to charge the staff. Targets can only be contaminated with poison when using a magical attack, but with the help of both melee and magical attacks will consume Zulra's weight. In addition, players can use Saradomin's light on the staff of the dead to create a staff of light that inherits the effects of staff dead. This process is irreversible. The only difference between the two ambushes is that the staff of light is able to

automatically shoot Saradomin Strike instead of the Flame of Zamorak, and it is considered both a overseas and saradominist point, being in the dungeons of God's wars and in the camp of a desert bandit. Players can bring staff dead and a Guthixian badge to Yuna to upgrade it to the balance staff. This process is irreversible. The only difference between the two ambushes is that the balance sheet staff are able to automatically display Guthix claws instead of the Flame of Zamorak, and this is regarded as a Zamorakian and Huthisian subject, being in the dungeon of God's war and in the camp of a desert bandit. Products[edit source] Item sources[edit] For an exhaustive list of all known sources for this item, see <a0><a1> Edit a source </a1><a2></a2></a0> . here (enable RDT). SourceLevelQuantityTrailblazer RegionsK'ril Tsutsaroth650 11/508 Name Levels to Equip Magic Attack Bonus Notes Harmonized Nightmare Staff 75 50 +16 Flying Nightmare Staff 75 50+16 Has a special attack that consumes 55% special player attack energy with 50% increased accuracy and has This attack does not consume dumps. Otherwise, it has identical bonuses and benefits for Nightmare employees. Eldritch nightmare staff 75 50 +16 Has a special attack that consumes 55% of the player's special attack energy and causes plenty of damage by restoring the player's prayer points to 50% of the damage done. This attack does not consume dumps. Otherwise, it has identical bonuses and benefits for Nightmare employees. Kodai 75 +28 Can autocast ancient magic. Unlimited water runs are provided. Increases magic damage by 15%. When a fighting spell is thrown with a wand, there is a 15% probability that the wand will naught the cost of the rand for this spell. It currently offers the highest statistics of any magical weapon in both magical attack and defence. Sanguinesti staff 75 +25 Slightly stronger than Trident swamps, with the same stats but able to hit one damage higher. You need 3 per charge of the built-in spell. Built-in scale damage spells with the player's magic level and can hit up to 32 in 99 . Has 1 out of 6 chances to heal half of the damage caused. Linked to toxic staff of those killed and Trident trident for the second biggest magic bonus attack. Trident swamp 75 +25 has the same advantages as Trident of the Seas, but with +10 more magic bonus attack. Requires 5 1 1 and 1 Zulrah scales (instead of coins) for a built-in spell fee, and can hold up to 2,500 fees. Built-in scale damage spells with the player's magic level and can hit up to 31 in 99 . He has a 25% chance of inflicting poison on target. Associated with Sanguinesti personnel and toxic staff of the deceased for the second biggest magic bonus attack. Toxic staff of the deceased 75 75 +25 Master sticks 60 +20 You can autocast ancient magicians. It takes 240 telekinetic, 240 alchemists, 2,400 enchantments and 240 cemetery points, and a teacher stick equipped either in player inventory to purchase from Mage Training Arena. So it's not very expensive, apart from the time and runs spent at Mage Training Arena. Light staff 75 75 +17 Can autocast Saradomin Strike. It is believed to be a Saradomin and Zamorak item in God's wars. Otherwise, it has identical bonuses and benefits to the staff of the deceased, except for the flames of zamorak car studio. Staff balance 75 75 +17 Staff of the dead 75 75 +17 Can auto-drop Flames Overseas and Magic Dart. Increases magic damage by 15%. It has a special attack that will double all the melee damage that the player takes within one minute of that stacks with the effect of reducing the damage to PvP prayer protection from melee combat. This consumes 100% of the player's special attack. When a combat spell is thrown with staff, there are 1/8 (12.5%) chance that the staff will negate the cost of running for this spell. Currently, the strongest personnel, when used as melee weapons, outnutrips the ancient Iban employees and staff, and provides +17 magic defense. It is considered a Zamorak point in the wars of God. Staff nightmare 65 50 +16 You can autocast ancient magic. Increases magic damage by 15%. Trident of the Seas 75 +15 Has its own built-in spell, requiring fees that cost 5 1 1 units and 10 coins per cast. Can hold up to 2500 charges. Built-in scale damage spells with the player's magic level and can hit up to 28 in 99 . It has a weapon speed of 4 (the same as scimitars/whip), while all other forms of combat magic have only 5 (the same as longswords). Because the spell is built in, the player does not need to carry his soils in his inventory and can use lunar spells or ancient magic, possessing this staff. Staff Slayer (e) 75 55 +12 Has 2,500 charges and charges enchanting Slayer. If used to throw Magic Dart to task a Slayer player, max hit 13+ (magic level player/6), rounded down, and uses 1 charge from the staff on the hit. Otherwise provides the same benefits as Slayer employees. Smoke Battlestaff 30 (Battlestaff) 40 (Mystic) +10 Iban employees 50 50 +10 Only capable of throwing (and autocast) Iban Blast. Has 120 meetings (2,500 if updated). One charge is used when casting Iban Blast on NPC and two are used casting it on another player. The Iban Blast has a maximum hit of 25. God zaykaye 60 +6 Need to cast God spell. Those with an 80 and a suitable God's toe can use a spell of charge that increases the damage of God's spell by 50%. Ancient staff 50 50 +15 Employee Slayer's 50 55+12 Can autocast Magic Dart and Crumble Undead, in addition to four wave spells. Roni, needed to cast Magic Dart, is very cheap compared to spells of a similar level. Magic Dart's maximum kick is 10+ (magic player level/10), rounded down. Elementary fasteners 1 (Basic) 30 (Battlestaff) 40 (Mystic) +10 Provide unlimited straps of relevant elements. However, they have a slower attack speed than the best gasps (3 seconds per cast instead of 2.4) Changes[edit | edit source] Change date January 8, 2015 (update) Toxic staff of the dead, LVL 75 Attack/Magic Bladed Staff was added to the game by adding Magic Fang to it. November 21, 2013(update) Special code attacking employees dead from time to time read a little memory that was not initialized; this could potentially have caused a special attack to malfunction. Now it's fixed. November 7, 2013 (update | poll) General information[edit code] source]

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