

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

OUR DISCORD SERVER

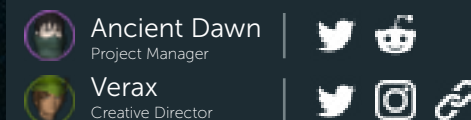


WELCOME

Introduction

Welcome to the RS PocketBook, a high level guide for RuneScape 3. This guide outlines the most efficient gear setups, accessories, perks, boss guides and more!

Project Managers



Disclaimer

This is a fan-made document—not a product of Jagex.

Please only update this document through our website for the most recent and legitimate version.

OUR CLAN



OUR WEBSITE



MORE PVM GUIDES



[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

Primary

Switches

Ammo

Extras

ITEM

GIZMO #1

GIZMO #2



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



Aftershock 3

5 Ilujankan



Precise 3/4

Equilibrium 2

5 Precise



NOTE

General Tier Path:

T85 > T90 > T92

T70 and T85 could be used and dismantled for rare comps on the way to t90+.

Ilujankan components also require 2,500 Zaros rep in the [Heart of Gielinor](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

Primary

Switches

Ammo

Extras

ITEM

GIZMO #1

GIZMO #2



Off-hand Drygore



Flanking 3

5 Clockwork



Offhand Drygore



Lunging 3

5 Avernix



Off-hand Ascension
Crossbow



Flanking 3

5 Clockwork



Dark Bow/Strykebow



Aftershock 1

Planted Feet

3 Cywir
2 Ilujankan



Seismic Singularity



Flanking 3

5 Clockwork



Sunspear



Aftershock 1

Planted Feet

3 Cywir
2 Ilujankan



Biting 1



Mobile

4 Direct
1 Subtle



NOTE

Planted Feet switches are used to increase the duration of the Sunshine and Death's Swiftess abilities.

T85 weapons are also great alternatives for Planted Feet switches.

Cywir components also require 2,500 Seren rep in the [Heart of Gielinor](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

Primary

Switches

Ammo

Extras

ITEM	EXPLANATION	USE	HOW TO GET
 Hydrix Bakriminel Bolts (e) / Acendri Bolts (e)	10% chance to instantly grant 10% adrenaline and an additional 1% from basic attacks for the next 15 seconds.	Using these bolts feels almost like standing in the green beam at Telos. Quite expensive.	Enchant Hydrix Bakriminel Bolts / Acendri Bolts (Or buy off the G.E).
 Ruby Bakriminel Bolts (e)	5% chance to hit the target for 20% of their health (capped at generally 10,000) while taking 10% of your health.	Use at high HP bosses when ranging. The bolts significantly increase your DPS.	Enchant Ruby Bakriminel Bolts (Or buy off the G.E).
 Onyx Bakriminel Bolts (e)	10% chance to deal 25% more damage and heal the player for 25% of the damage potential of the attack (capping at 2.5k).	Switch to these bolts when casting onslaught.	Enchant Onyx Bakriminel Bolts (Or buy off the G.E).
 Tirannwn Quiver 4	Stores ammo and provides a prayer boost per quiver level (max 4).	Everywhere. Best in slot when not using a Rune Pouch.	Complete the Tirannwn Achievements .
 Large Rune Pouch	Holds up to 16,000 each of three runes, saving inventory space. Offers no stats.	Everywhere when casting spells.	Buy off the Bounty Hunter & Deathmatch Reward Shop for 4,000 Bounty Hunter points (Or buy off the G.E).
 Small Rune Pouch	Holds up to 16,000 each of two runes, saving inventory space. Offers no stats.	Everywhere when casting spells.	Buy off the Bounty Hunter & Deathmatch Reward Shop for 600 Deathmatch points.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

Primary

Switches

Ammo

Extras

ITEM	EXPLANATION	USE	HOW TO GET
 Darklight	T99 Damage + T90 Accuracy against Demons.	Slayer Tasks (Ripper and Kalgerion Demons).	"Dimensions of Disaster" Quest (Purchase Upgrade from Gypsy).
 Keris	Boosts Hit Chance to scarabs by 15%.	Kalphite King and Queen.	Defeat the Giant Scarab in the " Contact! " Quest.
 Staius's Warhammer	Increase Affinity by 5 (Lowers targets' defence).	Some high level Bosses. Add Aftershock 1.	Kill Revenants (Or buy off the G.E) [Expensive for what it is].
 Superior Vesta's Spear	Currently the most powerful spear.	Corporeal Beast.	Upgrade a Vesta's Spear with an Ancient Warriors' Equipment Patch .
 Mechanised Chinchompa	Used when dealing with multiple creatures clumped together.	Slayer Tasks (but expensive), Minions at AoD etc.	Invention - Cave Goblin Tree (Or buy off the G.E).
 Guthix Staff	Increase Affinity by 2 (Lowers targets' defence).	Some high level Bosses.	Mage Arena Minigame (Cast Divine Storm 100x).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)


Slayer Sets

Slayer XP

Combat XP

Lenient Tasks

PvM Sets

Tank Sets

Shields

Gloves/Boots

Extras



NOTE

Collect Zamorak Mjolnirs for free Zamorak components ([Guide](#)).

ITEM	GIZMO #1		GIZMO #2	
Bandos Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3	4 Explosive 1 Imbued
Bandos Tassets	Demonlayer	5 Dextrous	Impatient 3	5 Zamorak
Armadyl Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Armadyl Chainskirt	Demon Slayer Dragon Slayer	1 Dragonfire 2 Dextrous	Impatient 3	5 Zamorak
Garb of Subjugation	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Gown of Subjugation	Scavenging 3	5 Precious	Impatient 3	5 Zamorak

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)


Slayer Sets

Slayer XP

Combat XP

Lenient Tasks

PvM Sets

Tank Sets

Shields

Gloves/Boots

Extras



NOTE

Collect Zamorak Mjolnirs for free Zamorak components ([Guide](#)).

ITEM	GIZMO #1		GIZMO #2	
Bandos Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Bandos Tassets	Scavenging 3	5 Precious	Impatient 3	5 Zamorak
Armadyl Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Armadyl Chainskirt	Demon Slayer Dragon Slayer	1 Dragonfire 1 Ancient	Impatient 3	5 Zamorak
Garb of Subjugation	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Gown of Subjugation	Scavenging 3	5 Precious	Impatient 3	5 Zamorak

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)


Slayer Sets

Slayer XP

Combat XP

Lenient Tasks

PvM Sets

Tank Sets

Shields

Gloves/Boots

Extras



NOTE

Collect Zamorak Mjolnirs for free Zamorak components ([Guide](#)).

ITEM	GIZMO #1		GIZMO #2	
Bandos Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3	4 Explosive 1 Imbued
Bandos Tassets	Demonlayer	5 Dextrous	Impatient 3	5 Zamorak
Armadyl Chestplate	Biting 2 Genocidal	3 Direct 1 Powerful 1 Bandos / Undead	Crackling 3 Crystal Shield 1	4 Explosive 1 Faceted
Armadyl Chainskirt	Demon Slayer Dragon Slayer	1 Dragonfire 1 Ancient	Scavenging 3	5 Precious

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
 [Slayer Sets](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)
[PvM Sets](#)
[Tank Sets](#)
[Shields](#)
[Gloves/Boots](#)
[Extras](#)


NOTE

T80 or 90?
Buy whichever tier is
cheapest at the time of
purchase.

Use [Biting 2](#)+[Venomblood](#)
for a cheaper alternative to
[Biting 3](#).

ITEM	GIZMO #1		GIZMO #2	
 Torva/Malevolent	 Biting 3	5 Noxious	 Crackling 2/3  Mobile	4 Explosive 1 Dextrous
 Torva/Malevolent	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak
 Pernix/Sirenic	 Biting 3	5 Noxious	 Crackling 2/3  Mobile	4 Explosive 1 Dextrous
 Pernix/Sirenic	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak
 Virtus/Tectonic	 Biting 3	5 Noxious	 Crackling 2/3  Mobile	4 Explosive 1 Dextrous
 Virtus/Tectonic	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
 [Slayer Sets](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)
[PvM Sets](#)
[Tank Sets](#)
[Shields](#)
[Gloves/Boots](#)
[Extras](#)


NOTE

Collect Zamorak Mjolnirs for free Zamorak components ([Guide](#)).

