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## Automatons runescape guide

This article is a strategy guide for Automaton.Information about the mechanics, installations and tactics on this page. The machines are some of the strongest non-boss creatures found on RuneScape. They have some of the best rare drops in the game (their level is 85 gloves) and all of their drops are marked/stacked (except RDT), allowing you to stay there for long periods of time without banking due to no storage space. Content, how to get by using the map above, you can use Ardougne Lodestone and walk northeast to the excavation entrance. Using the map above, you can use The Village of Pro seer's Lodestone and walk southeast to the entrance to the excavation. When you have completed all the necessary quests, you can capture the sixth age chain from the Gutixian high druid and instantly teleport to the monument. Use the Fairy Ring code B-L-R, which lands you outside the Legends Guild, and go northwest to the excavation entrance. Requirements: quests: 67 Large Camera After asking for a Gutixian high druid for teleportation (you can also right click on it), you'll end up in a large cell room. The assault rifles are not aggressive despite their high combat level, so don't worry about being instantly killed on arrival. There are seven Automaton Guardians in the middle, along with eight Automaton Tracers and Automaton generators on both sides. You can go deeper from the path in the middle to find 3 two of each machine listed above. The elevator also gives a quick exit if you need to leave. You can also leave the discovery that you used to reach Gutix during the quest. Each machine gun has extremely accurate attacks that can hit up to 800. They also have a special attack where they pound the ground, dealing quick and heavy damage to their fighting style, which cannot be partially protected by the protection of prayer, defective curses and expectations. It can be interrupted by stun on them, and, as long as it hits, you won't take any damage from the attack as long as the stun lasts. Exhausted can reduce the damage caused by a special attack. The machines have extremely high combat statistics, along with high points of life for their level. Equipment is recommended to have your weapons at least level 75 as the assault rifles have very high defenses and anything below will have trouble hitting them. The strategy for hand-to-hand combat is recommended to kill tracers, or Guardians when using Turmoil. Because of the need to be within melee, users will be most vulnerable to a special assault rifle. With drygones it is very easy to kill the machine gun before it can perform a special attack. It is also possible with a chaotic weapon, but the rate of killing is slower, which means that the risk of falling under a special much higher. To kill them quickly, you have to chain together high-impact threshold abilities such as attack, carnage and destroy destroy double wielding. Damage from a special can be greatly reduced if a debilitating is used, also, if you hit a special attack, you can interrupt it by stunning and prevent further damage. It is not advisable to fight Generators without Turmoil, as the attack bonus provided by Piety is usually not enough to hit consistently. If the Wizards prefer not to secure the seat of automaton Guardians, one might be asked to err on the side of caution and perhaps wear Gandermic armor for increased defense. If the sixth-age circuit is not used, then the ring of wealth is offered due to the increased rate of falling gloves. The bloody equivalents of 3 Dungeoneering necklaces (mystery, brawler and farsighted) and Fury are recommended, but are not ideal due to the costs incurred in acquiring said necklaces over their slightly inferior base versions. The tuned crystal weapon is slightly superior to the original 80-level versions, but because of the time it takes to get the dust and tuned seed crystal weapons needed to obtain them, they are not recommended. The use of level 90 armor is not recommended, given the overall profitability of Automatons if the glove drop is not purchased. The Strategy of Prayer Potions and Soul Split is recommended if melee or hesitation is being used, as this can reduce or negate the need for food completely, especially when used in the range. Players without access to Soul Split must bring food and/or use Regenerate, Gutix Blessing or Advanced Excalibur. Players with 95 Prayer must use Turmoil, melancholy or torment, depending on their fighting style, to achieve the fastest kills possible. Automaton Guardians Automaton Guardians are famous for abandoning exclusive static gloves; Formidable magic gloves that are now the best non-degradable magic gloves in the game. The guards only attack hand-to-hand combat, allowing the player to safely them if they are available safe-spots. Being melee-based monsters, they are weak for magic and, in particular, fiery spells. Melee Attack Attack is a common attack that can hit more than 800. It is recommended to keep your distance during the battle with the Guardians, as their attacks are accurate and capable of killing unprepared players. Pulse attack is a special attack that strikes about 1100 each time. This attack occurs at regular intervals and only affects players if they are a couple of squares within the Guardian's reach. Guards who are far away and use this special attack will not harm the player. If the player in the immediate vicinity of the attack does not move away they will be killed within seconds, so moving aside is a must! Magic Strategy Good setting bar action for magician Use the best spell you can - it's a good idea to take advantage of their weakness to spell fire with a fire splash or blood barrage. the way to be able to camp here without using supplies goes by the rule trying to keep save from the Guardian, able to touch you. This is a similar strategy with Char during her furious mode, though much less dangerous if contact occurs. The use of the Curse of Torment is recommended because of its magic