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Blackjack guide osrs

Blackjack weapons in RuneScape, such as blackjacks, are used for members to lure/knock-out NPCs like bandits and thugs. There are three types: ordinary, offensive (attack), and defensive. Offensive provides high damage bonus while defensive has low damage. Ordinary blackjack is easy to use but provides less bonuses. Players can buy or complete miniquests to get blackjacks. They must meet certain requirements for Thieving level and completion of quests. Pollnivneach may not have banks, but there are ways to manage food expenses. Boosting life point regeneration with items, familiars, and prayers like Rapid Heal can reduce the need for eating. Alternatively, using a kebab store or buying wine from Faisal the Barman can be cheap options, even if slow. Unnoting food at the general store is also quick, or you can simply return to a bank via magic carpet. Money from pickpocketing will easily cover expenses, especially with the aid of a ring of slaying or fused full slayer helmet for easy returns. Player-owned houses with kitchens can also provide free healing options, or even allow dying in your dungeon for stat recovery. Advanced pickpocketing trainers and volunteers can negate healing needs by dealing minimal damage on failure, though failing knock-outs will stun you. Quickly clicking pickpocket after a failed attempt can prevent attacks from victims, but there's still a chance of failure and life point loss. Attempting to knock out the victim again can avoid stunning, but requires at least 100 life points for minimum risk. Luring Thieves' Guild victims can result in 1 life point damage even with high Thieving levels or item bonuses. The 'Double Double Hit' technique for blackjacking Bandits and Menaphite Thugs at Pollnivneach involves knocking out, pickpocketing twice, and then immediately picking them again before knocking them out once more. This method allows for efficient looting while teaching coshing techniques to those being pickedpocketed. Double Double Hit: A Thieving Technique Train in a building with no other NPCs, ensuring the victim cannot escape or alert others while you loot. The best places are Rana's dyer's tent, which has a ladder to escape if needed, and the Thieves' Guild using their rubber blackjack. Timing is crucial when pickpocketing; instantly loot after knocking out the trainer, then quickly loot again during the animation sequence for maximum experience. Additionally, consider the Ardougne Diary for increased success rates and larger coin pouch capacities. Players can obtain several items that enhance their pickpocketing skills. - Rogue equipment is available, with wearing its components increasing loot from NPCs. - A dodgy necklace reduces damage when failing to pickpocket an NPC. - The Shadow Veil spell increases a player's chance of avoiding stun and damage while pickingpocketing. - Gloves of silence boost a player's success rate while pickpocketing. - Some players can obtain bonuses through completing specific quests that provide Thieving experience. - Players with at least level 64 Crafting can restore their gloves of silence to "new" condition. For those looking to boost their Thieving skills, there are several methods available. Acquiring Antiquities and The Feud provides an additional 41,500 experience points, bringing players up to level 42. To reach levels 1-45 in the Chambers of Xerics thieving room, simply reload the raid until a thieving room is generated, then steal from four chests in a circular motion. This can yield experience rates of up to 35-50k per hour. Alternatively, players can pickpocket men or women around RuneScape for levels 1-5, with a respawn point in Lumbridge being the most convenient location. Reaching level 5 requires 49 successful pickpockets. For levels 5-25, stealing from bakery stalls in East Ardougne market is an effective method, offering up to 19,200 experience per hour. From level 25 to 45, fruit stalls in Hosidius provide a lucrative opportunity for Thieves. Steal from both stalls as quickly as possible and drop the fruits while running between them, consuming strange fruits or stamina potions as needed. This can yield up to 42,750 experience per hour, or 34,200 experience per hour if stealing only from one stall. For those with higher level requirements, blackjacking bandits in Pollnivneach offers a fast experience gain from level 45 to 49, and then from level 65 to 84. To successfully blackjack, lure a bandit into an empty house where they cannot be seen by other bandits, then knock them out and pickpocket them twice while unconscious. Blackjack experience gain requires level 45 Thieving and accessing Bandit Camp in Pollnivneach, which is accessible from the nearby town. The type of blackjack used for blackjacking does not matter. Players can choose to wear full rogue equipment to increase loot. A recommended food source for healing during long trips is a Saradomin brew or a pie. Options for "Hidden" mode include