ITEM	GIZMO #1		GIZMO #2	
 Teralith Cuirass	 Biting 3	5 Noxious	  Crackling 2/3 Lucky 1	4 Explosive 1 Silent
 Teralith Leggings	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak
 Tempest Body	 Biting 3	5 Noxious	  Crackling 2/3 Lucky 1	4 Explosive 1 Silent
 Tempest Chaps	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak
 Primeval Robe Top	 Biting 3	5 Noxious	  Crackling 2/3 Lucky 1	4 Explosive 1 Silent
 Primeval Robe Legs	 Enhanced Devoted 3	5 Faceted	 Impatient 3	5 Zamorak

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Slayer Sets](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)
[PvM Sets](#)
[Tank Sets](#)
[Shields](#)
[Gloves/Boots](#)
[Extras](#)


NOTE

Shields significantly lower your overall damage and should only be used to cast a defensive ability.

ITEM

GIZMO #1

 Kalphite Defender (Defender/Rebounder)	 Precise 5	5 Armadyl		
 Tier 90 Shield (Male/Veng/Merc)	 Turtling 3	5 Evasive		
 Spirit Shields (Divi, Elys, Arca)	 Lucky 5	5 Silent		

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Slayer Sets](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)
[PvM Sets](#)
[Tank Sets](#)
[Shields](#)
[Gloves/Boots](#)
[Extras](#)


NOTE

Here is a basic outline to when you should use each type of glove ([Guide](#)).

ITEM	EXPLANATION	USE	HOW TO GET
 Cinderbane Gloves	Applies poison to target. Try to combine with weapon poison.	All creatures vulnerable to poison.	Slay Lost Grove creatures (Or buy off the G.E).
 Dominion Gloves	Drains targets defensive stats.	Creatures with poison immunity, that can have their stats drained.	Various requirements; outlined on the Dominion Tower list of Requirements.
 Deathtouch Bracelet	Best in slot for DPS at Angel of Death.	Angel of Death.	Buy off the G.E OR Craft (Costs 300 Reaper Points).
 Nightmare Gauntlets	Highest DPS range gloves if target is poison immune & significant dodging is required.	When ranging creatures with poison & stat drain immunity.	Kill Nightmares (Or buy off the G.E).
 T80 Boots (Torva / Virtus / Pernix)	Best for DPS. Replace with T70 if too expensive.	Everywhere (style specific).	Kill Nex (Or buy off the G.E).
 Silverhawk Boots (60)	Best hybrid boots.	Everywhere.	Obtained from from the Oddments Store

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Slayer Sets](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)
[PvM Sets](#)
[Tank Sets](#)
[Shields](#)
[Gloves/Boots](#)
[Extras](#)

ITEM	EXPLANATION	USE	HOW TO GET
 Full Slayer Helmet	Increases DPS towards active Slayer Tasks.	Slayer Tasks.	"Smoking Kills" Quest + Slayer Reward Points.
 Ancient Ceremonial	Negates the requirement for a Zaros kill count in the God Wars Dungeons.	Quick access to Nex and AoD.	Kill Nex (Or buy off the G.E).
 Morytania Legs 4	Increases XP gained from Slayer Tasks within the Slayer Tower.	Slayer Tasks in the Slayer Tower.	Morytania elite tasks .
 Desert Amulet 4	Increases Keris 's accuracy.	Kalphite King.	Desert elite tasks .

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

AMULET

EXPLANATION

USE

HOW TO GET



Brawler's Blood Neck

Best Slayer amulet for Melee.

Slayer Tasks (Melee).

Combine a [Saradomin's Whisper](#), [Chaotic Remnant](#) and [Blood Necklace Shard](#).



Farsight Blood Neck

Best Slayer amulet for Ranged.

Slayer Tasks (Ranged).

Combine a [Saradomin's Murmur](#), [Chaotic Remnant](#) and [Blood Necklace Shard](#).



Dragon Rider Amulet

Best Slayer amulet for Magic
(Increases Dragon Breath ability damage).

Slayer Tasks (Magic).

"[One of a Kind](#)" Quest.



Amulet of Souls (or)

Best DPS + Tank amulet
IF you have 100% Accuracy.

PvM - At bosses you have
100% Hit Chance ([Calculator](#)).

Buy or Craft an [Amulet of Souls](#),
then attach a [Soul Ornament Kit](#).



Reaper Necklace (or)

Best DPS amulet
IF you don't have 100% accuracy.

PvM - At bosses you don't
have 100% Hit Chance.

Buy or Craft a [Reaper Necklace](#),
then attach a [Reaper Ornament Kit](#).



Amulet of Zealots

Increases the boost of single stat-boosting
prayers. Combine with [Leech Curses](#).

Low level Bosses or Slayer Tasks.

Buy for 40,000 [Dungeoneering Tokens](#)
(400,000xp In Dungeoneering).



Demon Horn Neck

Restores prayer from ashes and bones
([Attuned Ectoplasmator](#) + [Bone Crusher](#)).

Slayer Tasks.

Buy for 35,000 [Dungeoneering Tokens](#)
(350,000xp in Dungeoneering).



Salve Amulet (e)

Best DPS amulet against Undead.

Slayer Tasks
([Edimmu](#)).

"[Haunted Mine](#)" Quest followed by
"[The Lair of Tarn Razorlore](#)" Miniquest.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

RING

EXPLANATION

USE

HOW TO GET



Asylum Surgeon's

Best DPS ring.

Everywhere.

"Broken Home" Quest, followed by the two challenges afterwards.



Ring of Vigour

Ring switch for casting Ultimate Abilities (Saves adrenaline).

Everywhere.

Buy for 50,000 [Dungeoneering Tokens](#) (500,000xp in Dungeoneering).



Ring of Death

Reduces death cost and prevents familiar despawn upon death. Provides a chance to gain 5% adrenaline when killing a target.

With Super Saradomin Brew.

Buy off the G.E OR Craft (Costs 300 [Reaper Points](#)).



Luck (Any)

Supposedly does a thing (Increases drop chances).

Everywhere.

Buy off the G.E.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

AURA

EXPLANATION

USE

HOW TO GET



Berserker
Reckless
Maniacal

Best DPS auras
(Melee, Ranged, Magic).

Bossing
Prioritise this aura.

50,000 LP.



Brawler
Sharpshooter
Runic Accuracy

Best Accuracy auras
(Melee, Ranged, Magic).

Bossing
Use when above auras are on C/D
and you require accuracy.

4,250 / 16,750 / 29,000 / 57,000 LP.



Dark Magic

Second best DPS aura
IF you have 100% Hit Chance.

Bossing
Use when all above auras are on C/D.

42,500 LP.



Mahjarrat

Third best DPS aura.

Bossing
Use when all above auras are on C/D.

Premier Club Reward.



Vampirism

Lifesteal for slayer tasks.

Slayer Tasks.

23,000 LP.



Penance

Prayer regeneration for slayer tasks.

Slayer Tasks.

23,000 LP.



Invigorate

Saves adrenaline after casting
an ultimate ability. Stacks with
Ring of Vigour.

Slayer Tasks.

5,000 / 16,000 / 36,500 / 57,500 LP.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

SIGIL

EXPLANATION

USE/UNLOCK ORDER

HOW TO GET



Limitless Sigil

Allows you to use thresholds without 50% adrenaline.

Some specific situations that will help smooth out your rotation when DPSing against a timer.

Combine 1,000 [Vital Sparks](#) from [Sophanem Slayer Dungeon](#).



Ferocious Sigil

Instantly respawns monsters you killed in Kuradel's dungeon.

Speeds up Airuts and Abyssal Demon tasks (assuming you are doing them in Kuradels.)

Buy for 45M Anima from [Shattered Worlds](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

POCKET

EXPLANATION

USE

HOW TO GET



Berserker Blood Ess

Useful when you're taking frequent hits and don't require overload or brews.

Some PvM
(With Guthix Rest).

Craftable after "[River of Blood](#)" Quest
(One time gift from Vanescula).



Vampyrism Scrimshaw

Provides healing while using Melee.

