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## Runescape 3 god wars dungeon guide

Table of Contents 1.0 - Introduction and goals During the third age of RuneScape, before all our players' time, the gods fought a final war for possession of a sword. You've probably heard in your travels that the scar of the war and those before it is Wilderness. But in a dungeon recently revealed the fight continues - and you and friends can try to plunder the weapon and much more! God Wars Dungeon is located just north of Trollheim and west to the wilderness. The dungeon can either be reached by pushing a rock out of the way with level 60 Strength when you arrive from Trollheim (teleport to Trollheim then run north), or squeeze through a crack next to the stone with level 60 Agility. Around the Dungeon entrance (rope required) you will feel the full force of the mountains' icy winds, which do 1 damage often and lowers all statistics. Be careful with the isulves (level-132) near the entrance and on your first visit there, talk to Dying Knight and tie a rope to the rocks near the hole. He will give you a letter, if you take it to Sir Tiffy Cashien, you will be able to achieve sword shards from the chief monsters. When you climb into the dungeon, your special attack energy and running energy will run to zero. Note: Inside the dungeon, the wind no longer reduces the statistics. 2.0 - Claims Players who enter the God Wars Dungeon should have a match level of at least 90 if they want to succeed, going with a team is the best move since the whole dungeon is a multicombat zone. Prayer potions, high healing food, super sets and fast teleports out are essential. If you decide to try to take on any of the Boss monsters you need to be prepared and need to be aware of their abilities before attacking them, see the Boss Monsters section. There are four sides to the battle, the gods: Saradomin, Zamorak, Armadyl and Bandos. Each god has his own base inside the dungeon, where they hold their stronger powers and their leaders live. Lower-level players may prefer to stay in the entrance, where the match takes place. To enter each chambers of God in the dungeon you need to meet certain criteria:- You must have 70 hit points left to cross the river into the Zamorak Chamber, and once in prayer will drain and light will fade - lanterns will not help. To get into Saradomin's Camp you need two ropes and level 70 Agility. To get into armadyls Eyrie you need a crossbow and a mithril grip, as well as level 70 Ranged. To get into Bandos' Stronghold you need a hammer and level 70 Strength. Then, to reach the Boss monster of every god you must kill at least 40 of their side to pass through the door from their base, into their Boss Room. Leaving the dungeon will void all the points earned - so do not go. Note: Using a potion to increase your statistics so you can enter a specific base, it won't work. If you are using zamorakic, saradomin, armadyl or bandos articles (e.g. a Zamorak Cape or a breastplate) while in the cave, their troops will not attack unless you engage them in battle. The elements can be used in connection - so if you wore one element of each god no one should be aggressive towards you. Remember, they're still fighting back. 3.0 – Armies of the Gods Each God has his own set of warriors (many of whom can be found around RuneScape – but these warriors are far stronger). The main goal of the dungeon is to reach the leaders of these armies and defeat them. Fighting in the dungeon provides good experience, and many creatures inside the bases can drop good elements; one item, Dragon Boots is dropped by Spiritual Mages (level-83 Slayer required). The bosses and their bodyguards can drop godsword scores (1 to 3), and will also drop their own God's hilt for the sword in addition to other various elements. The godword can be forged with level-80 Smithing (give 200 experience) using all three scores; once combined with a hilt (hilts can be taken on and off from the magazine,) it will give the sword a unique special attack depending on which God's hilt was used. The weapon requires 75 Attack to be exercised, and both drops are rare. Each commander of Armadyl and Bandos also drops a special set of armor attached to their respective bosses. Saradomin and Zamorak release a new weapon each - Saradomin Sword and Zamorak Spear. Note: Those in red below guard every God's chief monster in his chamber. Zamorak -Imp (level-7) -Icefiend (Level-17) -Pyrefiend (Level-48): Level-25 Slayer is necessary to kill these. -Vampire (level-77) -Bloodveld (level-81): Level-50 Slayer is necessary to kill these. -Werewolf (level-93) -Spiritual Ranger (level-121): Level-63 Slayer is required to kill these. -Spiritual Warrior (level-115): Level-68 Slayer is required to kill these. -Spiritual Belly (level-120,121,122): Level-83 Slayer is necessary to kill these. -Hellhound (level-127) -Gorak (level-149) -Balfrug Kreeyath (level-151) -Tstanon Karlak (level-145) -Zak'n Gritch (level-14 2) Saradomin -Knight of Saradomin (level-101,103) -Saradomin Priest (level-113) -Spiritual Ranger (level-122): Level-63 Slayer is necessary to kill them. -Spiritual Warrior (level-125): Level-68 Slayer is necessary to kill them. -Spiritual Belly (level-120): Level-83 Slayer is necessary to kill them. -Starlight (level-149) -Growler (level-139) -Bree (level-146) Armadyl Armadyl soldiers are all Aviansie, since they fly over the ground they can only be hit by Ranged and Magic attacks, the melee is useless against them. -Aviansie (level-73,142) -Spiritual Ranger (level-127): Level-63 Slayer is necessary to kill them. -Spiritual Warrior (level-122): Level-68 Slayer is necessary to kill them. -Spiritual Belly (level-123): Level-83 Slayer is necessary to kill them. -Wingman Skree (level-143) -Flockleader Geerin (level-149) -Flight Kilisa (level-159) Bandos -Goblin (Level-12.17) -Hobgoblin (Level-47) -Ogre (Level-58) -Jogre (Level-58) -Cyclops (Level-81) -Ork (Level-107) -Spiritual Ranger Level-63 Slayer is necessary to kill them. -Spiritual Warrior (Level-134): Level-68 Slayer is necessary to kill them. -Spiritual Belly (level-121): Level-83 Slayer is necessary to kill them. Sergeant Strongsack (Level-141) -Sergeant Steelwill (Level-142) -Sergeant Grimspike (Level-142) 3.1 - The Boss-Monsters Below are tables that show detailed information about each Boss Monster. To reach each of them, you need to kill 40 of their side (leaving the dungeon brings the number back to zero!), and then enter their own zone and walk through the door to them. When you leave a Boss room, you will lose 40 murders, so you will have to earn the amount again. Each warlord has his own set of three underlings, which are also dangerous and should protect their leader. Each room where you fight the monsters also has an altar where you can pray (if you pray when you have to wait some time before you can do it again, however). These monsters are extremely difficult to defeat, walking in a team of around 10 or more with a minimum match level of around 95. Don't take any items you don't want to risk losing to any of them. All the bosses drop godsword scores (1 to 3), which can be combined with a Godword hilt (there are four hilts, one for each god) to give the weapon a unique special attack. Both hilt and Godsword shards are rare drops. When you fight all the monsters below, you need these elements in inventory: Super attack potions Super strength potions Super defense potions 2-5 Prayer potions Teleport crystal/ Teletab / Ectophial 15-19 Sharks Teleport to Trollheim K'il Tsutsaroth Combat:650 Hitpoints:255 Max Hit:49 Race:Demon Members:Yes Quest:No Nature:Aggressive Attack Style:Melee/Magic Examine:A servant of the god Zamorak. Where found:Northeast chamber (Zamorak's Fortress), in the corresponding Boss Room. Drops: Ashes (100%), Coins (19935), Gritty plate body, Super attack potion (3), Super strength (3), Super restore (2), Zamorak pier (2), Rune plate legs, Lantadyme seeds (3), Death rune (123), Unidentified herbs (6/8/10), Half of a key, Rune scimitar, Clue bla (level-3), Gritty arrow (p++) (297-300), Rune arrow (40), Dragonstone, Gritty spear (20), Dragon dagger (p++). Top Drops: Godsword shard 1, Godsword shard 2, Godsword shard 3, Zamorak Hilt, Zamorakian Spear, Steam battlestaff, Staff of the dead, Pet K'il tsutsaroth. Strategy: Equipment: Melee: One of the most effective ways is to kill the monster is with Ranged. Here is a list of items recommended, in your inventory you must also bring a Super antipoison or you will most likely die.: Robin hooded hat / Archer helmet Karil top / Dragonhide body Karil skirt / Dragonhide chaps Ranger boots / Snakeskin dust Beads / Rune Boots Rune Crossbow Diamond / Rune Bolts Archer Ring / Ring of wealth / Ring of life Dark gloves / Dragonhide vambraces Accident book Fire cape / Skill cape / Zamorak cape Melee: Here is a list of the most effective elements to use. In fixtures you also need to bring a Super antipoison you will most likely die. Remember that the more expensive things you take with you, the greater your loss will be if you die. Rudder of neitiznot/Berserker helmet/Warrior helmet Karil's top/Dragonhide body Karil's top/Dragonhide body Fury amulet/ Glory amulet Abyssal whip / Dragon scimitar / Dragon dagger / Dragon mace Dragon boots / Rune boots / Climbing boots Ring of Wealth Dark gloves / Gaunt The Four cape / Skill cape / Zamorak cape Dragonfire shield / Rune defender / Unholy book Tactics: To reach K'il Tsutsaroth you must have 40 Zamorak kills, so you should enter the Zamorak Chamber (70 hit points required), your prayer will be drained when you enter, so before you go through the door at the end of the chamber to K'il Tsutsaroth make sure you take a prayer potion with super set. Varied or either Melee are the most effective ways to kill it. Using too much prayer will make it hit through your prayer with extra strength, which can be up to 53, if the hit is over 30 it will also remove an equal amount of prayer points. An antipoison is a must, this monster can poison you with damage over 16. Kill Tsutsaroth first, then belly bodyguard, then the others. Note: This is the highest battle-level monster in God Wars. The monster is immune to poison and his poison can injure up to 16. The boss is guarded by Balfrug Kreeyath (level-151), Tstanon Karlak (level-145) and Zak'n Gritch (level-142). The best way to reach the 40 kill count is to kill werewolves, Icefiends, Pyrefiends or Spiritual Mages with Prayer. Commander Zilyana Battle:596 Hit Points:??? Max Hit:31 Race:Angel Members:Yes Quest:No Nature:Aggressive Attack Style:Melee/Magic Examine:Commander of Saradomin forces. Where found:South-East Chamber (Saradomin's Encampment), in the corresponding Boss Room. Drops:Super restore (3), Saradomin Brew (3), Half of a key, Bannpotion, Breiffabb. Top Drops: Godsword shard 1, Godsword shard 2, Godsword shard 3, Saradomin Hilt, Saradomin Sword, Armadyl crossbow, Pet zilyana. Strategy: Equipment: Melee: Players trying to take on Commander should have a match level of 100+. They will also need level 70 Agility to reach her. To get into Saradomin's camp you also need two ropes that you attach to a stone. It is best to do this in a separate trip before going to take her on, as the two used up the spaces in fixtures are useless. You only need to tie the ropes once. Don't try to take on this boss without a good team, regardless of your level. To defeat this boss monster you will also want to pack additional beanpotions. Here's a list of what are the most effective items to use. The first ones in the list are the best you can use. Remember that the more expensive things you take with you, the greater your loss will be if you die. Rudder of Neitiznot/Berserker helmet/Warrior helmet Bandos Chestplate/Fighter Torso/Rune Platebody God Armor legs/Rune ben Fury amulet/Glory amulet/Saradomin Abyssal Whip/Dragon Scimitar/Dragon Dagger/Dragon mace Dragon Boots/Rune Boots/Climbing Boots/White Boots Ring of Wealth Dark Gloves/Gauntlets Gloves Saradomind Cape/Fire cape/Skill cape Dragonfire 6 Shield / Rune Defender / Toktz-ket-xil Tactics: Melee: The best way to get your 40 Saradomin kills before entering the chief room is to kill some Saradomin monsters already in battle with another god's troops. That way you don't take the damage. When your team is ready, use your super set and put on all the beans you want, but make sure you have Protect from Magic Prayer on just before you enter her room. Commander Zilyana will use a powerful lightning-based Magic attack every battle turn that will hit everyone fighting her, while she will also use a melee attack that hits very high and rarely ever misses. Putting on the sound is very useful, as it will make a very clear sound that will alert you to when you are attacked by melee and can easily save your life. If you get hit by her melee attack, your task is to run around the room to have your boss chase after you while your teammates attack her (this is why it's so important for a good-sized team). Eventually the boss will attack another person with her melee, they have to run away in the same way. Teamwork is important while switching goals because if two people drive, she doesn't take enough damage in a small team. Continue this process until the boss is dead and kill the bodyguards. Notes: She is guarded by Starlight (level-149), Growler (level-139) and Bree (level-146). Watch out for her special attack as it is Magic based and beats all players around her. The boss will sometimes drop the prayer potions and bodyguards sometimes drop three boiled monkfish, or a summer pie that should help prolong the trip. Don't forget to pray at the altar whenever possible (there's still a wait between each time this is possible). Credits:megagamer056 kree'arra match:580 hit points:??? Max Hit: 69 Race: Aviansie Members: Yes Quest: No Nature: Aggressive