

Desert treasure osrs quick guide

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This short guide has an in-depth guide here. It contains a more detailed description of the dialogue, cutscenes, and storyline. Items needed (can be noted): 650 coins, ashes, blood run, bones, 6 molten glass, 12 magic logs, charcoal and 6 steel rods. Recommended: water skins, a charged duel ring, 200 coins for a carpet ride to Camp Bedabin, endurance potions, 2 Shantay Pass, Digsite teleport mirrors made by Eblis. Talk to an archaeologist at camp Bedabin magic carpet, at least one inventory slot for free. Go to the Digsite Examination Centre and talk to an archaeological expert. (1) Talk to him again for translation. (1) Talk to an archaeologist in the desert. (2) Talk to him again. (1) Run south to the bandit camp and buy a drink in the pub for 650 coins. (If you wear any saradomin or zamorak items, such as wicked blessings, remove them now so you are not attacked by thugs) Talk to the bartender again. (2) Talk to Eblis in or just outside a small building east of the bar. Deliver all of the items to Eblis using them (elements can remain marked) and then talk to him again. Go southeast to the mirrors and talk to Eblis. Collect 4 diamonds, they can be obtained in any order. Note: At any time with one of the diamonds in your inventory, a Level 95 stranger may accidentally appear and attack you with a poisoned dragon dagger. You can put diamonds in a pyramid or your bank at any time to avoid it. Smoke Diamond edit source Items needed: tinderbox, mask or gas mask, and ice gloves or water spells or gnome cannon. Recommended: Stamina or energy potions, dwarf cannon, good food, protection from melee prayer. Note: You must wear ice gloves to wield anything during the Farid fight (you can use the range without ice gloves if you keep your distance, but all the arrows turned to ash as they hit). If you use magic, only water spells can damage it (Trident seas won't work). Be prepared to work nonstop - torches everyone has a timer. A map of the smoke dungeon. Equip your face cage and enter the Smoke Dungeon west of The Underchulnah and east of the mirrors, hold four torches, one in each corner of the dungeon, and open the chest in the center to get the key before any of the torches are fired out. Starting with the NE corner with a 100% run and then on SE, NW and then SW, you can do it in the chest without the stamina or energy of the pots. Use a warm key to open the gate to the east. Kill Farid to get a diamond of Smoke. Protection from melee is highly recommended. Items needed: 20 lockpicks, antipoison, food, 5,000 coins, magic combat equipment, Prayer / Super Restores for with a prayer drain. Note: Tiles in a general store in Camp Bandit will unnote any items for a small fee, and nearby thugs can be a pickpocket for anti-poisons and lockpicks. Talk to Rasolo near a house south of Baxtorian Falls. Go to the southernmost tent in the Bandit Camp. Bring Bring food, and 20 lockpicks (you can bring noted ones and coins to exchange with tiles in the general camp shop Bandit, 5 coins for each lockpick). Unlock the breasts (3 locks must be selected sequentially, it can take over 100 trying to open the chest and depends on the thief level). Give the gilded cross to Rasolo. Even if your inventory is full, the cross will be instantly replaced by a ring. Equip the ring of visibility and go down the stairs east of Rasolo in the fenced area. Run through the dungeon, kill Damis in his 2 shapes and pick up the shadow of the diamond (his second form drains the player's stats and prayer quickly, recommended safespot Damis, this can be done by hitting the bat or rat and stacking the npc's behind). Kill a shadow dog to perform a task in a hard Kandarin diary. Items needed: run to defrost trolls after killing Camila, cake/chocolate cake, spiked boots (get them from Dunstan with a pair of climbing boots and an iron bar), climbing boots, food and combat equipment. Prayer and super restore potions are highly recommended. Note: Only fiery spells will work if you use Magic on Camila. Iban Blast, the Flame of zamorak, and the trident of the seas built into a spell cannot hurt Camille. In addition, your stats will be permanently drained during this fight; Keep this in mind when choosing the spell of fire you will use. Note that you can't work in the area, so there's no point in bringing a sleek set. Give the baby troll cake northwest of Trollheim the right click and use the cake on the baby troll. Talk to Troll's baby. (1) Enter the ice gate and kill 5 ice trolls. Enter the cave. Follow the path and then kill Camila (it is recommended to approach with protection from magic to make him teleport in the range, and then protect against melee, and manually throw your spells). Continue west and follow the long ice trail. Wear studded boots and climb the ice ledge, follow a new path. Go through the gates and smash the trolls frozen in the ice using your fire spell on each one. Talk to them over an ice diamond. Tip: Use a duel ring to teleport to the Ferox Enclave and use pools to restore all your battle stats and prayer before proceeding. Blood Diamond Edited Source Achievement Dessous in Moritania Cemetery. Items needed: Silver bar, spices, garlic powder (or garlic and pestle and mortar), prayer potions, and (after Entrana!) military technique. Travel means to Drenor are also useful. Recommended: Think about bringing your Druid bag to prevent the horrors from rotting food as you run through the swamp talk to Malak at the Canifis pub. (5 '1'3) Journey to Draynor sewer and give Ruantun a silver bar for silver You can go upstairs to Morgan's house and search the cupboard to get garlic if necessary. Grind the garlic with a pestle and mortar to get the garlic powder. Take the silver pot to the high priest at Entran's church, and he will steal it. Talk to Malak (note: it will hurt you within five five here, but he can't kill you). Add the spices and garlic powder to the blood pan. Prepare for a tough boss fight (combat equipment, high healing food). Head to the cemetery north of Dramann Castle (see map). Pour a pot of blood on the grave and defeat Dessous Dessous has 99 defense and 150 