Some PvM
(Limit 1-3 per team).

Unlock the 4 Scrolls from Ports
(Or buy off the G.E).
(Inferior version).



Cruelty Scrimshaw

Best for DPS.

PvM.

Unlock the 4 Scrolls from Ports
(Or buy the Inferior Version off the G.E).



Elements Scrimshaw

Best for DPS.

PvM.

Unlock the 4 Scrolls from Ports
(Or buy off the G.E).
(Inferior version).



Erethdor's Grimoire

Increases Critical Hit Chance by 12%,
and increases maximum damage cap.

PvM.

Kill [Solak](#)
(Or buy the [token](#) off the G.E).



Book of Wisdom/Law

Increases DPS. If your target doesn't
move use law. Otherwise use wisdom.

PvM (DPS Role)
(Or slayer when Uncharged).

Begin the "[Horror from the Deep](#)" Quest,
add four God Pages to a [Damaged Book](#).



Book of Chaos

Cheaper alternative to
Saradomin's Book of Wisdom.

PvM (DPS Role)
(Or slayer when Uncharged).

Begin the "[Horror from the Deep](#)" Quest,
add four God Pages to a [Damaged Book](#).



Book of War

Increases Affinity by 3
(Lowers targets' defence).

PvM (Tank Role)
(Or slayer when Uncharged).

Begin the "[Horror from the Deep](#)" Quest,
add four God Pages to a [Damaged Book](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

TOOLS

USE

EXPLANATION

 Bonecrusher (Upgrade)

Prioritise adding this to toolbelt. Can be used with a prayer necklace to regain prayer passively from creatures that drop bones.

Crushes bones and converts them into prayer XP. The [upgrade](#) picks up bones and puts them in you inventory.

 Charming Imp

Prioritise adding this to toolbelt. Use on Slayer Tasks. (Disable Gold and Green charms).

Picks up charms and puts them in you inventory.

 Herbicide

Add to toolbelt.
Use on Slayer Tasks.

Destroys herbs, converting them into Herblore XP.

 Seedicide

Add to toolbelt.
Use on Slayer Tasks.

Destroys seeds, converting them into Farming XP.

 Spring Cleaner (9001)

Breaks down items into base components, use this [Calculator](#) to for maximum profit.

Destroys selected loot, sending some of their raw materials to the bank.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

TOOLS

USE

EXPLANATION



Combat Dummy MKII

Allows you to build to 100% adrenaline before fights.

Use before going into fights or to help during a fight (i.e Rax at P4).



Drakan's medallion

Teleport to [Barrows](#).

[Barrows](#) and [Rise of the Six](#).



Dominion Mine

Primarily used to increase damage within [Elite Dungeons](#) against the [Black Stone Dragon](#) and [Seiryu](#).

Refer to guides on both bosses for optimal use.



Dreadnip

Any PvM encounter you don't need the additional inventory space for.

Summon them during boss fights for extra damage.



Player Owned Farm Spiders

Adds a 3% damage increase against [Araxxor](#)/[Araxxi](#).

Add three spiders to medium pens. Attach a farm totem to the pen the spiders occupy.

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses



Abilities



Spells



Combat Tips



Slayer Lists

COMBAT GUIDES



ABILITIES

SPELLS

COMBAT TIPS

SLAYER TAST LISTS

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses



Abilities

Action Bars

Unlock Order

Bleeds

Stuns & Misc.



Spells



Combat Tips



Slayer Lists

ABILITY GUIDES



ACTION BARS

UNLOCK ORDER

BLEEDS

STUNS & MISC.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Abilities](#)
[Action Bars](#)
[Unlock Order](#)
[Bleeds](#)
[Stuns & Misc.](#)
[Spells](#)
[Combat Tips](#)
[Slayer Lists](#)


NOTE

For Revolution bars, see:

Wiki's revolution bars
Junesong's revolution++

STYLE	ABILITY ORDER (FULL MANUAL)					SITUATIONAL (PICK ONE)		
Dual Melee	Mutated Fury	Decimate	Dismember	Sever	Havoc	Slice	Mutated Barge	Bladed Dive
2h Melee	Mutated Fury	Cleave	Dismember	Sever	Smash	Slice	Mutated Barge	
Dual Ranged	Needle Strike	Snipe	Corruption Shot	Fragmentation Shot	Tuska's Wrath	Piercing Shot	Binding Shot	Ricochet
2h Ranged	Dazing Shot	Snipe	Corruption Shot	Fragmentation Shot	Tuska's Wrath	Piercing Shot	Binding Shot	Ricochet
Dual Magic	Concentrated Blast	Dragon Breath	Corruption Blast	Combust	Tuska's Wrath	Wrack	Impact	Chain
2h Magic	Sonic Wave	Dragon Breath	Corruption Blast	Combust	Tuska's Wrath	Wrack	Impact	Chain

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)
[Action Bars](#)
[Unlock Order](#)
[Bleeds](#)
[Stuns & Misc.](#)

[Spells](#)

[Combat Tips](#)

[Slayer Lists](#)


NOTE

God Wars Abilities can be purchased through [Anima Islands](#), but are easily obtained through combat.

ABILITIES	UNLOCK ORDER	EXPLANATION	HOW TO GET
 God Wars Abilities	Sacrifice	Damages target and heals you.	Godwars Dungeon (Kill Graardor and Kree'arra).
	Devotion	Makes protection prayers 100% effective.	
	Transfigure	Is almost useless.	
 Anima Islands Abilities	Tuska's Wrath	Deals extremely high damage to your active slayer task creature.	Anima Islands Minigame (Buy for 4,000 points).
 Mazcab Ability Codex	Blast & Shot Onslaught Shards & Shatter	The most important codex, costs 1 codex per ability.	Buy off the G.E (Or kill Beastmaster/Yakamaru).
 Shattered Worlds Abilities	Salt the Wound Bladed Dive	Second most important codex, obtained from weekly Shattered Worlds challenges.	Buy for 63M Anima from Shattered Worlds .
 Mutated Ability Codex (Fury/Barge/Flurry)	Fury Barge Flurry	Upgrade the regular Fury, Barge and Flurry abilities.	Buy off the G.E (Or kill Dragonkin Lab Dragons).
 Praesul Codex	Affliction Malevolence Desolation	Unlock as you see fit; Malevolence is slightly weaker due to Melee having inbuilt affinity from Quake.	Buy off the G.E (Or kill Nex - AoD).
 Reprisal Ability Codex	Reprisal	Low priority, expensive and niche, but useful if you can spare the gold.	Buy off the G.E (Or kill Telos).

Abilities

[Action Bars](#)
[Unlock Order](#)
[Bleeds](#)
[Stuns & Misc.](#)

Spells

Combat Tips

Slayer Lists

BLEEDS



Bleeds are damage-over-time and (for the sake of simplicity) heal-over-time abilities, that once placed, passively damage/heal a target. Due to their mechanics, bleeds often require strict communication in group PvM situations to maximise their efficiency. Thus, bleeds shouldn't be a priority for everyone in a public group boss, but should still be used often, especially if you are one of the only DPS's using a specific combat style. These are due to a few factors, which associate with many abilities:

- These abilities do not stack when multiple players cast them on a target at the same time. If a person casts the same bleed before the previous expires, it cancels the previous, and the bleed's duration may or not be renewed.
- Ice Asylum can't be activated near another Ice Asylum.
- Bleeds don't get increased damage from damage-boosting Ultimate abilities, and for that reason shouldn't be in your Ultimate rotation.
- Corruption Shot/Blast are exceptions due to their high basic damage and should still be used in group and ultimate rotations.
- Mutated Dazing Shot is stackable and great to use in group bossing.
- Debilitate will not cancel when multiple players use it on a target, however the damage reduction is personal so you must cast it to receive it.
- Shards should only be used to stall and build Adrenalin when a boss is un-targetable.



NOTE

Guide provided by [rsnPk](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
 Abilities

[Action Bars](#)
[Unlock Order](#)
[Bleeds](#)
[Stuns & Misc.](#)
 Spells

 Combat Tips

 Slayer Lists

STUNS & MISC.



