Rogue's chest

This guide is a small version of the ironman guide on Rogue's chest and Larran's chest written by Green. To read the full guides, please refer to: https://oldwiki.runerealm.org/books/ironman-guide

Foreword:

Rogues chest is one of the best supply sources for ironmen to exist. Even for regular players, Rogue's chest offers a wide variety of skilling supplies, making it a rather 'easy' spot to make money. Still you have to always 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.

Requirements:

The Rogues' chest requires a thieving lvl of 50, 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 what's more important: it **notes the loot that you get from the Rogues' chest,** so that you can grind it for longer and don't 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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Recommendations/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 in front 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 spam clicking one chest. Just try it until you get the hang of it, its not that difficult.

Here's an example of what it looks like and how much faster it is:

regular technique: 1-tick technique:

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Loot from 1 hour:

This is the average **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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The value of this inventory is 80M if you sell everything to the general store. This is excluding possible loot from Larran's keys and clue scrolls. So the average GP/H at 99 thieving in an optimal situation would be roughly 80M an hour.

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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