



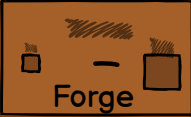
Areas



Forest



Quarry



Forge



SlayerCave



Combat



Bank



Something



Something



Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets



PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



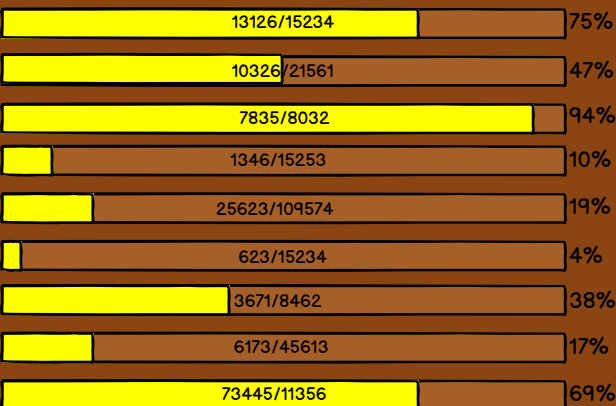
Feet



Ring



Levels



IDLEGAINS

Username

UserName

Password

☐

Remember me

Login

Register

Forgot Password

Help

About us

Register

Username

UserName

Email

User@Email.com

Date of Birth

06/06/96

Password

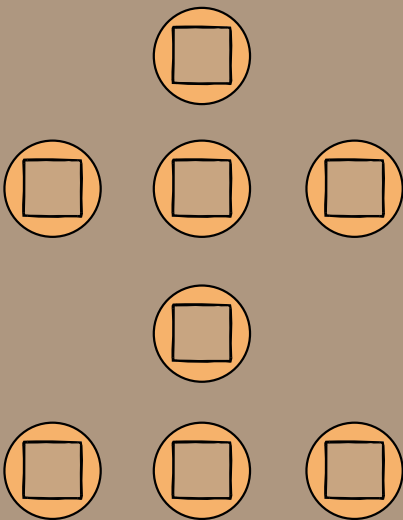
Confirm Password

Confirm

Cancel

Bank

Equipment



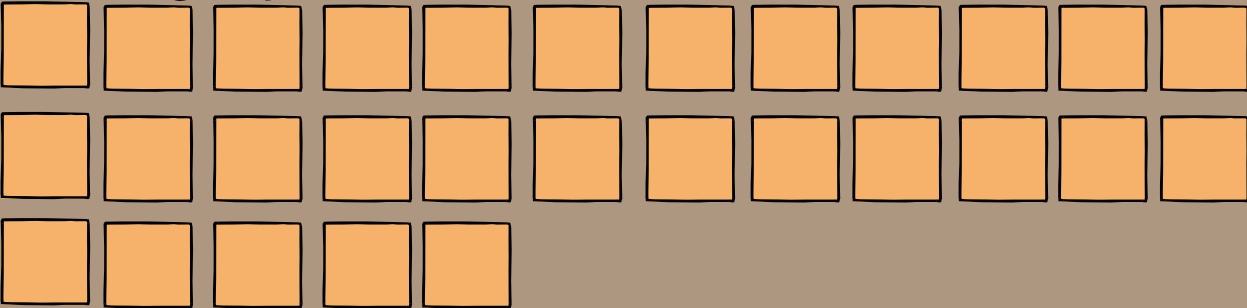
Equipment Sets:

1

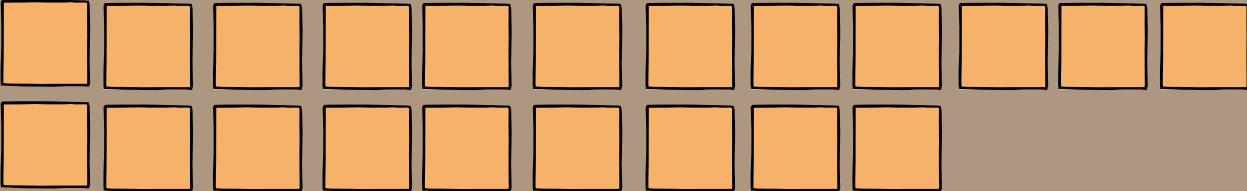
2

3

Category 1



Category 2



Category 3



Hitpoints



Experience



PlayerName

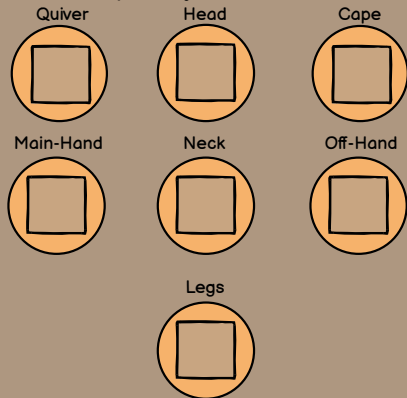
Combat Level

14

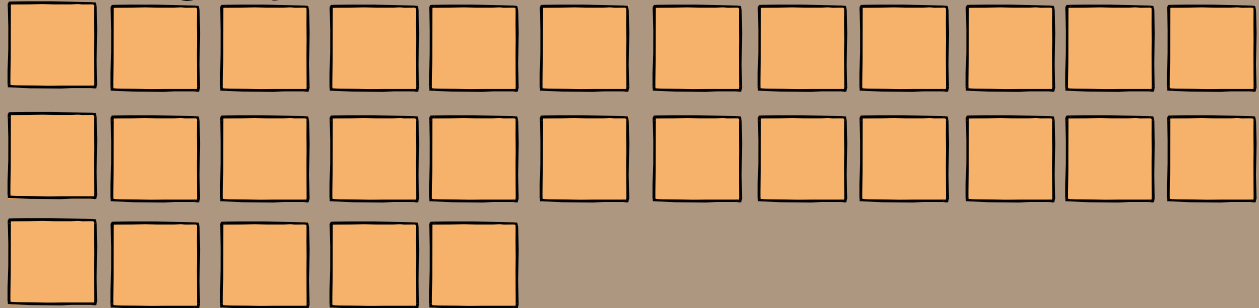


Bank

Equipment



Category 1



Category 2



Areas



Hitpoints



Experience



Combat Level

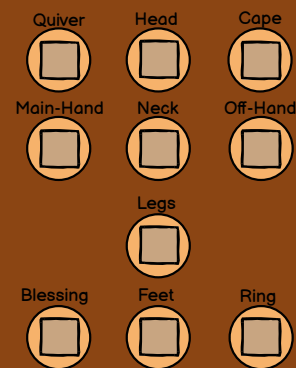
14

View Stats

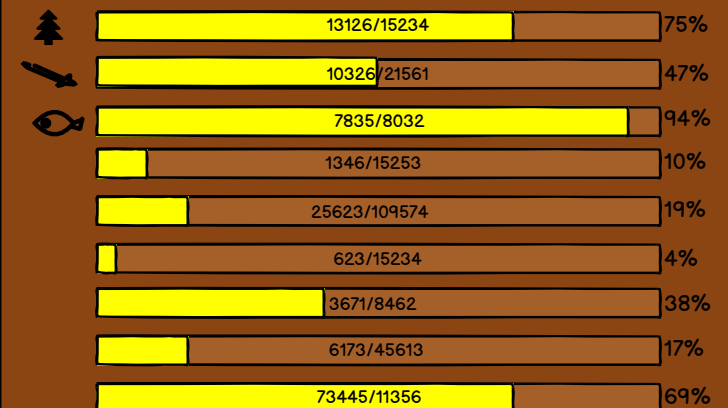
Equipment Sets



PlayerName



Levels



Bank



Forest



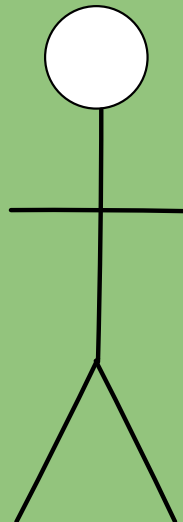
UserName

Sign Out

Woodcutting

	Oak	
Available		
	Willow	
Level Required 15		
	Maple	
Level Required 35		
	Yew	
Level Required 50		
	Magic	
Level Required 60		
	Elder	
Level Required 75		
Mythic		

"IDLE"



Fishing

	Shrimp	
Available		
	Trout	
Available		
	Salmon	
Available		
	Macrel	
Level Required 40		
	Lobster	
Level Required 40		
	Swordfish	
Level Required 40		
Monkfish		