increases, which accelerates the rate of killing significantly. Using an aerial splash with Armadyl battlestaff can prolong the killing of guards as the officers gives an endless supply of air runs and be a higher tiered weapon, making it a good choice. Auras such as inspiration and invigorating invigorating can accelerate the use of higher aligned abilities. Runic Precision is a magic-based aura that makes spells more accurate and another good choice to help speed up kills. Scrimshaw magic can be used to increase the critical chance of hitting as another help for faster kills. One of the possible safes. Once the Guardian has been attacked, it must be lured behind the lower wall of the wing storage and then proceed to kill, while keeping at least three square lengths from the Guardian to avoid being hit by an impulse attack that is deadly. Be careful when using The Chain and Dragon's Breathing abilities as they can hit other automation nearby - including Automaton Tracers and Automation Generators - forcing them to attack the player. Use the abilities accordingly on the Guardian until they are killed and repeat the process of luring them behind an obstacle to safely kill them without taking the damage. If a player is badly damaged, he can use the Soul Split and/or Blood Barrage curse to recover lost life points. Due to the fact that you can safespot these monsters and thus not take any damage, the power of the armor is recommended, since increased damage can help speed up kills and lead to greater profits per hour. Familiar can be used; Wolpertingers are a good choice if overload is not used for magical momentum to enhance accuracy and damage. The Vecna skull can be used as the lowest alternative to the continuous element of increasing the magic level. For players who are new to killing Automatons, using storage familiar such as Pack Yak may be a good idea to carry extra food for inexperienced hunters. Familiar ones such as the Moss titan and the Unicorn stallion that heal when their scroll is used can also be a good choice for inexperienced players, although note that using a scroll call drains the adrenaline by 10% every time one is used. This article is a strategy guide for Automaton.Information about the mechanics, installations and tactics on this page. The entrance to the Gutix Cave, use Ardougne Lodestone and walk northeast to the entrance Use the village of Pro seer's Lodestone and stroll southeast to the entrance to the excavation. Use the Gutix Cave teleport in the sixth century to teleport directly to the monument. This requires first claiming to be from the Gutixian High Druid after completing all the quests that are optional prerequisites for World Wakes. Use fairy fairy BLR code that lands you outside the Legends Guild, and go northwest to the excavation entrance. Quests: 67 By asking the Gutixian high druid for teleportation (you can also right click on it), you'll end up in a large cell room. The assault rifles are not aggressive despite their high combat level, so don't worry about being instantly killed on arrival. There are seven Automaton Guardians in the middle, along with eight Automaton Tracers and Automaton generators on both sides. Down by a large camera leads to a small corridor and elevator (used to enter the camera during the quest) which contains two of each machine; Guards in the hallway, and tracers/generators on the elevator. The camera can be left through teleportation, entrance to a large hole or by using an elevator. Each machine has extremely accurate attacks that can hit up to 800. When the machine is pressed on, the silent timer will also count down before it uses its special attack. When a special attack is carried out, Automaton immediately slams the ground, dealing up to 1,800 damages every few ticks within 2 spaces of it before returning to standard attacks. This attack simply causes untreated damage that can be blocked/reduced by defensive abilities and prayers. If the machine is stunned during the attack, the rest of the hits are canceled for a while, as long as the stun lasts. If the machine that slammed the ground is also not in a fight with the player, it immediately attacks the nearest player in the range. The machines have extremely high combat statistics, along with high points of life for their level. Source editing and editing equipment is recommended to have your weapon at least level 75, since the assault rifles have very high defenses and anything below will have trouble hitting them. If the sixth-age circuit is not used, the Ring of Wealth is offered because of the increased rate of glove fall. The bloody equivalents of 3 Dungeoneering necklaces (mystery, brawler and farsighted) and Fury are recommended, but are not ideal due to the costs incurred in acquiring said necklaces over their slightly inferior base versions. The tuned crystal weapon is slightly superior to the original 80-level versions, but because of the time it takes to get the dust and tuned seed crystal weapons needed to obtain them, they are not recommended. The use of level 90 armor is not recommended, given the overall profitability of Automatons if the glove drop is not purchased. The strategy of editing the source of Prayer Potions and Soul Split is recommended if melee or hesitation is being used, as it can reduce or negate the need for food completely, especially when used fluctuated. Players without access to Soul must bring food and/or use Regenerate, Gutix Blessing or Advanced Excalibur. Players with Prayer 95 must use Turmoil, anguish or torment, depending on their their style, to achieve the fastest kills possible. Automaton Guardians (edited by editing source) Automaton Guardians are famous for dropping exclusive static gloves; Formidable magic gloves that are now the best non-degradable magic gloves in the game. The guards only attack hand-to-hand combat, allowing the player to safely them if they are available safe-spots. Being melee-based monsters, they are weak for magic and, in particular, fiery spells. 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