Stuns are generally more utility abilities that prevent the enemy from attacking and also include abilities that change the enemies targeted player.

- The Flanking 3 Invention Perk greatly increases the damage of these abilities, making them an excellent addition to any rotation. They may need to be altered depending on the enemy, such as those with Stun Immunity.
- Provoke is used in PvM to make the target aggressive towards a player (and reduces enemy and player DPS to other targets by 50% in PvP), while Incite is used to make it more aggressive towards that player, and thus, should be used by the Tank.
- Natural Instinct is used in situations where you'd want to build up to full adrenaline while also being under the effect of your Ultimate in PvP.
- Tuska's Wrath should always be used during Slayer, and Sacrifice should always be used to KO targets. These are usually better than the standard basic abilities.
- Tsunami and Incendiary is used to clear hordes of mobs (SW/P5 Telos/Vits/Kalphites).
- Revenge is used to deal high DPS, it's great when lots of small mobs attack you.
- Reprisal is used to deal high DPS in situations where you take large type-less damage.
- Transfigure is used to heal back to full health in situations where moving isn't required.



NOTE

Guide provided by [rsnPk](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)

[Spells](#)

[Combat Tips](#)

[Slayer Lists](#)

SPELL	RUNES			EXPLANATION/USE	SPELLBOOK
 Ice Barrage	 5 Water	 2 Blood		DPS spell that also stops a creature moving (Useful for boss minions).	Ancient
 Intercept	 2 Earth	 3 Air	 2 Soul	Used to bypass certain mechanics at bosses by intercepting someone. Use with barricade to protect both team members.	Ancient (Seren)
 Shield Dome	 3 Water	 3 Earth	 3 Soul	Used to replace other 50% damage reduction defensives at bosses such as Telos.	Ancient (Seren)
 Vulnerability	 1 Chaos	 1 Soul		Vulnerability should be applied when using magic to cause the target to take an additional 10% damage from all attacks.	Standard

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses



Abilities



Spells



Combat Tips

Ability Queuing

Auto Attacks

Cancelling Abilities

Affinity



Slayer Lists

COMBAT TIPS



ABILITY QUEUING

AUTO ATTACKS

CANCELLING

AFFINITY

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses



Abilities



Spells



Combat Tips



Ability Queuing

Auto Attacks

Cancelling Abilities

Affinity



Slayer Lists

ABILITY QUEUING

Allow ability queueing ☐

One of the most common things I recommend to those who are trying to improve and get into roles at bosses is to turn off Ability Queuing. Through changing ability priority, the setting as a whole can quickly lead to non-optimal play, or in some cases, cause you to outright fail kills or fail mechanics at some bosses.

WHAT IS ABILITY QUEUING?

Ability queuing is a setting found within the "Powers" section . This setting will allow the player to activate one ability then choose to "queue" another ability to automatically activate after your current ability ends. While inherently this concept is flawed for high level PvM as it makes it more difficult to quickly react to changing situations, it's hard to argue against the fact it feels better to use and thus if you are simply using this Pocketbook for slayer or low level PvM you may opt not to change it.

While some of the disadvantages of ability queuing are either negligible or almost impossible to notice; such as disallowing the player to extend needle strike's debuff to **two abilities** when otherwise **it would be**. Others are significantly more notable.

Namely the concept of "kiting" or "running" a boss is significantly disadvantaged as you **cannot move freely while casting abilities with ability queuing on** as you **can with it off**.

Furthermore ability queuing also seems to change when some abilities activate, while their **animations may activate normally** the **effects of the ability can be delayed**.

While the transition from using ability queuing to not using it may feel awkward and unwelcoming, once you get past that stage you will find your abilities feel more responsive and you will have a greater deal of ease dealing with mechanics at higher tier bosses.



NOTE

Animated GIF's provided by
Evil Lucario.

AUTO ATTACKS



- Non-Offensive abilities (i.e Anticipation/Freedom) can be used to 'sneak' an extra auto attack in With Dual Wield (DW) & Two Handed (2H) weapons. This can be achieved by spam-clicking a target while casting the Non-Offensive ability.
- Similarly, casting Shadow Tendrils will also fire off an auto attack on the same tick losslessly.
- Most Non-Offensive abilities can allow a single additional auto attack, however Freedom allows you to get both MH & OH hits in, making it the best ability for Sneak Auto Attacks.

NOTE: Casting a Channeled ability before the Non-Offensive ability will prevent the additional Sneak Attack, so ensure to use a single hit ability first.

- 2H works differently to DW. It is required to wait 1 tick (0.6s) between casting abilities to proc a Sneak-Auto-Attack. This is particularly useful for adding extra damage to an ultimate.
 - The combo should look like: "Ability 1 (Or Ultimate) > Wait 1 tick > Ability 2"
- When weapon switching to use a 2H ultimate, you will have to retarget the enemy every time if the weapon isn't keybound.
- With magic, you can force auto attacks by keybinding your active spell and activating it right before activating another ability. The auto attack will then stack with that ability.
- To sneak in an auto attack with Detonate, use your active spell, then release Detonate on the same tick followed by a second ability.
- It is currently only possible to achieve a Four-Tick-Auto-Attack (4TAA) with magic, until faster Ranged and Melee weapons are released. 4TAAs require DW with a 2H switch and a keybound spell. Begin by casting a Non-Channeled ability, wait 1 Tick then switch to the 2H. Within the next tick, activate the Active Spell and then cast the second Ability.
 - The combo should look like: Ability 1 > Wait 1 Tick > Switch to 2H > Cast Spell > Activate Ability 2"
- When a wand and shield is equipped, you can use an auto attack 2 Ticks after the abilities Global Cooldown (3 Ticks or 1.8s). This is most useful in scenarios like P5 Vorago or Telos.
- Debuffs can also be stacked just like autocasted spells, just remember to keybind them.



NOTE

Guide provided by [rsnPk](#).

Abilities



Spells

Combat Tips

Ability Queuing

Auto Attacks

Cancelling Abilities

Affinity



Slayer Lists

CANCELLING ABILITIES



Canceling abilities refers to the tactic of manually casting a second ability in-order to end or 'cancel' the animation of the previous ability. This is primarily used for Channeled or Delayed abilities to increase the maximum hit splats and DPS output.

Due to abilities having various delays they need to be canceled at different times. Often, this can be determined by the buffbar cooldown of a Channeled ability (the cooldown until the ability ends).

- Fury and Concentrated Blast should be canceled immediately after activation.
- These abilities should be canceled just before the ability timer reaches 1 second.
 - Assault varies between DW and 2H, so cast the second ability right as the buff timer hits 1 second.
 - Rapid Fire is a bit slower, so cast the second ability right before the buff timer hits 0 seconds.
- Use an ability 1 tick after Global Cooldown (3 ticks) to cancel Snipe.
- Detonate should be held for 3 seconds before releasing, or you won't be able to stack it with another ability. You can watch the Cooldown go from 27 to 26.
- Cancel these abilities as soon as you receive the final self-damaging hit.



NOTE

Guide provided by [rsnPk](#).

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)

[Spells](#)

[Combat Tips](#)
[Ability Queuing](#)
[Auto Attacks](#)
[Cancelling Abilities](#)
[Affinity](#)

[Slayer Lists](#)

AFFINITY



Affinity is the largest contributor to whether an attack will hit a target or not. Every creature in the game has a base affinity, which acts as its weaknesses dependent on combat style. The higher a creatures' affinity is; the more likely they will be able to be hit with attacks. Another interesting note is that in a group boss encounter, affinity is not localised to a single player. If you use the ability Quake and give your target 2 Affinity, everybody who is attacking that target will have their accuracy increased, not just you.

Affinity can be applied in a variety of ways, the majority of the buffs lasting one minute before they must be reapplied. Affinity can only be applied from any specific source at one time; for instance if you use the Guthix Staff special attack on a target twice, despite the staff adding two affinity with its special attack your target will only get two affinity after both special attacks instead of four. However you can use multiple different methods of applying affinity, in that case the affinity will stack additively. For instance if you use a Guthix Staff special attack and then the Quake ability, your target will have four affinity instead of two.