Attack Style: Ranged/Magic Investigate: Graceful Avatar of Armadyl. Where found:South-West chamber (Armadyl's Eyrie), in the corresponding Boss Room. Drops: Super defense potion (3), Ranging potion (3), Black D'hide Body, Unidentified herbs. Top Drops: Godsword shard 1, Godsword shard 2, Godsword shard 3, Armadyl Hilt, Armadyl Helmet, Armadyl Legs, Armadyl Chestplate, Pet kree'arra. Strategy: Equipment: Range: Players trying to take on Kree'arra should have a match level of 100+, they also need level 70 Ranged to reach him. To get into armadyls eyrie you also need a rope (only used once) and a mithril grip. To defeat this boss monster you will also want to pack additional beanpotions. The Armadyl pendant prevents Aviansie from being aggressive, when you get 40 kill count, also killing some Aviansie already in battle saving health. Here's a list of what are the most effective items to use. The first list are the best you can use. Remember that the more expensive things you take with you, the greater your loss will be if you die. Karil's top / Dragonhide body Karil skirt / Dragonhide chaps Karils coil / Robin hooded hat / Archer helmet / Saradomin coil Barrows gloves / Dragonhide vambraces Rune crossbow Runite / Ruby / Diamond Bolts Sacred / Unholy book Ring of Life / Ring of Wealth / Archer ring Pendant of Armadyl Fire cape / Skill cape / Saradomin cape / Ava's Accumulator Tactics: Range: Before entering the Boss room, turn on Protect from range. Kree'arra attacks similar to Bandos, with a magical Ranged attack, which could potentially do up to 60 Damage. If you go as a group of 4-8, focus more on the three sergeants, while still getting a hit in with Kree'arra. At all costs, try to avoid a magical attack from Wingman Skree by standing near the altar, or in the general area, catching Skree behind the boss. Kree'arra attacked with a Ranged attack that has a fantastic effect, knocking you back one step; standing against the wall will prevent this from happening, to some extent. Depending on your bolts, it should not be long before Kree'arra is down: When he is, quickly switch over to the sergeants. If you're walking as a group of 10 or more, split the task evenly. Try to get, at most, 2 people on each sergeant until the rest focus on the boss. Using this method, the commander and all three sergeants guarantee going down in less than 2 minutes. Watch out for high damage from the guards or the boss. Kree'arra has a rare Magic attack that can cause quite a lot of damage; heal as needed. Also see the prayer carefully. If possible, try using the altar (time limit between use) and drink a dose of prayer potion only between the boss rounds. A dose can last about 2 boss rounds, but it is best to be safe. If, for some reason, your prayer goes out, teleport out right away; the next match you receive may be your last; do not waste time drinking a bean drink and turning prayer back on. Note: Kree'arra is one of Aviansie and thus can fly, making melee attacks useless against it. Kree'arra is protected by Wingman Skree (level-143), Flockleader Geerin (level-149) and Flight Kilisa (level-159). Credits:Rashdan General Graardor Combat:624 Hitpoints:254 Max Hit:60 Race:Unknown Members:Yes Quest:No Nature:Aggressive Attack Style:Melee/Ranged Examine:A huge war chief. Where found:Northwest chamber (Bandos's Stronghold), in the corresponding Boss Room. Drops: Coins, Herbs, Adamantite Ore (18-19), Nature Rune (10-65), Rune platebody, Rune hoe, Rune 2h sword, Rune longsword, Magic logs (16-33), Coal (120), Super restore potion (4). Top Drops: Godsword shard 1, Godsword shard 2, Godsword shard 3, Bandos hilt, Bandos boots, Bandos tasset, Bandos breastplate, Pet general graardor Dragon spear, Dragon Med Helm. Strategy: Equipment: Melee: First, you need a hammer to get into Bandos Stronghold, so don't forget it. Barrow's armor is not recommended encapsulated die, including that You can't carry any god elements to reduce the number of aggressive monsters on you. Here's a list of what are the most effective items to use. The first ones in the list are the best you can use. Remember that the more expensive things you take with you, the greater your loss will be if you die. Rudder of Neitiznot/Berserker helmet/Warrior helmet Bandos Chestplate/Fighter Torso/Rune Platebody Gud Armour legs/Rune ben Fury amulet/Glory amulet Abyssal whip/Dragon scimitar/Dragon dagger/Dragon mace Dragon boots/Rune boots/Climbing dust Lees Ring of Wealth Dark Gloves / Gauntlets / Barrows Gloves Fire cape / Skill cape Dragonfire shield / Rune defender / Toktz-ket-xil Tactics: Melee: To reach General Graardor you must have 40 Bandos kills, the easiest method is to run to the northern wall, in front of the dungeon inside the entrance. When you're there, kill goblins to quickly reach 40. Use the hammer on the Bandos door to enter, make sure you have Magic Protection Prayer on to defend yourself against the monsters inside Bandos. When you enter the room with General Graardor put on

