Fight Caves Guide

A guide on all 15 waves of the Fight Caves minigame.

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Background Information

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The Fight Caves is a quick and easy minigame that, upon completion, awards you the Fire Cape. It's one of the most iconic RuneScape items as it's pretty difficult to get for many, many players due to the amount of time the minigame takes *and* not understanding the waves, along with Jad's mechanics. Thankfully, on RuneRealm, we have shortened the time the cave takes from the full 63 waves all the way down to only **15!** Yep, only 15 waves are needed to be completed in the caves. In this guide, I'll be showing you the bare minimum needed to complete the caves, the monsters that spawn on what wave, and where they do.

*** As a side note: the spawns *never* change! They will always spawn in the exact same spots. No mobs will *ever* spawn in the North East and South West corners of the arena. If you log out during the caves, you will also be !***

How to Get There

Click the "M" in your Spell Book. This will open up your Minigame teleports.

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Choose the Fight Caves option. You will be teleported directly in front of the cave to start.

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Recommended Inventory

Please note that this is a *bare minimum* inventory! You can upgrade this however you'd like! You can also use a x2 Damage Potion to deal double damage if you're not confident you'll make it through the caves, though I strongly advise against using one.

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As a bare minimum, this is what you should take. You most likely will not need any food as long as you're praying. The potions are there if you pray Eagle Eye or Rigour the entire time. You should

take:

- 1 Ranging Potion (can be upgrade to Divine Ranging Potion or Overload)
- 2 or 3 Prayer/Super Restore Potions - you will not need more than that unless you're doing the caves at like 10 Range.
- 10 Food or So - I personally never need more than two but that's just because I do it in less than 3 minutes and heal with Blowpipe.

Recommended Gear

Please note that this is a *bare minimum* gear set up. Definitely upgrade where available!



As a bare minimum, this is what you should be taking. There's different amulets and boots you could use, I just don't have anything of lesser bonuses. Of course, upgrade where you can to speed up the caves!

- Helmet of Neitiznot - Can upgrade to a Serpentine Helmet *or* Armadyl Helmet *or* Armadyl Helmet (i)
- Amulet of Fury\Donator Necklaces\Icons (All have same stats as Fury) - can be upgraded to a Necklace of Anguish
- Ava's Accumulator - Can be upgraded to Ava's Assembler
- Black dragonhide Body + Legs - Can be upgraded to Armadyl Body + Legs *or* Armadyl Body (i) + Armadyl Legs (i)
- Dragon Boots - Can be upgraded to Ranger Boots *or* Pegasian Boots
- Barrows Gloves
- Archers Ring - I use Ring of Wealth (i) just because I have nothing else and don't really feel a ring swap is worth it here
- Magic Short Bow - Can be upgraded to a Dragon Cross Bow with Dragon Bolts (e) *or* Toxic Blowpipe.

BALLER SETUP

If you want to kill Jad as fast as possible for either a Slayer Task or if you just want to go for the pet, this is the gear I'd recommend to do it as fast as possible. As far as I'm aware, there is nothing better than what I have on, minus an Archer Ring, or Archer Ring (i) if it can be imbued (will update if I find out anything regarding that.)



- Armadyl Helmet, Platebody, and Legs (i) - Swap Armadyl Helmet (i) for Slayer Helmet when on Jad if on a Slayer Task!

- Necklace of Anguish
- Toxic Blowpipe + Twisted Bow - I'd recommend only using Twisted Bow on Jad but I do not have one to test it on the normal waves, so I feel switching from Blowpipe during the main waves into a T Bow on Jad might be optimal
- Ava's Assembler\Assembler Max Cape (Sponsor donator rank required - $250 total donated)
- Pegasian Boots
- Barrows Gloves

Baller Inventory

If you've got money to spare while going for the pet or while doing a Slayer Task, this is all you'd need as you shouldn't really be taking damage while also going through this as fast as possible.

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- 1 Overload - Can probably get two runs in per dose depending on how fast you are and how your hits are
- One Super Restore just in case
- 1 x2 Damage Potion
- A couple pieces of food

The Waves and Spawn Locations

Here is the map of the Fight Caves. Please remember that nothing *ever* spawns in the Northeast or Southwest. The Mobs only spawn in the Northwest, Middle, and Southeast. Below the map is a list of everything that spawns and when. The number indicates the wave.

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1. Two Tz-Kih in the middle (Level 22)
2. One Tz--Kek in the middle (Level 45)
3. One Tz-Kih in the Middle (Level 22) - One Tz-Kek in the Southeast (Level 45)
4. One Tz-Kek in the Southeast (Level 45) - One Tz-Kek in the Northwest (level 45)
5. One Tok-Xil in the Middle (Level 90) ***Pray Range until 10***
6. One Tz-Kih in the middle (Level 90) - One Tok-Xil in the Northwest
7. One Tok-Xil in the Northwest - One Tz-Kek in the Southeast
8. One Tz-Kih in the middle - One Tok-Xil in the Northwest - One Tz-Kek in the Southeast
9. One Tok-Xil in the Northwest - One Tok-Xil in the Southeast
10. One Tz-Kih in the Middle - One Yt-Mejkot in the Southeast ***Pray Melee until 13***
11. One Tz-Kek in the Middle - One Yt-Mejkot in the Southeast
12. One Tok-Xil in the Middle (KILL FIRST) - One Yt-Mejkot in the Southeast
13. One Ket-Zek in the Middle - One Yt-Mejkot in the Southeast ***PRAY MAGIC UNTIL JAD, KILL THE Yt-Mejkot FIRST***

14. Two Ket-Zek in the Middle
15. One Jad in the Southeast

Jad's Mechanics

Jad only attacks with Magic and Range if you stay out of Melee Distance of him. Below are how he attacks with the two styles.

MAGIC

JAD WILL JUMP AND PUT BOTH FRONT LEGS IN THE AIR THEN SHOOT A FIREBALL AT YOU. THIS IS HIS MAGIC ATTACK!

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RANGE

JAD WILL SLAM HIS TWO FEET INTO THE GROUND WHERE A LARGE BALL WILL FALL DIRECTLY ON THE TILE YOU'RE ON. THIS IS HIS RANGE ATTACK! IT'S HARD TO ET A SCREENSHOT OF THAT SO HERE'S WHAT THE ATTACK LOOKS LIKE BEFORE IT HITS YOU.

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Once Jad has been defeated, you will be awarded a Fire Cape and around 2,000 Tokkul.
Congratulations, you're done!