Affinity contributes to hit chance through the formula:

$$\text{Hit chance} = \text{Affinity} \times (\text{Accuracy} / \text{Defence})$$

Due to this, while affinity may seem a minor change, it can actually be deceptively large.

Let's make an example a target with 1924 total armor (the same as Telos). Assuming you have 3500 accuracy, and the target has a base affinity of 40.

$$72.76 = 40 \times (3500 / 1924)$$

Thus you would have 72.76% chance to hit the target with any attack. However if we raise the targets affinity to 42 (+2) you would have an 76.4% chance to hit the target and at 44 affinity, base (+4), you would have an 80% chance to hit. A reminder that this applies not only to you, but to anyone attacking that target. Affinity can massively influence how easy a boss is to hit. As a result, you and your team should be applying affinity as often as you can.

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses



Abilities



Spells



Combat Tips



Slayer Lists

Slayer XP

Combat XP

Lenient Tasks

SLAYER LISTS



SLAYER XP

COMBAT XP

LENIENT TASKS

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)

[Spells](#)

[Combat Tips](#)

[Slayer Lists](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)

SLAYER LISTS FOR SLAYER XP

PREFER LIST	SLAYER XP/H	COMBAT XP/HR	BLOCK LIST
 Ripper Demon	1,132,144xp	898,352xp	 Airut
 Moss Golem	1,083,600xp	1,327,500xp	 Crystal Shapeshifter
 Hydrix Dragon	1,020,992xp	962,056xp	 Dark Beast
 Abyssal Demon	815,011xp	1,428,254xp	 Greater Demon
 Shadow Creatures	798,870xp	587,556xp	 Black Demon
 Kalgerion Demon	780,106xp	303,666xp	 Ascensions
 Lava Strykewyrm	771,941xp	202,800xp	 Dagganoth



NOTE

Slayer Spreadsheet provided by Jona than.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)

[Spells](#)

[Combat Tips](#)

[Slayer Lists](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)

SLAYER LISTS FOR COMBAT XP

PREFER LIST	COMBAT XP/HR	BLOCK LIST
 Airut	1,652,000xp	 Elves
 Crystal Shapeshifter	1,481,933xp	 Nechryael
 Abyssal Demon	1,346,880xp	 Celestial Dragons
 Moss Golem	1,327,500xp	 Greater Demon
 Hydrix Dragon	962,056xp	 Black Demon
 Ripper Demon	898,352xp	 Ascensions
		 Dagganoth



NOTE

Slayer Spreadsheet provided by Jona than.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

[Abilities](#)

[Spells](#)

[Combat Tips](#)

[Slayer Lists](#)
[Slayer XP](#)
[Combat XP](#)
[Lenient Tasks](#)

SLAYER LISTS FOR LENIENT TASKS

PREFER LIST	TIPS	BLOCK LIST
 Ripper Demon	Use Darklight, Titan and Vampirism Scrim.	 Elves
 Soul Devourer	Use 2H Melee, a titan aggro pots and a Vampirism Scrim.	 Crystal Shapeshifter
 Hydrix Dragon	Use range & a titan, utilize ultimates often and dodge the spec.	 Dark Beasts
 Abyssal Demon	Mechanised chinchompas and aggro pots with a titan.	 Greater Demon
 Airut	2H Melee, stack them in Kuradel's as demonstrated in the video.	 Black Demon
 Shadow Creature	Use a personal slayer dungeon and 2H Melee with a titan and aggro pots.	 Ascensions
		 Dagganoth



NOTE

Slayer Spreadsheet provided by Jona than.

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Food](#)
[Potions](#)
[Familiars](#)

FOOD	EXPLANATION	CONSTITUTION LEVEL	HEALTH EFFECT	ADRENALINE COST
 Sailfish Soup	Highest healing panic food. Generally used in conjunction with a Saradomin Brew .	99	+2,600 Boosts max health by 15%.	-10%
 Sailfish	High healing panic food. Generally used in conjunction with a Saradomin Brew .	96	+2,400 Boosts max health by 10%.	-10%
 Great Gunkan	Primarily used for it's heal-over-time to stabilise health for long periods. Use where large heals aren't required.	91	+1,500 + 1,350 over 9s [2,850 total]	-10%
 Rocktail / Shark	Use during Slayer. (or Great Gunkan is on cooldown)	92 / 80	2,300 / 2,000	-10%
 Blue Blubber Jellyfish	Low healing without losing Adrenaline. Does not have a tick cost.	30	+750	-0%
 Karambwans	Low healing without losing Adrenaline. Does not have a tick cost.	30	+750	-0%

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Food](#)
[Potions](#)
[Familiars](#)

COMBAT

EXPLANATION

RESTORATION

EXPLANATION



Supreme Overload
Salve

The all-in-one potion: Supreme Overload, Super Antifire and Prayer Renewal/Restore. Use after obtaining the Biting 3 perk.



Super Prayer
Renewal Potion

Your primary [Prayer Renewal](#) outside of a salve.



Supreme Overload
Potion

Superior to regular [Overload](#). Use in conjunction with the [Biting 2 + Venomblood] perk.



Super Restore Potion

Restores stats, prayer & summoning.



Holy Overload

Combines Overload with Prayer Renewal to boost stats and restore prayer. Cheap alternative to Supremes during Slayer.



Saradomin Brew

Heals 1,000 health but lowers stats. Therefore it must be taken with [Super Restore](#) or [Overload](#).



Supreme Potion
(Att, Str, Def, Ran, Mag)

Single stat boosting potion. Use alongside [Berserk Blood Essence](#).



Super Saradomin Brew

Heals 1,300 health but lowers stats. Used for long sustained PvM fights where survivability is the major factor.



Replenishment Potion

Your primary [Adrenaline Potion](#), granting 25% adrenaline. Making these give additional doses of adrenaline potion for free.



Guthix Rest Flask

Cures poison and heals 500 health.



Weapon Poison++

Gives the chance of poisoning a target. Use when target is susceptible to poison.



Super Guthix Brew

Cures poison, heals 650 health and provides 15% Adrenalin.



NOTE

Recipes are purchased from [Lady Meilyr](#) in [Prifddinas](#).



[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Food](#)
[Potions](#)
[Familiars](#)

FAMILIAR

EXPLANATION

SCROLL

USE



Blood Nihil

Boosts Melee Accuracy by 5% -- Best familiar when the boss is immune to familiar damage, you are using Melee, and don't need a Beast of Burden.

No scrolls required.

Araxxor.



Shadow Nihil

Boosts Ranged Accuracy by 5% -- Best familiar when the boss is immune to familiar damage, you are using Ranged, and don't need a Beast of Burden.

No scrolls required.

Nex,
RoTS (If Ranging),
Araxxor (If Ranging).



Ice Nihil/Smoke Nihil

Boosts Magic Accuracy by 5% -- Best familiar when the boss is immune to familiar damage, you are using Magic, and don't need a Beast of Burden.

No scrolls required.

Telos,
Vorago,
RoTS (If Maging),
Araxxor (If Maging).



Demon Deacon

Deals significant AoE Damage in a 9x9 area around the familiar. Their scrolls are relatively expensive to use.



Ring of Fire

Slayer Tasks where AoE is required.



Steel Titan

Deals incredible single target damage. Each scroll deals 4 Melee OR Ranged attacks based on the titans distance.



Steel of Legends

All other PvM Situations that don't require a beast of burden to carry additional food.



Baroo (Pack Yak)

Allows you to survive extended encounters by carrying food. Their scrolls can send items to the bank.



Winter Storage

PvM encounters that require additional food, or when learning a new boss.



NOTE

Ice Nihil and Smoke Nihil are functionally identical as Ice Nihil debuff is glitched and only works when the familiar is summoned by an NPC.

View [The Junesong's Video](#) for more on summoning.

Overview

Weapons

Armour

Accessories

Guides

Consumables

Bosses

Surface

God Wars 1

The Heart

Aminishi

Dragonkin Lab

Mazcab Raids

BOSS GUIDES



SURFACE WORLD

GOD WARS 1

THE HEART

TEMPLE OF AMNISHI

DRAGONKIN LAB

MAZCAB RAIDS



We claim no ownership of these guides, all credit goes to the creator(s) of the video(s).
We also cannot guarantee that any video guides are 100% up to date between versions of the guide.



