

Group Ironman

Mode: Ally Edition

All the listed Rules, Goals and Milestones for our GIM project.

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- Base Ruleset
- Separate Combat Styles
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- Skills
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- Bosses (Duo)

- Giant Mole
- King Black Dragon
- Dagannoth Kings
- Arch-Glacor
- Chaos Elemental
- Kalphite Queen
- Giant Mole (Hard Mode)
- General Graardor
- Commander Zilyana
- K'ril Tsutsaroth
- Kree'Arra
- Twin Furies
- Vindicta

- Rex Matriarchs
- Corporeal Beast
- Gregorovic
- Helwyr
- Kerapac
- Nex
- Black Stone Dragon (ED2)
- Seiryu (ED1)
- Zamorak (ED4)
- Araxxor
- Kalphite King
- Barrows: Rise of the Six
- Vermyn
- The Ambassador (ED3)
- Kezalam
- Nakatra
- Raksha
- Kerapac (Hard Mode)
- Zamorak (200% Enrage)
- Solak
- Vorago
- Nex, Angel of Death
- Beastmaster Durzag
- Yakamaru

- Bosses (Skilling)
 - Croesus
 - The Gate of Elidinis

- Bosses (Solo)
 - The Barrows Brothers
 - Jad (Fight Caves)
 - Queen Black Dragon
 - Har-Aken (Fight Kiln)

- Arch-Glacor (Hard Mode)
- Tzkal-Zuk
- Legiones
- Magister
- Telos
- Vorkath (Giga endgame Archer)

- Unlocks

- Infernal Puzzle Box 3
- All Protection Prayers
- Gem Bag (Archer)
- Fire Cape
- Wars Retreat
- Ancient Magicks
- Bonecrusher
- Charming Imp
- Ancient Magicks Upgraded
- Royal Crossbow (Archer)
- Guthix Staff (Mager)
- TokHaar-Kal Cape
- Lunar Spells/Power Armour
- Salve Amulet
- Asylum Surgeon's Ring
- Enhanced Excalibur
- Slayer Helmet
- Pontifex Shadow Ring
- Death's Swiftness/Sunshine
- Dive
- Double Surge Codex
- Invention
- Ring of Vigour Passive
- Upgraded Bone Blowpipe (Archer)
- Inquisitor's Staff (Mager)
- Blessing of Het

- Death Ward
- Fury of the Small
- Conservation of Energy
- ED Chest Upgrade
- Skills for all quests

Rules

The rules that apply to our GIM project.

Rules

Base Ruleset

Competitive Group Ironman Mode + Bosses Completed in Specified Order

Rules

Separate Combat Styles

- Bosses are completed together, using separate designated combat styles.

Rules

Additional Styles

- Undesignated combat styles are generally avoided unless absolutely necessary.

Rules

Reaper Tasks

- Reaper tasks does **not** give you the option to skip uncompleted bosses.

Skills

- All Skills are divided between the players, for our project [this image](#) applies. Quest Requirements and Rewards are excluded, but for general purposes (supplies etc.) skills that belong to the other player are to be avoided. If group is three players, let Thieving and Hunter be accessible by all three.



Rules

Blacklist

- May's Quest Caravan item "Vanquisher" or the armour she provides may **not** be used.

Bosses (Duo)

Bosses listed in the order of , with requirements to reach and/or fight them.

Bosses (Duo)

Giant Mole

Requirements:

None.

Bosses (Duo)

King Black Dragon

Requirements:

None.

Bosses (Duo)

Dagannoth Kings

Requirements:

None.

Bosses (Duo)

Arch-Glacor

Requirements:

None.

Bosses (Duo)

Chaos Elemental

Requirements:

None.

Bosses (Duo)

Kalphite Queen

Requirements:

1 x Rope

Bosses (Duo)

Giant Mole (Hard Mode)

Requirements:

None

Bosses (Duo)

General Graardor

Requirements:

Access to God Wars Dungeon, 70 Strength

Bosses (Duo)

Commander Zilyana

Requirements:

Access to God Wars Dungeon, 70 Agility

Bosses (Duo)

K'ril Tsutsaroth

Requirements:

Access to God Wars Dungeon, 70 Constitution

Bosses (Duo)

Kree'Arra

Requirements:

Access to God Wars Dungeon, 70 Ranged

Bosses (Duo)

Twin Furies

Requirements:

80 Ranged (Boostable)

Bosses (Duo)

Vindicta

Requirements:

80 Attack (Boostable)

Bosses (Duo)

Rex Matriarchs

Requirements:

Access to Anachronia

Bosses (Duo)

Corporeal Beast

Requirements:

Summer's End

Bosses (Duo)

Gregorovic

Requirements:

80 Prayer (Boostable)

Bosses (Duo)

Helwyr

Requirements:

80 Magic (Boostable)

Bosses (Duo)

Kerapac

Requirements:

None.

Bosses (Duo)

Nex

Requirements:

Frozen Key; 70 Ranged, Strength, Agility and Constitution

Bosses (Duo)

Black Stone Dragon (ED2)

Requirements:

None.

Bosses (Duo)

Seiryu (ED1)

Requirements:

None.

Bosses (Duo)

Zamorak (ED4)

Requirements:

None.

Bosses (Duo)

Araxxor

Requirements:

None.

Bosses (Duo)

Kalphite King

Requirements:

None.

Bosses (Duo)

Barrows: Rise of the Six

Requirements:

None.

Bosses (Duo)

Vermyx

Requirements:

Soul Searching

Bosses (Duo)

The Ambassador (ED3)

Requirements:

None.