Woodcutting Level 9

Exp

70/139

 67%

Fishing Level 36

Exp

19531/25356

 82%

Hitpoints



Experience



PlayerName

Combat Level

14

Bank



Forest



UserName

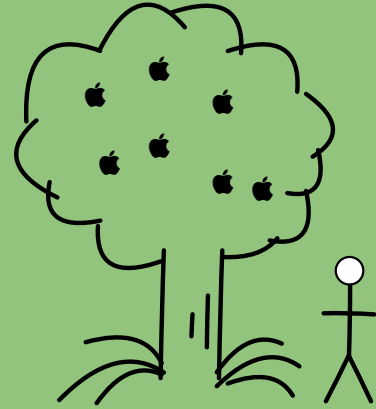
Sign Out

Woodcutting

	Oak	
<div>Working... 65%</div>		
	Willow	
<div>Level Required 15</div>		
	Maple	
<div>Level Required 35</div>		
	Yew	
<div>Level Required 50</div>		
	Magic	
<div>Level Required 60</div>		
	Elder	
<div>Level Required 75</div>		
Mythic		

Fishing

	Shrimp	
<div>Available</div>		
	Trout	
<div>Available</div>		
	Salmon	
<div>Available</div>		
	Macrel	
<div>Level Required 40</div>		
	Lobster	
<div>Level Required 40</div>		
	Swordfish	
<div>Level Required 40</div>		
Monkfish		



Woodcutting Level 9

Exp

70/139

 67%

Fishing Level 36

Exp

19531/25356

 82%

Hitpoints



Experience



PlayerName

Combat Level

14

Bank



Forest



UserName

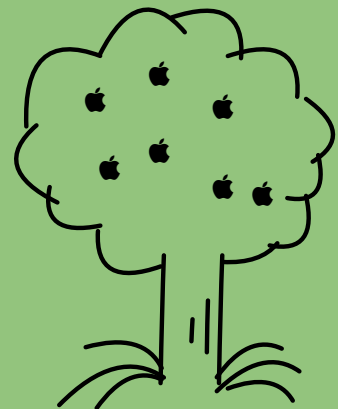
Sign Out

Woodcutting

	Oak	
Available		
	Willow	
Level Required 15		
	Maple	
Level Required 35		
	Yew	
Level Required 50		
	Magic	
Level Required 60		
	Elder	
Level Required 75		
Mythic		

Fishing

	Shrimp	
Working...		65%
	Trout	
Available		
	Salmon	
Available		
	Macrel	
Level Required 40		
	Lobster	
Level Required 40		
	Swordfish	
Level Required 40		
Monkfish		



Woodcutting Level 9

Exp

70/139

 67%

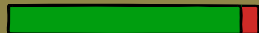
Fishing Level 36

Exp

19531/25356

 82%

Hitpoints



Experience



PlayerName

Combat Level

14

Bank



Forest



UserName

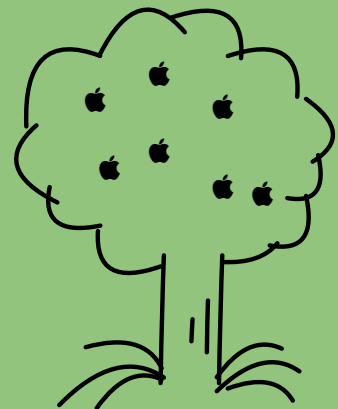
Sign Out

Woodcutting

	Oak	
Available		
	Willow	
Level Required 15		
	Maple	
Level Required 35		
	Yew	
Level Required 50		
	Magic	
Level Required 60		
	Elder	
Level Required 75		
Mythic		

Fishing

	Shrimp	
Available		
	Trout	
Working... 65%		
	Salmon	
Available		
	Macrel	
Level Required 40		
	Lobster	
Level Required 40		
	Swordfish	
Level Required 40		
Monkfish		



Woodcutting Level 9

Exp

70/139

 67%

Fishing Level 36

Exp

19531/25356

 82%

Hitpoints



Experience



PlayerName

Combat Level

14

Bank



Forest



UserName

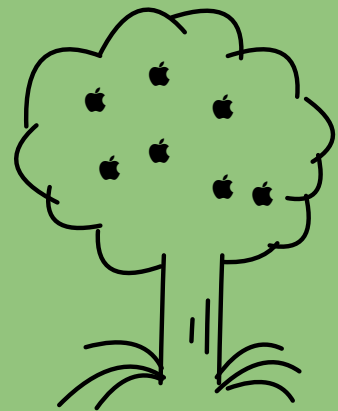
Sign Out

Woodcutting

	Oak	
Available		
	Willow	
Level Required 15		
	Maple	
Level Required 35		
	Yew	
Level Required 50		
	Magic	
Level Required 60		
	Elder	
Level Required 75		
Mythic		