[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Araxxi

DEFENSIVE

Armour		Weakness
2458	85	None

AFFINITIES

-	50	40	55

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	Yes	Yes	Yes

TRISSE'S MELEE ARAXXI GUIDE



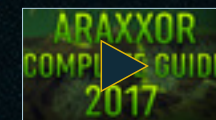
TRISSE'S MELEE ARAXXI GUIDE



GEAR



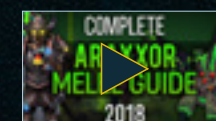
MECHANICS



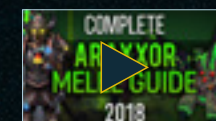
FIGHT



GEAR



MECHANICS



FIGHT



Player Owned Farm Boost:
Add three spiders to medium pens and attach a farm totem to the pen to receive a 2/3% damage boost to all spiders including Araxxor/Araxxi.



[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Barrows - RotS

DEFENSIVE

Armour		Weakness
1924	90	None

AFFINITIES

-	40	40	40

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	Yes	Yes	Yes

THE JUNESONG'S BARROWS: RISE OF THE SIX GUIDE

ROTS Guide

TIMESTAMPS



BOSS INFO



GEAR



KILL ORDER

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Corporeal Beast

DEFENSIVE

Armour		Weakness
1694	75	None

AFFINITIES

-	40	40	40

IMMUNITIES

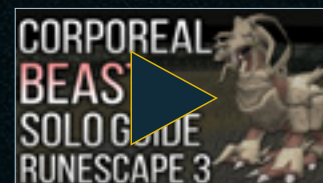
Poison	Deflect	Stun	Drain
No	No	Yes	No

TRISSE'S CORPOREAL BEAST GUIDE

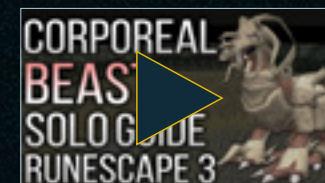
CORPOREAL BEAST SOLO GUIDE RUNESCAPE 3



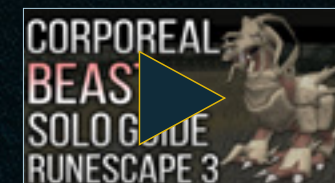
TIMESTAMPS



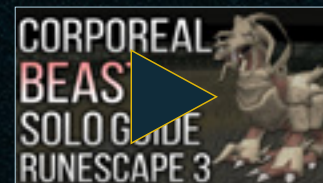
BOSS INFO



STATS & REQS



GEAR



THE FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Kalphite King

DEFENSIVE

Armour		Weakness
2178	85	Fire Spells

AFFINITIES

60	40	30	50

IMMUNITIES

Poison	Deflect	Stun	Drain
No	No	No	No

JULIUSRS'S KALPHITE KING GUIDE

Supreme Kalphite King Solo Guide Contents

Invent + Setup - 00:50

Range Phase + Rotation - 3:01

Mage Phase + Rotation - 5:26

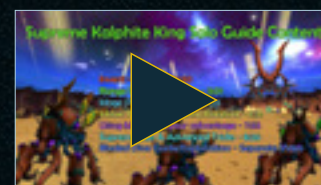
Melee Phase + Optimum Rotation - 6:31

Using Minions to your advantage - 7:53

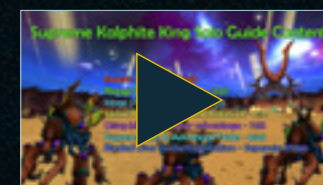
Supreme Tips & Advanced Tricks - 8:26

Bladed Dive Guide/Explanation - Separate Video

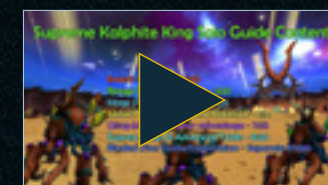
TIMESTAMPS



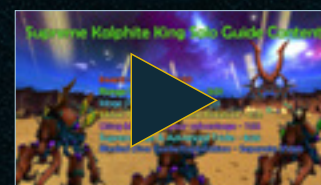
GEAR



RANGE PHASE



MAGIC PHASE



MELEE PHASE

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Queen Black Dragon

DEFENSIVE

Armour		Weakness
2074	80	Dragon Bane Ammo

AFFINITIES

50	50	50	50

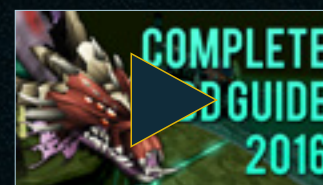
IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	Yes	Yes	No

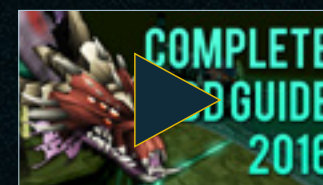
TRISSE'S QUEEN BLACK DRAGON GUIDE



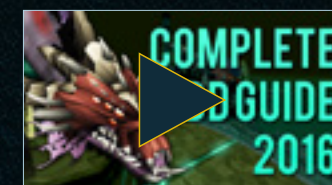
TIMESTAMPS



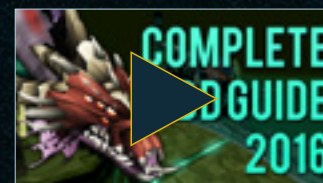
BOSS INFO



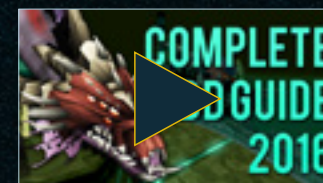
STATS & REQS



GEAR



MECHANICS



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Solak

DEFENSIVE

Armour		Weakness
1486	70	None

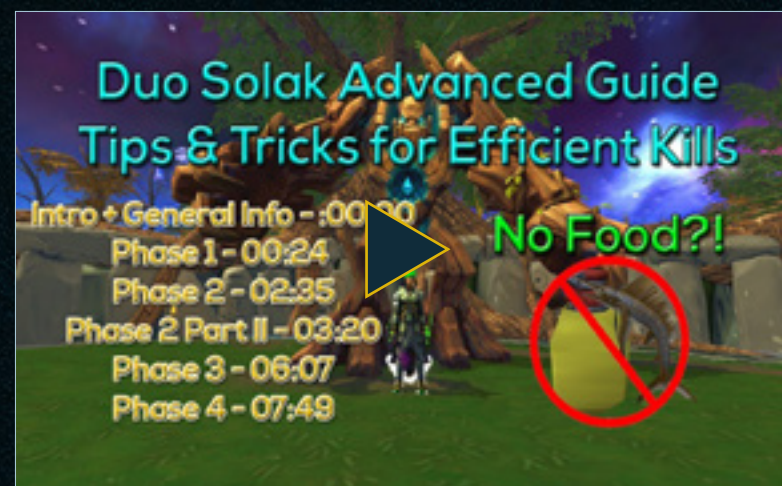
AFFINITIES

-	55	55	55

IMMUNITIES

No	No	Yes	No

JULIUSRS'S SOLAK GUIDE: DUO


[Phase 1](#)
[Phase 2](#)
[Phase 3 P1](#)
[Phase 3 P2](#)
[Phase 4](#)

JULIUSRS'S SOLAK GUIDE: 7 MAN TIPS


[Blights](#)
[Roots](#)
[Legs](#)
[Positioning](#)
[Abilities](#)

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


The Magister

DEFENSIVE

Armour		Weakness
2458	90	None

AFFINITIES

-	55	55	55

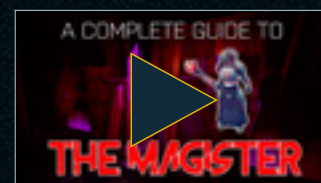
IMMUNITIES

No	Yes	No	No

THE RS GUY'S MAGISTER GUIDE



TIMESTAMPS



BOSS INFO



STATS & REQS



GEAR



MECHANICS



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Araxxi](#)
[Barrows - RotS](#)
[Corporeal Beast](#)
[Kalphite King](#)
[Queen Black Dragon](#)
[Solak](#)
[The Magister](#)
[Vorago](#)