using resizable mode, zooming in, and setting camera angles so that when right-clicking on a bandit, the mouse cursor lands on the "Pickpocket" option. Lure a bandit into a trap where they become immobile. Ensure the bandit doesn't walk through you by knocking them out, then quickly retreating and returning to face them. The bandit won't teleport back to its spawn location as long as you continue blackjacking. One effective location for luring Pollnivnian bandits is Ali the Dyer's house in the north of Pollnivneach, which has a small size and a ladder for resetting aggression if needed. For Menaphite Thugs, lure them into the southern part of the house adjacent to the bar. Having a full inventory minimizes the risk of being stunned after pickpocketing a conscious bandit. This time-saving approach significantly boosts experience rates. Although having a full inventory doesn't completely prevent pickpocketing a conscious bandit, you can still do so on the same tick the bandit becomes conscious. When using Saradomin brews for healing, disable automatic vial smashing to maintain a full inventory after drinking the potions. Having a maximum stack of coin pouches (from the NPC being blackjacked) will prevent pickpocketing a conscious bandit/thug, but attempting to do so after a failed knockout attempt will stop the NPC from initiating combat, giving players more time to avoid falling into combat and resetting. Depending on Ardougne Diary completion, the coin pouch limit is 28/56/84/140. Obtaining this maximum stack can be time-consuming, but it greatly reduces the need for combat resets and experience rate reductions due to failed attempts at blackjacking or pickpocketing. Consider completing Rogue Trader's blackjacking portion for the option to purchase a blackjack with defensive stats, which can help reduce damage taken from Menaphite Thugs. Given article text here A house to steal from can be found by using the Book of the Dead/ Kharedst's memoirs and teleporting to the Fisher's Flute. The artefact is hidden in drawers within the assigned house, and a lockpick is required to access it. Smuggling the item without getting caught by guards is crucial. Once stolen, bring it to Captain Khaled and repeat the process. To recharge, use the Old Memorial's Book of the Dead and restore stamina energy as needed. Each successful heist yields Thieving experience and 500-1,000 coins. However, getting caught will significantly lower experience rates, making it generally better to wait for an opportune moment to sneak past patrollers. Experience rates vary with the use of certain items and methods. Stealing from Rogues' Castle in the Wilderness offers the fastest Thieving experience levels 84 onwards. Minimizing risk is key, as this method involves navigating a multi-combat zone. To avoid player killers, only bring valuable items along with a knife. Use the Ardougne or Edgeville lever to teleport into Deep Wilderness and locate the castle. Be cautious of the Chaos Elemental and other players in the area. When looting the chest, search for traps first, as failure will result in damage. Wear your Protect From Melee prayer before opening the chest to avoid PKer attacks. The best strategy to avoid dying from PKers is to deliberately lose health or use a locator orb to damage yourself. If a PKer appears, you can switch off your prayer and die to the Rogues instead of the PKer, saving your items from being stolen. Pyramid Plunder minigame offers fastest Thieving experience from level 91 onwards. Players can start training at level 71 or 81 in Sophanem, but experience rates are lower before 91. Access to Sophanem is required through Icthlarin's Little Helper quest or pharaoh's sceptre teleport. High-healing food and stamina potions are necessary inside the pyramid. Start by picking pockets of wealthy traders at the market for house keys. An alleyway thief might occasionally distract a rich patron, ensuring that pickpocketing is automatic for about 20 seconds. This technique alone can generate up to 55k experience per hour with minimal effort or 95k per hour when switching between worlds. Players need approximately 20 keys for every hour of planned burglary, which would take around 30 minutes with low-effort methods but just 15 minutes if wearing a full set of stealth gear. Enter one of the three available houses to burglarize by looking for an unlocked door and empty residence. Each cycle lasts about three minutes - starting when the homeowner leaves and ending when they return. Steal from furniture items (chests, jewelry cases, and wardrobes) for 45 Thieving experience per loot, as well as valuable items and treasure. When a flashing arrow appears above an object, searching it grants 14 valuable items and 630 Thieving experience, allowing the player to continue looting at normal rates. If not searched within eight seconds, the opportunity will be lost. Exit the house through the open window before the homeowner returns. If caught after they unlock their door, most of the stolen