Fishing

	Shrimp	
Available		
	Trout	
Available		
	Salmon	
Working... 65%		
	Macrel	
Level Required 40		
	Lobster	
Level Required 40		
	Swordfish	
Level Required 40		
Monkfish		



Woodcutting Level 9

Exp

70/139

 67%

Fishing Level 36

Exp

19531/25356

 82%

Hitpoints



Experience



PlayerName

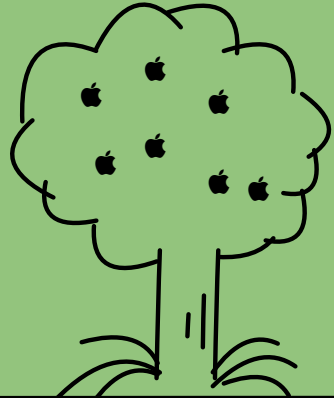
Combat Level

14

Bank

Forest

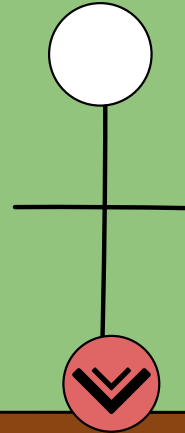
UserName Sign Out



Woodcutting

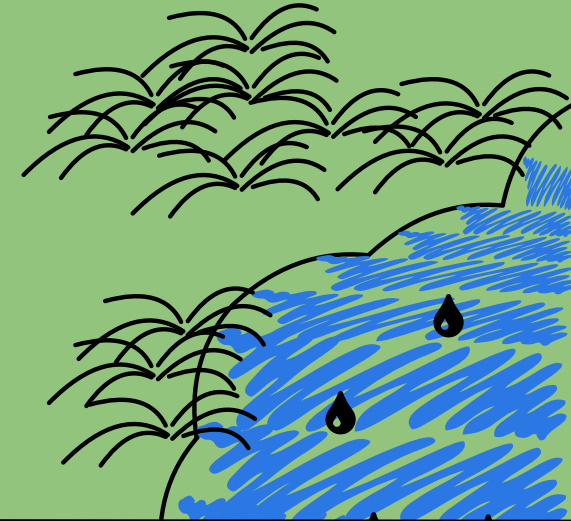
	Oak	
<div>Available</div>		
	Willow	
<div>Level Required 15</div>		
	Maple	
<div>Level Required 35</div>		
	Yew	
<div>Level Required 50</div>		
	Magic	

"IDLE"



Fishing

	Shrimp	
<div>Available</div>		
	Trout	
<div>Available</div>		
	Salmon	
<div>Available</div>		
	Macrel	
<div>Level Required 40</div>		
	Lobster	



Areas

Forest

SlayerCave

Something

Quarry

Combat

Something

Forge

Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1 2 3

PlayerName

Quiver

Head

Cape

Main-Hand

Neck

Off-Hand

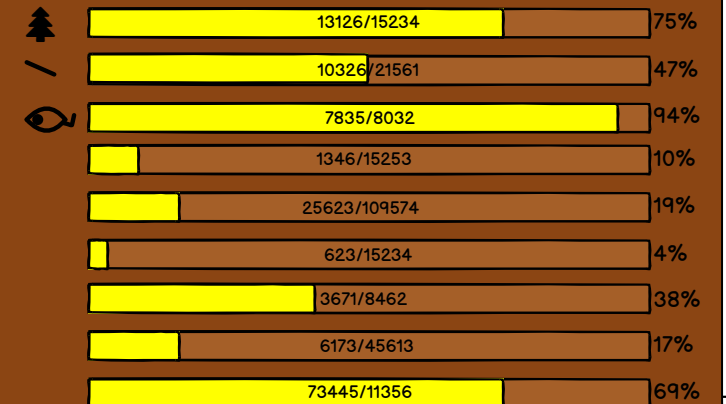
Legs

Blessing

Feet

Ring

Levels



Bank

Slayer Cave

UserName

Sign Out

Areas

Low

Mid

High

Nightmare

Slayer Master

Current Task:

9000 Goblins

New Task

Slayer Points:

9600

Shop

Hitpoints

Experience

PlayerName

Combat Level

14

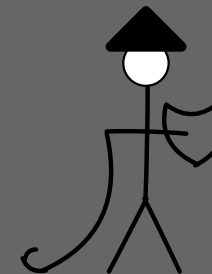
Slayer Cave

Slayer Shop

Slayer Points: 9600

Quantity 1

<div>Slayer Weapon</div> <div></div> <div>Buy 500</div>	<div>Slayer Weapon</div> <div></div> <div>Buy 500</div>	<div>Slayer Weapon</div> <div></div> <div>Buy 500</div>	<div>Slayer Weapon</div> <div></div> <div>Buy 500</div>	<div>Slayer Weapon</div> <div></div> <div>Buy 500</div>
<div>Slayer Shield</div> <div></div> <div>Buy 500</div>	<div>Slayer Shield</div> <div></div> <div>Buy 500</div>	<div>Slayer Shield</div> <div></div> <div>Buy 500</div>	<div>Slayer Shield</div> <div></div> <div>Buy 500</div>	<div>Slayer Shield</div> <div></div> <div>Buy 500</div>
<div>Slayer Armor</div> <div></div> <div>Buy 500</div>	<div>Slayer Armor</div> <div></div> <div>Buy 500</div>	<div>Slayer Armor</div> <div></div> <div>Buy 500</div>	<div>Slayer Armor</div> <div></div> <div>Buy 500</div>	<div>Slayer Armor</div> <div></div> <div>Buy 500</div>
Runes	Runes	Runes	Food	Food



PlayerName

Combat Level
14

Bank

Slayer Cave

UserName

Sign Out

Areas

Low

Mid

Slayer Master

Current Task:

9000 Goblins

New Task

Slayer Points:

9600

Areas



Forest



SlayerCave

Something



Quarry



Combat

Something



Forge



Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1

2

3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

Low Dungeon

Back

- Goblin
- Monster #2
- Monster #3
- Monster #4
- Monster #5
- Monster #6

Hitpoints

Experience

Combat Level

14

View Stats

Equipment Sets

1

2

3

PlayerName

Quiver

Main-Hand

Blessing

Head

Neck

Feet

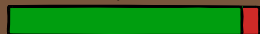
Cape

Off-Hand

Legs

Ring

Hitpoints



Experience



PlayerName

Combat Level

14

Low Dungeon

[Back](#)[Goblin](#)

Combat Level

14

Hitpoints

Goblins Attack

3.8s

Your Attack

2.6s

Slayer task:

Goblin
8765

Combat Log

~~~~~ 11  
~~~~~ 1  
~~~~~  
~~~~~  
~~~~~

Hitpoints

38/42

PlayerName

Food

47

Lobsters

Eat

AttackStyles

Accurate

Hard

Defensive

Combat Level

14

Experience

Quiver

Head

Cape

Main-Hand

Neck

Off-Hand

Legs

Blessing

Feet

Ring

Hitpoints

Experience

PlayerName

Combat Level

14



# Low Dungeon

Back

Goblin

Combat Level

14

Hitpoints

Goblins Attack

3.8s

Your Attack

2.6s

Hitpoints

38/42

PlayerName

Quiver

Head

Cape

Food

47

Lobsters

Eat

Main-Hand

Neck

Off-Hand

Legs

AttackStyles

Accurate

Hard

Defensive

## Areas



Forest



SlayerCave

Something



Quarry



Combat

Something



Forge



Bank

Something

Hitpoints

PlayerName

Experience

Combat Level

14

View Stats

Equipment Sets

1

2

3

Quiver

Head

Cape

Main-Hand

Neck

Off-Hand

Legs

Blessing

Feet

Ring

## Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

# Quarry

"IDLE"



### Mining

Copper

Available

Tin

Available

Iron

Level Required 15

Coal

Level Required 30

Mithril

Level Required 45

Mining Level 12

Exp 1251/1529 81%



Hitpoints



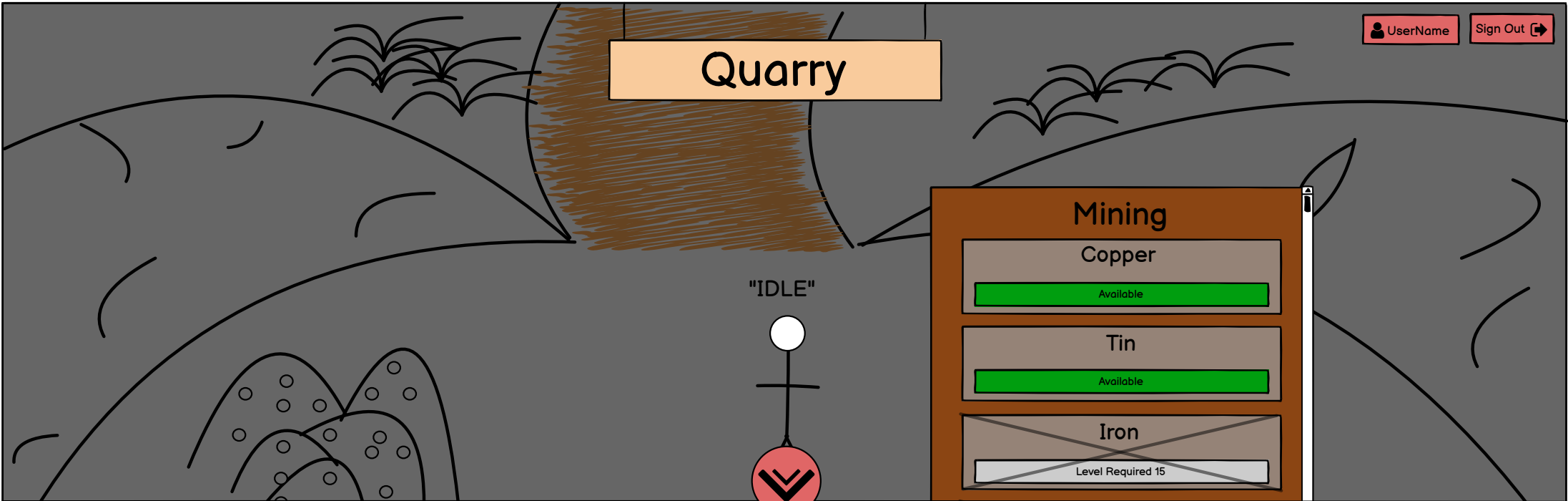
Experience







PlayerName

Combat Level


14




### Areas

 Forest	 SlayerCave	Something
 Quarry	 Combat	Something
 Forge	 Bank	Something

### PlayerName




Hitpoints 




Experience 


Combat Level   
14




[View Stats](#)

Equipment Sets   
1 2 3













Quiver  Head  Cape 

Main-Hand  Neck  Off-Hand 

Legs 

Blessing  Feet  Ring 

### Levels

		13126/15234	75%
		10326/21561	47%
		7835/8032	94%
		1346/15253	10%
		25623/109574	19%
		623/15234	4%
		3671/8462	38%
		6173/45613	17%
		73445/11356	69%

# Quarry

## Mining

Copper



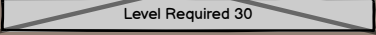
Tin



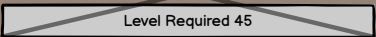
Iron



Coal



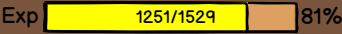
Mithril



Hitpoints



Mining Level 12



PlayerName

Combat Level



# Quarry

## Mining

Copper

Available

Tin

Working...

87%

Iron

Level Required 15

Coal

Level Required 30

Mithril

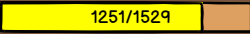
Level Required 45

Hitpoints



Mining Level 12

Exp



81%



PlayerName

Combat Level

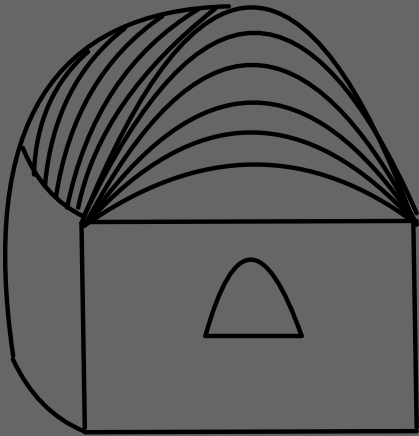