range protection prayer on, he will only use Ranged attacks, when he strikes with his special attack put on the Melee Protection Prayer so that he can do no harm. If Graardor attacks the first player to enter only, they should use Melee Protection Prayer on instead. Kill him first, then his guardians. Notes: The general can attack multiple players simultaneously and is guarded by Sergeant Strongsack (Level-141), Sergeant Steelwill (Level-142) and Sergeant Grimspike (Level-142). Remember that Strongsack attacks with melee, Grimspike with Ranged and Steelwill with Magic. Do not use the prayer altar that is in the cave until you are very low prayer! When using it, wait an unknown time (estimated 10-15 minutes) before using it again. So use it only as needed, and don't leave Prayer on for too long. Credits:Rokjordan0 4.0 - Rewards In the table below you can read the statistics for each item obtained from the dungeon. Picture Name Requirements Attack Bonus Defence Bonus Other Bonuses Stab Slash Crush Magic Range Stab Slash Crush Magic Range Strength Prayer Bandos Boots 65 Defence +0 +0 -5 -3 +17 +18 +19 +0 +0 +1 Armour Tassets 65 Defence +0 +0 -21 -7 +71 +63 +66 -4 +93 +2 +1 Bandos Chestplate 65 Defence +0 +0 -15 -10 +98 +93 +105 -6 +133 +4 +1 Armadyl Chestplate 70 Defence -7 -7 -15 +33 +46 +58 +61 +70 +57 +0 +1 Armadyl Legs 70 Defence -6 -6 -6 -10 +20 +32 +36 +34 +30 +33 +0 +1 Armadyl Helm 70 Defence -5 -5 -5 -5 +10 +6 +8 +10 +10 +8 +0 +1 Dragon Boots 60 Defence +0 +0 -3 -1 +16 +17 +18 +0 +0 +4 +0 Godsword (any) 75 Attack +0 +132 +80 +0 +0 +0 +0 +0 +132 +8 Saradomin Sword 70 Attack +0 +82 +60 +0 +0 +0 +0 +0 +82 +2 Zamorakian Spears 70 Attack +85 +65 +65 +0 +0 +13 +13 +12 +0 +13 +75 +2 Steam Battlestaff No +7 -1 +28 +10 +0 +2 +3 +1 +10 +0 +35 +0 Image Name Requirements Stab Slash Crush Magic Range Stab Slash Crush Magic Range Strength Prayer Attack Defense Bonus Other Bonuses As said earlier, the godword is capable of four different special attacks depending on the hilt attached to the blade - hilts do not affect sword statistics. Zamorak Godsword is capable of the special attack, Ice Cleave, which freezes opponents for 20 seconds. Saradomin Godsword can perform the move, Healing Blade which restores half of your hit damage to your hit points and a quarter to your prayer, receiving at least 10 Hitpoints and 5 Prayer points. Armadyl Godsword can carry out judgment special attacks, inflicting 25% more damage on an opponent. Finally, Bandos Godswords is special attack Warstrike, doing 10% more damage and draining opponents battle stats to 0 in this order: Defense, Strength, Prayer, Attack, Magic, Ranged. Saradomin Sword can also carry out a special attack called Saradomin's Lightning - a magically based attack capable of 5-15 damage. Zamorak Spear too, can use the special, Shove (identical to Dragon Spear special attack) fantastic opponent for a while. 5.0 - FREQUENTLY ASKED QUESTION Q: Do I need a rope every time I enter the dungeon? A: No, you only need to use the rope once with the stone on the edge of the hole into the dungeon. You need to talk to the dying knight to do it first. Q: What objects will protect against which troops of God other than their God's word? A: For Armadyl you will be protected by: Armadyl helmet, Armadyl legs, Armadyl breastplate and Armadyl pendant from temple of Ikov quest. For Bandos: Bandos boots, Armour tassets, Bandos breastplate and the old mace from Another Slice by H.A.M. quest. For Saradomin: Saradomin Cape, Holy Symbol, Holy Book, Saradomin Armour, Saradomin Kapper Blessed Saradomin Dragonhide, Saradomin Crozier, Saradomin Gown, Saradomin Mitre, Saradomin Staff, Saradomin Stole, Saradomin Mjolinir, and Saradomin Sword. For Zamorak: Zamorak Cape, Unholy Symbol, Unholy Book, Zamorak Armour, Zamorak Kapper, Zamorak Top and Bottom, Blessed Zamorak Dragonhide, Zamorak Crozier, Zamorak Robe, Zamorak mitre, Zamorak Staff, Zamorak Stole, Zamorak mjolinir and Zamorakian Spear. Castle wars elements do not affect aggression for Saradomin or Zamorak. Q: Does Ointment Amulet work on spiritual creatures in the dungeon? A: No, as explained by the JaGex monsters have faded from existence so that they are not technically dead. Died.

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