valuables from that house will be lost, and the player will be teleported away. The table below shows estimated experience rates for stealing valuable items, excluding key collection time; players can expect to gain around 110k per hour by trading in these items to Oriana, plus additional income from jewelry and blessed bone shards. Wearing gladiator gear at the Fortis Colosseum increases this profit to about 130k per hour. However, rogue equipment does not affect valuable item acquisition. level XP/h 50 72,000 60 80,000 70 93,000 80 95,000 90 100,000 99 105,000 With the completion of Bone Voyage and access to Fossil Island, underwater thieving (also known as "swimming") becomes an available training method for Thieving and Agility skills. Unlike most other techniques, this method focuses on training two skills simultaneously, albeit at a slower rate than other methods listed. However, it tends to become consistently efficient from level 85 Thieving onwards due to the scaling of experience rates per level. Picking up experience points in Thieving or Agility, but not both, is generally inefficient due to the scaling used. For a more straightforward approach, players can try pickpocketing Knights of Ardougne, which involves using different items or completing medium Ardougne Diary tasks. This method provides a slower but more reliable alternative to faster training methods. The objective in this activity is to lure a knight into a confined space, forcing it to move in a specific direction. This can be achieved by carefully positioning the knight, using the correct weapon, and employing various techniques such as snaring or binding it with special attacks. To successfully complete this task, players must wait for the knight to reach a certain location before proceeding. One technique involves luring two knights into separate buildings, while another method uses the camera's vertical view to target a specific spot on the knight's body, allowing for efficient pickpocketing. Close your inventory with F-key, then pickpocket the eastern knight without moving your mouse. Stay one square south of them and they won't despawn. Alternatively, use a splashing account to keep a knight in place. This requires high Defense, good defensive armor, and regen items. You can also lure a knight to a spot where you can safespot it. The knight will stay aggressive as long as you're attacking or tanking it. If the knight is moving less due to being forced out of its natural wander range, this is known as a "sticky knight" - usually a female knight near the south bank. You can bring law runes and a staff for unlimited water runes to simplify the process. After death, two law runes and the staff will remain, allowing you to quickly teleport back. For levels 78-99, try stealing from Dorgesh-Kaan rich chests marked in red. This is a low-effort alternative offering decent experience. Enter one of the two houses containing rich chests, open them with a lockpick for Thieving experience and loot, then hop worlds. You can bank or drop the loot to gain more inventory space when needed. The chest loot will respawn after 5 minutes, which equates to roughly 13-15 world hops. To access Dorgesh-Kaan, you must have completed Death to the Dorgeshuun. A lockpick is required to open the chests. Without banking, you can expect to gain up to 210,000-230,000 experience per hour. With banking, you can gain around 190,000 experience and 300,000 coins per hour. For levels 1-99, try playing the Sorceress's Garden minigame. Navigate a maze while avoiding guardians to pick fruit and squeeze it into juice. Use a pestle and mortar to squeeze the fruit and a beer glass to hold the juice. Beer glasses can be bought from the Grand Exchange. To get Thieving experience, go into a garden and collect sq'irk juice. First, talk to Osman near the palace about sq'irk juice, which will unlock access to Sorceress's garden. You can trade glasses of sq'irk juice with Osman for Thieving experience. The higher-level gardens provide more experience per hour; however, you need to bank the sq'irk once your inventory is full. This method also gives some passive Farming and Cooking experience. Additionally, if using a one-click method to traverse the summer garden, you can use the running time between actions to AFK or train another skill like Magic or Fletching with minimal loss in Thieving experience rate. Lower-level gardens give less experience per hour; for example, Winter sq'irkjuice provides 350 Thieving experience per glass, while Summer sq'irkjuice gives up to 3,000 Thieving experience per glass. To get to level 99, you need 8,392 trips through the Summer Garden, which requires making 4,196 glasses of juice. Alternatively, you can pickpocket vyres at level 82 or elves in Prifddinas after completing certain quests for higher experience rates and profit. Master Farmers at level 94 also provide a lot of Thieving experience, especially when combined with high Farming levels.

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