14

# Forge

Forge

Smelt

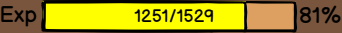
Smith



Hitpoints



Smithing Level 10



PlayerName

Combat Level

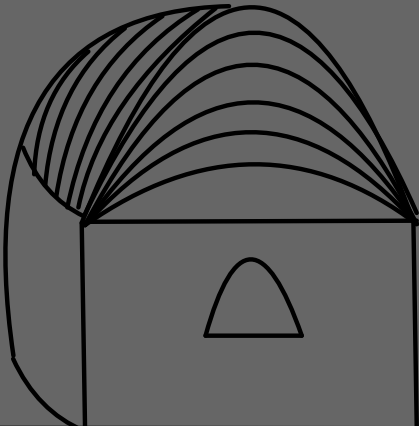
14

# Forge

## Forge

Smelt

Smith



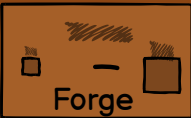
## Areas



Forest



Quarry



Forge



SlayerCave



Combat



Bank

Something

Something

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1

2

3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



## Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

# Forge

## Forge

Smelt

Smith

Bronze Ingot

Requires: 1 Copper Ore  
1 Tin Ore

Available

Iron Ingot

Requires: 1 Iron Ore

Available

Steel Ingot

Requires: 1 Iron ore  
2 Coal Ore

Available

Mithril Ingot

Requires: 1 Mithril Ore  
2 Coal Ore

Available

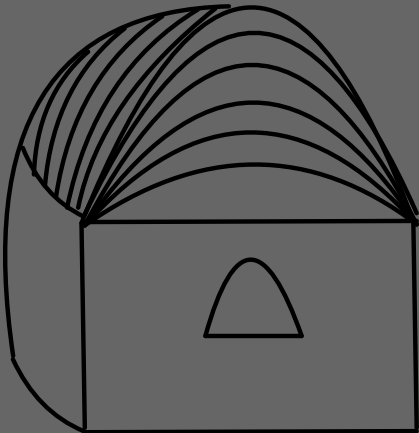
Adamant Ingot

Requires: 1 Adamantite Ore  
3 Coal Ore

Available

Runite Ingot

Requires: 1 Runite Ore  
5 Coal Ore



Hitpoints



Smithing Level 10

Exp 1251/1529 81%



PlayerName

Combat Level

14



# Forge

## Forge

Smelt

Smith

Bronze Ingot

Requires: 1 Copper Ore  
1 Tin Ore

Iron Ingot

Requires: 1 Iron Ore

Steel Ingot

Requires: 1 Iron ore  
2 Coal Ore

## Areas



Forest



SlayerCave

Something



Quarry



Combat

Something



Forge



Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1 2 3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



## Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

# Forge

## Forge

Smelt

Smith

Bronze Ingot

Requires: 1 Copper Ore  
1 Tin Ore

Working...

79%

Iron Ingot

Requires: 1 Iron Ore

Available

Steel Ingot

Requires: 1 Iron ore  
2 Coal Ore

Available

Mithril Ingot

Requires: 1 Mithril Ore  
2 Coal Ore

Available

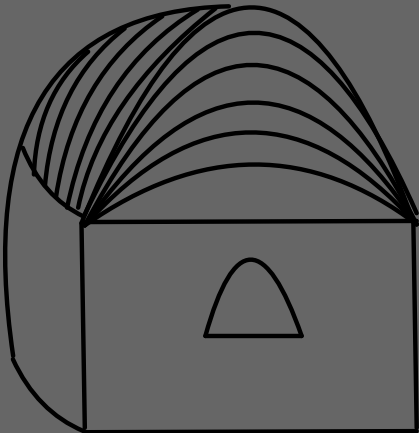
Adamant Ingot

Requires: 1 Adamantite Ore  
3 Coal Ore

Available

Runite Ingot

Requires: 1 Runite Ore  
5 Coal Ore



Hitpoints



Smithing Level 10

Exp

1251/1529

81%

PlayerName

Combat Level

14

# Forge

## Forge

Smelt

Smith

Bronze Ingot

Requires: 1 Copper Ore  
1 Tin Ore

Working...

79%

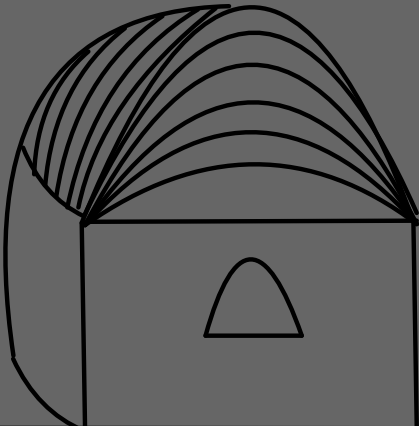
Iron Ingot

Requires: 1 Iron Ore

Available

Steel Ingot

Requires: 1 Iron ore  
