Ironman Guide

Everything about and for Ironmans. Basics, and helpful tips that will help you with your Ironman progress.

- Ironman basics
- 1# The Mother of Supplies: Rogues' castle chest and Larran's big chest

Ironman basics

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Foreword:

In the following of this guide i will show you the simple and plain basics about Ironmen and what you have to know before you start.

What is a Ironman?

The Ironman-mode defines itself as a game-type that requires players **to be entirely self-sufficient**. This is because Ironmen are locked out of nearly every interaction with other players.

Here is a list of what Ironmen are **not allowed to do**:

- trade with other players
- pickup loot from your own/others player kills
- pickup loot from other players in general
- limited access on the NPC shops
- no access to the auction
- stakes in the duel arena
- receive items via ballons in the falador party room

Example:

Ironman-mode:

Regular-mode:

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Different types of Ironmen and XP rates:

Besides the Ironman mode there are another 2 special types of Ironmen you can choose: **Hardcore Ironman** and **Ultimate Ironman**.
Within these types you can choose if you either want the higher "**regular**" XP rates or the much lower "**extreme**" XP rates.

Quick note:
A **normal** account gives 50 times the XP rates of OSRS.
An **extreme** account gives 10 times the XP rates of OSRS and 20% increased drop rates.

Ironman:

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The basic Ironman.

Hardcore Ironman:

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This Ironman is like the basic Ironman but with one addition that makes it more difficult. **As an Hardcore Ironman you only have 1 life**. Means if you die, your status will be revoked and you will become a basic Ironman.

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Since you only have 1 life to keep your Hardcore Ironman (HCIM) status, you have to be way more careful with that what you doing and think about it twice if you want to go to places like wilderness. Any type of death, apart from the minigames, will cause the lost of your status!

Ultimate Ironman:

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Also this Ironman has the same restrictions as the basic Ironman, but with one game changing addition. **A Ultimate Ironman is not allowed to use the bank.** Basically your inventory will be your whole bank. You can make some space by buying a looting bag from the boss shop for 150 boss points, which enlarges your inventory from 28, to **55** (-1 space for the looting bag)

This guide is only the simple basics. More specific guides will follow.

Pm me if you have any questions!
IGN: Xl Green

1# The Mother of Supplies: Rogues' castle chest and Larran's big chest

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Foreword:

This is a personal opinion of mine but i think that the rogues chest is the best supply source for ironmen to be exist. Still you have to allways keep in mind: The bigger the gains, the higher the risk. Since the rogues chest is in the deep wilderness, it is even riskier for HCIM since that place could cause your death by a player kill. Thats why you allways have to think about it twice if you want to do it, or not. I personally took that risk, without a loss.

Quick note:
The Rogues' chest requires a thieving lvl of 50 (lvl 40 with the pioneer ability), but it scales with your thieving lvl. Means --> **the higher your thieving lvl is, the higher loot and the more thieving XP you'll get.**

Mandatories and Recommendations/Setup

Mandatories:

Besides other helpful items and setups, **the amulet of avarice** is the **key item** and therefore **mandatory**.
The amulet of avarice basically **skulls you** and whats more important: it **notes the loot that you get from the Rogues' chest,** so that you can grind it for longer and dont have to run and bank it all over again since you can get like 15 uncut gems unnoted and that will fill your inventory pretty fast.

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Another important item is the **ring of wealth (i),** since this one will boost the amount of loot from the chest so you get way more loot than you would get without the ring of wealth (i).

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Last you will need a **looting bag.** This item goes really well with the **amulet of avarice.** You leave it open in your inventory so that all the noted loot gets in your looting bag instead of your inventory. This is pretty helpful, since then you can setup some gear, barrage runes, food and prayer pots in case someone's willing to PK you.

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Recommentations/Setup:

Since you now have all your mandatories we can start with your **gear and inventory setup**:

Basically get yourself some **high tier food, some prayer and magic pots and your barrage runes** in your inventory and **leave the looting bag open.**
For the gear setup you can just use any type of magic equipment that boosts your magic accuracy.

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Starting route/loot from 1 hour/escape route

Starting route:

Starting off at home, click on your spellbook --> Wilderness teleport --> Rogues' Castle (lvl 51)
This will directly teleport you infront of the castle. From there you **walk around the castle** until you see **3 chests.**

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Arrived, you have to stay **between the 2 chests**. I highly recommend to do the **1-tick technique** . This way you will be looting way faster than you would just by spamclicking one chest. Just try it until you get the hang of it, its not that difficult.

Here a example of what it looks like and how much faster it is:

regular technique:

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1-tick technique:

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Loot from 1 hour:

This is the avarage **loot from 1 hour** of 1-ticking the rogues' chests (with thieving 99, looting bag, row (i) and the amulet of avarice):

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Escape route:

Being at the deepest wilderness it wouldn't make to much sense to run across the whole wilderness. Therefore you have to know a better and faster alternative.

Starting off at the entrance of the rogues' castle, this time you **go outside of the castle and head east** until you arrive to a the **teleport obelisk**:

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Click on one of the 4 obelisks and they will start to shine purple. when that happens you have to quickly run to the middle of them so you get teleported out.

If you do you will be randomly teleported to a different wilderness obelisk. Sometimes it happens that you get teleported to a obilisk that is still in deep wilderness, so repeat it until you get teleported to a obelisk that is below the **wilderness lvl 20.** Then you can just use the home teleport to escape.

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Larran's Chest

Within the loot out of the rogues' chest, you'll receive **larran's keys**. You can use these to open the **larran's chest,** which is also in the deep wilderness. This one is way easier but still as risky as the rogues chest.

Quick note: Bring a Ring of wealth (i) with you, since this will boost the amount of loot you will get out of the chest.

Starting off at home, go to your spellbook --> Wilderness teleport --> Mage bank.
There you will see a lever which will teleport you outside of the mage bank to the most deep wilderness.

From there, go outside of the building and run all the way west along the ocean...

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...until you arrive at a ship. Climb the ladder within the ship and you'll be next to the chest.

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I hope this guide was helpful. More guides will follow

PM me if you have any question.

IGN: Xl Green