Vorago

DEFENSIVE

Armour		Weakness
2178	80	None

AFFINITIES

-	40	40	40

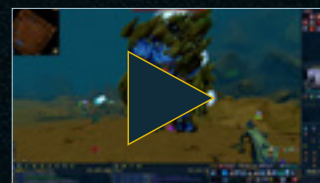
IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	Yes	Yes	Yes

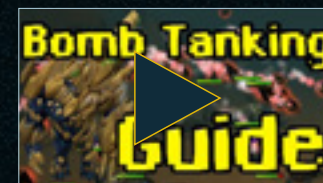
EVIL LUCARIO'S VORAGO DPS GUIDE



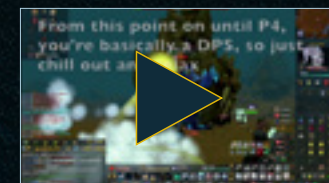
TIMESTAMPS



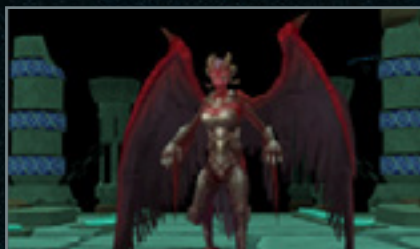
WUMPERY RS'S
BASE TANK GUIDE



THE JUNESONG'S
BOMB TANK GUIDE



EVIL LUCARIO'S
TL VOKE 5 GUIDE

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Nex](#)
[Nex - Angel of Death](#)


Nex

DEFENSIVE

Armour		Weakness
1924	80	None

AFFINITIES

-	40	40	40

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	Yes	Yes	Yes

THE JUNESONG'S NEX GUIDE

Casual Nex Solo Guide



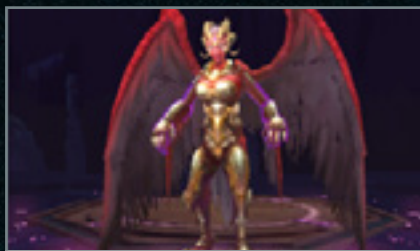
TIMESTAMPS

Casual Nex Solo Guide

GEAR

Casual Nex Solo Guide

FIGHT & INFO

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Nex](#)
[Nex - Angel of Death](#)


Nex - Angel of Death

DEFENSIVE

Armour		Weakness
2765	85	None

AFFINITIES

-	55	55	55

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	No	Yes	No

THE JUNESONG'S NEX: ANGEL OF DEATH GUIDE



TIMESTAMPS



GEAR



BASIC ATTACKS



ENR MECHANICS



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Gregorovic](#)
[Helwyr](#)
[The Twin Furies](#)
[Vindicta & Gorvek](#)
[Telos](#)


Gregorovic

DEFENSIVE

Armour		Weakness
1694	75	None

AFFINITIES

-	55	55	55

IMMUNITIES

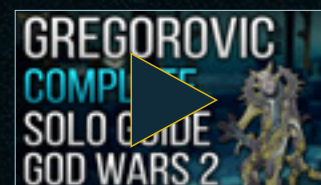
Poison	Deflect	Stun	Drain
No	No	Yes	No

TRISLE'S GREGOROVIC GUIDE

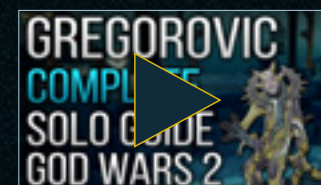
GREGOROVIC COMPLETE SOLO GUIDE GOD WARS 2



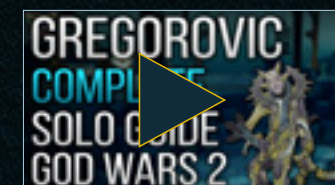
TIMESTAMPS



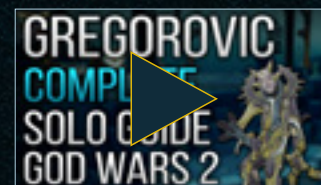
BOSS INFO



STATS & REQS



GEAR



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Gregorovic](#)
[Helwyr](#)
[The Twin Furies](#)
[Vindicta & Gorvek](#)
[Telos](#)


Helwyr

DEFENSIVE

Armour		Weakness
1486	70	None

AFFINITIES

-	40	40	40

IMMUNITIES

No	No	Yes	No

TRISSE'S HELWYR GUIDE

HELWYR SOLO GUIDE



TIMESTAMPS



BOSS INFO



STATS & REQS



GEAR



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Gregorovic](#)
[Helwyr](#)
[The Twin Furies](#)
[Vindicta & Gorvek](#)
[Telos](#)


The Twin Furies

DEFENSIVE

Armour		Weakness
1486	70	None

AFFINITIES

-	40	40	40

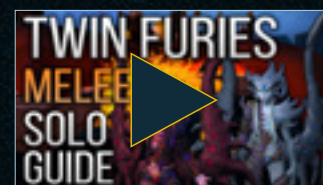
IMMUNITIES

Poison	Deflect	Stun	Drain
No?	No	Yes	No

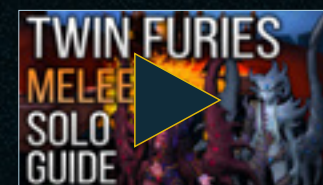
TRISSLÉ'S TWIN FURIES GUIDE



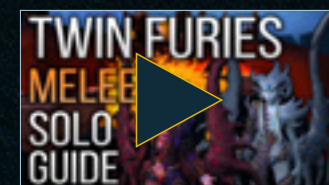
TIMESTAMPS



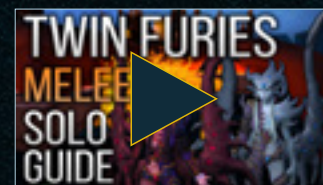
BOSS INFO



STATS & REQS



GEAR



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Gregorovic](#)
[Helwyr](#)
[The Twin Furies](#)
[Vindicta & Gorvek](#)
[Telos](#)


Vindicta & Gorvek

DEFENSIVE

Armour		Weakness
1694	75	None

AFFINITIES

-	50	50	50

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	No	Yes	No

TRISSE'S VINDICTA GUIDE



TIMESTAMPS



BOSS INFO



STATS & REQs



GEAR



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Gregorovic](#)
[Helwyr](#)
[The Twin Furies](#)
[Vindicta & Gorvek](#)
[Telos](#)


Telos

DEFENSIVE

Armour		Weakness
1924	80	None

AFFINITIES

-	40	40	40

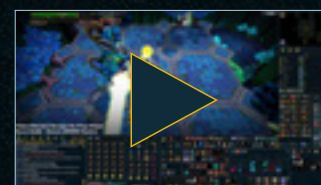
IMMUNITIES

No	No	No	No

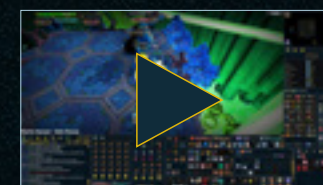
THE JUNESONG'S TELOS GUIDE



TIMESTAMPS (BASETANK AND EVIL LUICARIO'S VIDEOS)



PHASE 1



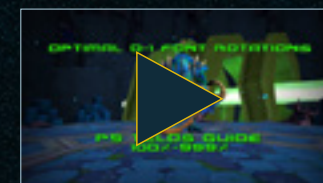
PHASE 2



PHASE 3



PHASE 4



PHASE 5

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Masuta the Ascended](#)
[Sanctum Guardian](#)
[Seiryu, Azure Serpent](#)


Masuta the Ascended

DEFENSIVE

Armour		Weakness
1694	85	None

AFFINITIES

-	55	55	55

IMMUNITIES

No	No	Yes	No

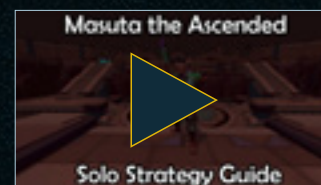
ITROLLEDU'S MASUTA THE ASCENDED GUIDE

Masuta the Ascended



Solo Strategy Guide

TIMESTAMPS



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Masuta the Ascended](#)
[Sanctum Guardian](#)
[Seiryu, Azure Serpent](#)