defenses from slash and are usually very strong against melee. Recommended range/magician it. You can avoid damage by alternating protection from melee and protection from the range of each game tick. (Note: if you leave the fight you will need to make a new pot of blood, but you keep your blessed pot) Go back to Malak and pick up a bloody diamond. Items are required: all four diamonds. Recommended: weight loss gears, endurance potion, energy potion, anti-food, prayer potions and high-recovery food. Go southeast of Eblis (Camulet teleports you very close) and place the diamond in each of the obelisks of the pyramid. Enter the pyramid from above. Running through each floor and don't stop or the trap can send you back to the top. Traps can still be caused independently. Beware of mummies and scarabs as they can hit more than 20. Level 1 Level 2 Level 3 Level 4 Talk to Azzanadra at the end. Prayer at the altar twice after completing the quest will reveal a difficult task in the desert area. The quest is complete! Note: Talk to Eblis after searching to buy an ancient staff for 80,000 coins, or buy one from GE for 69,227. Reward (edit the source of editing) In your many travels around Gielinor, you may have heard of the most respected quests available to RuneScape players. In Desert Treasure OSRS, players will embark on an adventure to hunt for a popular spell, in an area filled with boss fights and more! With that in mind, here's a quick guide to Desert Treasure in Runescape.What is Desert Treasure? Desert Treasure OSRS is one of the most popular quests in the game. The quest is riddled with numerous bosses, each offering a unique combat experience that will test each player's wit, forcing them to take different approaches. Some are immune to certain spells, some carry an arsenal of different fighting approaches, and will see that you are trying a number of different methods to defeat them. The early hint here is that every boss can be beaten with a gun, so be sure to bring along a few hundred cannonballs! There are some other pointers that you should take note of, such as the diamonds that you are wearing. For example, if you happen to be transporting diamonds, there is a small chance that you may encounter a conflict with the level 95 Stranger, so make sure the teleport is convenient in case you need it. The stranger is also armed with a poisoned dragon dagger more often than not, so make sure to pack the antipison where necessary. You also Avoid the stranger and bank your diamonds, but it is better to be safe than sorry. What stats do you need for Desert Treasure? This is an extremely common issue among the OSRS faithful, and it is understandable. You may worry that you don't have the stats high enough to take part in a popular quest, but don't be afraid. Depending on your levels, you may be able to head into the desert without worrying too much about your stats if you are an experienced player. A personal recommendation will have your stats on 70 Magic, 70 Attacks and 50 Prayer. This may be too careful as you could probably get away with having about 60 Magic and Attack. Your prayer statistics don't have to be so high either, but you should consider at least having about 15 Prayers just to be completely safe. Do you need ice gloves for the desert treasure? Ultimately, it's a similar situation that stats you require when venturing into the search. It depends on your overall style of play, but ice gloves are something I would recommend you take with you. Ice gloves are perfect if you want to hold a weapon. They are not a requirement, seeing how you could just bring run and with you to hand out spells. However, if you prefer to use personnel or weapons in general, you will need to bring ice gloves. How long does Desert Treasure take? There is, of course, a lot going on in this quest, but despite its glory, it's not really the longest quest of all. Despite the dungeons, bosses and more going on, it shouldn't take you more than 4-6 hours. Well-trained players are known to complete the quest in a few hours, it just depends on how well equipped you are before you head to it. What rewards will I receive for completing Desert Treasure? Once you have reached the climax of the quest, or even before you decide to take on the quest yourself, you may be left wondering what you will get for all your hard work. We talk a few hours of work here, after all. So with that said, when you complete the Desert Treasure quest, you can expect to get 3 quest points and 20,000 Magic XP. Not only that, but you get the opportunity to use ancient Magicks. You will be able to switch between the standard and ancient magic book magicks when you pray at the altar as part of the quest. It can be a jaldraocht pyramid that has a shortcut behind it if you want a faster way to enter. Keep in mind, however, that this trait does drain your prayer, so it is something to be conscious of when you want to change your spelling. What do I do after Desert Treasure is complete? You have conquered the quest, reaped the benefits, and now you wonder where exactly to go next. Well, now that you've completed it, you've also unlocked the requirement for a new quest! You may be familiar with the disaster search recipe, which is a continuation of The Cook Assistant's quest. The recipe for disaster consists of 10 sub-quests, everything from difficulties from easy to very difficult. Part of this quest will see Having to defeat Culinromancer you have to complete the Desert Treasure before you take it. This adventure comes with its own perks, offering you an extra extra Point, and access to Culinromancer in Chest. So hope now you will have some burning questions about desert Treasure OSRS answered. You'll also have an idea of what level you need to be in order to take on the quest, what items you may or may not need, and just what you can expect to get away from it in the first place. It is considered one of the most popular quests available to you in RuneScape and you will soon see why if you haven't already done so already. It is of course your own judgment to make. At least now you are armed with some key information before you do so.

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