2 Coal Ore



## Areas



Forest



SlayerCave

Something

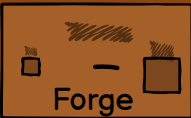


Quarry



Combat

Something



Forge



Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1 2 3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



## Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

# Forge

## Forge

Smelt

Smith

Bronze

Requires: Bronze Ingot

Available

Iron

Requires: Iron Ingot

Available

Steel

Requires: Steel Ingot

Available

Mithril

Requires: Mithril Ingot

Available

Adamant

Requires: Adamant Ingot

Available

Runite

Requires: Runite Ingot

Hitpoints

Smithing Level 10

Exp

1251/1529

81%

PlayerName

Combat Level

14

# Forge

## Forge

Smelt

Smith

Bronze

Requires: Bronze Ingot

Iron

Requires: Iron Ingot

Steel

Requires: Steel Ingot

Available

Available

## Areas



Forest



SlayerCave

Something



Quarry



Combat

Something



Forge



Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1 2 3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



## Levels



13126/15234

75%



10326/21561

47%



7835/8032

94%

1346/15253

10%

25623/109574

19%

623/15234

4%

3671/8462

38%

6173/45613

17%

73445/11356

69%

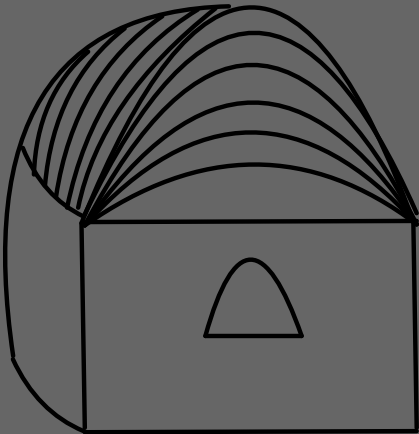
# Forge

Forge

Smelt

Smith

Bronze	Requires: Bronze Ingot
Working... 79%	
Iron	Requires: Iron Ingot
Available	
Steel	Requires: Steel Ingot
Available	
Mithril	Requires: Mithril Ingot
Available	
Adamant	Requires: Adamant Ingot
Available	
Runeite	Requires: Runeite Ingot



Hitpoints

Smithing Level 10

Exp 1251/1529 81%



PlayerName

Combat Level

14

# Forge

## Forge

Smelt

Smith

Bronze

Requires: Bronze Ingot

Working...

79%

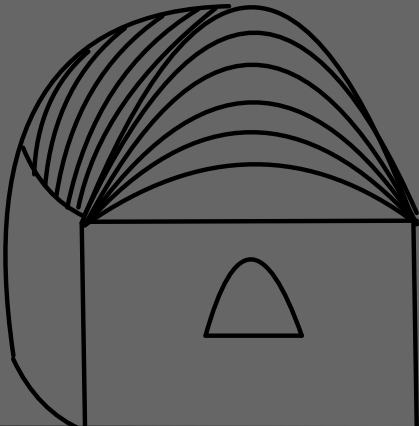
Iron

Requires: Iron Ingot

Available

Steel

Requires: Steel Ingot



## Areas



Forest



SlayerCave

Something

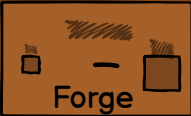


Quarry



Combat

Something



Forge



Bank

Something

Hitpoints



Experience



Combat Level

14

View Stats

Equipment Sets

1

2

3

PlayerName

Quiver



Head



Cape



Main-Hand



Neck



Off-Hand



Legs



Blessing



Feet



Ring



## Levels



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