Sanctum Guardian

DEFENSIVE

Armour		Weakness
1694	75	None

AFFINITIES

-	55	55	55

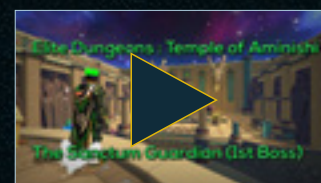
IMMUNITIES

No	No	No	No

JULIUSRS'S SANCTUM GUARDIAN GUIDE



TIMESTAMPS



BOSS INFO



MECHANICS

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Masuta the Ascended](#)
[Sanctum Guardian](#)
[Seiryu, Azure Serpent](#)


Seiryu

DEFENSIVE

Armour		Weakness
1924	80	None

AFFINITIES

-	55	55	55

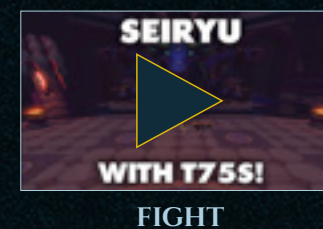
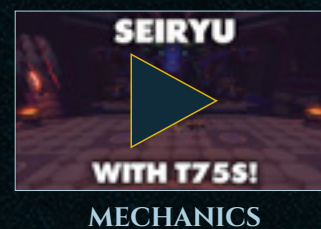
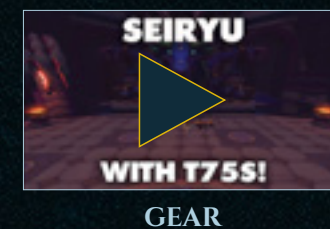
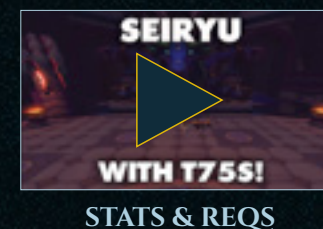
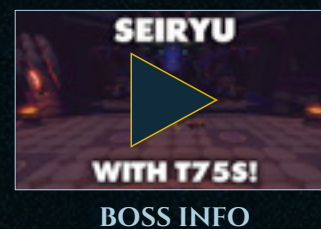
IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	No	Yes	No

THE RS GUY'S SEIRYU, THE AZURE SERPENT GUIDE



TIMESTAMPS



[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Astellarn](#)
[Verak Lith](#)
[Black Stone Dragon](#)


Astellarn

DEFENSIVE

Armour		Weakness
2178	85	Dragon Bane Ammo

AFFINITIES

90	55	55	55

IMMUNITIES

No	No	No	No

RYENIKEN'S ASTELLARN GUIDE



TIMESTAMPS



GEAR



MECHANICS/FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Astellarn](#)
[Verak Lith](#)
[Black Stone Dragon](#)


Verak Lith

DEFENSIVE

Armour		Weakness
1694	75	Dragon Bane Ammo

AFFINITIES

90	55	55	55

IMMUNITIES

No	No	Yes	No

RYENIKEN'S ASTELLARN GUIDE

Verak Lith

Guide

TIMESTAMPS

Verak Lith
Guide

GEAR

Verak Lith
Guide

MECHANICS/FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Astellarn](#)
[Verak Lith](#)
[Black Stone Dragon](#)


Black Stone Dragon

DEFENSIVE

Armour		Weakness
2765	85	Dragon Bane Ammo

AFFINITIES

90	55	55	55

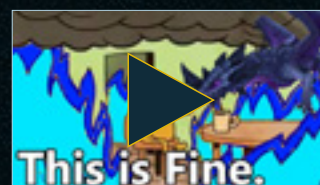
IMMUNITIES

Poison	Deflect	Stun	Drain
No	No	Yes	No

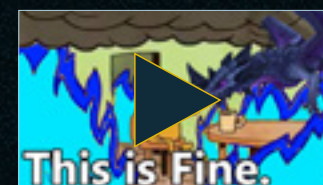
RYENIKEN'S BLACK STONE DRAGON GUIDE



TIMESTAMPS



GEAR



MECHANICS/FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Beastmaster Durzag](#)
[Yakamaru](#)


Beastmaster Durzag

DEFENSIVE

Armour		Weakness
2458	95	None

AFFINITIES

-	55	55	55

IMMUNITIES

Yes	No	Yes	Yes

TEH PROEZ BEASTMASTER DURZAG GUIDE



TIMESTAMPS



BOSS INFO



STATS & REQS



GEAR



FIGHT

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)
[Surface](#)
[God Wars 1](#)
[The Heart](#)
[Aminishi](#)
[Dragonkin Lab](#)
[Mazcab Raids](#)
[Beastmaster Durzag](#)
[Yakamaru](#)


Yakamaru

DEFENSIVE

Armour		Weakness
2765	99	None

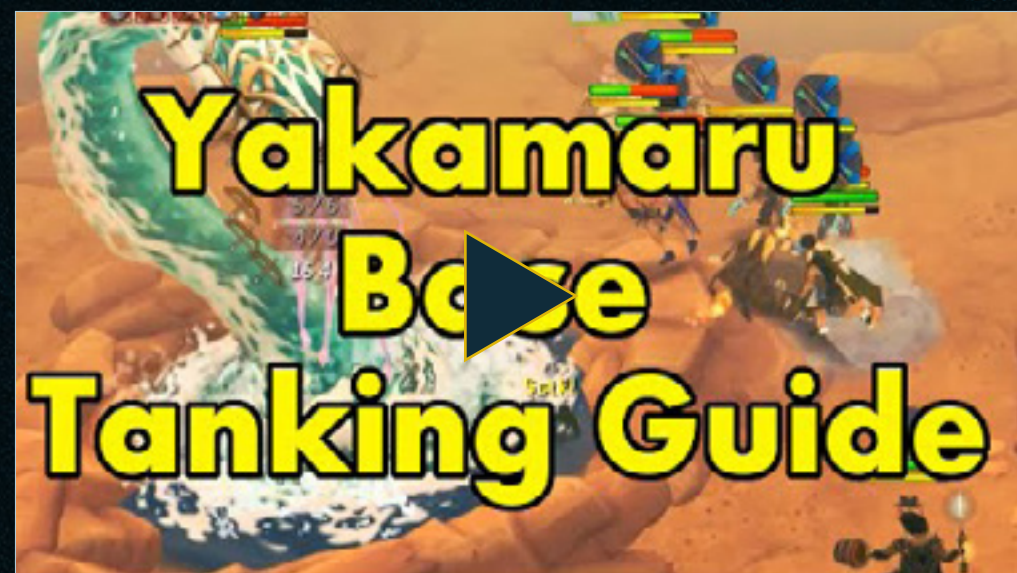
AFFINITIES

-	55	55	55

IMMUNITIES

Poison	Deflect	Stun	Drain
Yes	No	Yes	No

THE JUNESONG'S YAKAMARU GUIDE



TIMESTAMPS



ROLES & GEAR



ABILITIES



BASE TANKING



SAND NORTH



STUN DPS

[Overview](#)
[Weapons](#)
[Armour](#)
[Accessories](#)
[Guides](#)
[Consumables](#)
[Bosses](#)

CREDITS

PROJECT MANAGER



Ancient Dawn

Collating, researching and writing the PvM Pocketbook.

Distributing the guide, discussing and collecting feedback from the community.

OFFICIAL SOURCES

RuneScape Wiki Community

For both supplying the community with continued, up-to-date information, as well as in-game assets, such as images and icons.

RS COMMUNITY

rsnPk

Designing and providing the ability and boss preset guides, and reaching out and allowing us to include them in our guide.

The Junesong

For developing a continued series of PvM guides for the RuneScape and forming a basis for content in this guide.

YOUTUBERS

Base Tank

Evil Lucario

iTrolledU

Jona than

JuliusRS

Ryeniken

Teh Proez

The RS Guy

Trissle

Wumpery RS

SPECIAL THANKS

Sturdge666

Helping answer questions on our original Reddit thread.

Sheepasaurus

Extensive visual feedback.

Kakamile

Contributing calculations and fixing holes in the guide.

Tectozeta

For lots of input on the guide, and helping decide what content we include, add and remove.

Inevitably

Contributing calculations and correcting errors.

Kwin

Various contributions.