Bosses (Duo)

Kezalam

Requirements:

Soul Searching

Bosses (Duo)

Nakatra

Requirements:

Soul Searching

Bosses (Duo)

Raksha

Requirements:

Raksha, the Shadow Colossus

Bosses (Duo)

Kerapac (Hard Mode)

Requirements:

None.

Bosses (Duo)

Zamorak (200% Enrage)

Requirements:

None.

Bosses (Duo)

Solak

Requirements:

None. (Although for Archer: Cinderbane Gloves and bik arrows+bolg OR enhanced blowpipe are basically essential for comfortable duo without BiS-gear and all the whistles)

Bosses (Duo)

Vorago

Requirements:

None. (But BiS Melee is nice.)

Bosses (Duo)

Nex, Angel of Death

Requirements:

Frozen Key; 70 Ranged, Strength, Agility and Constitution

Bosses (Duo)

Beastmaster Durzag

Requirements:

Crying.

Bosses (Duo)

Yakamaru

Requirements:

Crying a lot.

Bosses (Skilling)

Skilling bosses completed whenever duo is feasible

Bosses (Skilling)

Croesus

Requirements:

A whole lot to be able to Duo :')

Bosses (Skilling)

The Gate of Elidinis

Requirements:

Ode of the Devourer

Bosses (Solo)

Solo boss only if killed by all members, can be out of order, preferably on Reaper Task.

Bosses (Solo)

The Barrows Brothers

Requirements:

Access to Canifis

Bosses (Solo)

Jad (Fight Caves)

Requirements:

None.

Bosses (Solo)

Queen Black Dragon

Requirements:

None.

Bosses (Solo)

Har-Aken (Fight Kiln)

Requirements:

The Elder Kiln, 1 x Fire Cape

Bosses (Solo)

Arch-Glacor (Hard Mode)

Requirements:

None.

Bosses (Solo)

Tzkal-Zuk

Requirements:

None.

Bosses (Solo)

Legiones

Requirements:

95 Slayer (Boostable from 89 with Wilder Pie), Can technically be duoed too and can be attempted once both have 95 Slayer, but is generally a solo boss grind for the Archer.

Bosses (Solo)

Magister

Requirements:

115 Slayer (Boostable but boost must be sustained through entire fight -_-), Can technically be duoed too and can be attempted once both have 115 Slayer, but is generally a solo boss grind.

Bosses (Solo)

Telos

Requirements:

Killing all GWD2 Generals - 80 Attack, Prayer, Magic, and Ranged (Boostable).

Bosses (Solo)

Vorkath (Giga endgame Archer)

Requirements:

60 Necromancy, Battle of Forinthry

Unlocks

Milestones in no particular order, checked if unlocked by all (or designated) members.

Unlocks

Infernal Puzzle Box 3

Requirements:

Daughter of Chaos, Civil War 1

Unlocks

All Protection Prayers

Requirements:

43 Prayer (46 for Necromancy, not important)

Unlocks

Gem Bag (Archer)

Requirements:

2,000 Dungeoneering Tokens

Unlocks

Fire Cape

Requirements:

Jad (Fight Caves)

Unlocks

Wars Retreat

Requirements:

60 Combat or 1,000 Total Level

Unlocks

Ancient Magicks

Requirements:

Desert Treasure

Unlocks

Bonecrusher

Requirements:

34,000 Dungeoneering Tokens

Unlocks

Charming Imp

Requirements:

100,000 Dungeoneering Tokens

Unlocks

Ancient Magicks Upgraded

Requirements:

City of Senntisten

Unlocks

Royal Crossbow (Archer)

Requirements:

Queen Black Dragon

Unlocks

Guthix Staff (Mager)

Requirements:

Cast Divine Storm 100 times in Mage Arena for Special Attack Unlock

Unlocks

TokHaar-Kal Cape

Requirements:

Har-Aken (Fight Kiln)

Unlocks

Lunar Spells/Power Armour

Requirements:

Lunar Diplomacy

Unlocks

Salve Amulet

Requirements:

Haunted Mine

Unlocks

Asylum Surgeon's Ring

Requirements:

Broken Home ("hard mode")

Unlocks

Enhanced Excalibur

Requirements:

Hard Seers' Achievement Diary

Unlocks

Slayer Helmet

Requirements:

Smoking Kills

Unlocks

Pontifex Shadow Ring

Requirements:

City of Senntisten

Unlocks

Death's

Swiftmess/Sunshine

Requirements:

The World Wakes

Unlocks

Dive

Requirements:

Succession

Unlocks

Double Surge Codex

Requirements:

30 Agility+

Unlocks

Invention

Requirements:

80 Smithing, Divination and Crafting

Unlocks

Ring of Vigour Passive

Requirements:

50,000 Dungeoneering Tokens, Extinction

Unlocks

Upgraded Bone Blowpipe (Archer)

Requirements:

87 Fletching, 87 Crafting, 90+ Slayer (Dinosaurs)

or

Dream of laia (Extinction)

=

70 Div

65 Agility

74 Arch

74 Magic

75 Slayer

50 mining

50 smithing

85 in ONE of: Crafting, Runecrafting, Smithing, Invention (Sins of the Father)

Unlocks

Inquisitor's Staff (Mager)

Requirements:

114+ Archaeology, 93 Runecrafting

Unlocks

Blessing of Het

Requirements:

74 Archaeology, Eye of Het II

Unlocks

Death Ward

Requirements:

81 Archaeology, Giving aviansie dreamcoat to Armadyl

Unlocks

Fury of the Small

Requirements:

97 Archaeology

Unlocks

Conservation of Energy

Requirements:

118 Archaeology, 108 Invention

Unlocks



ED Chest Upgrade

Requirements:

750,000 Dungeoneering Tokens, Curse of the Black Stone

Unlocks

☐ Skills for all quests

All quests		
Total level: 2321		
 79	 80	 80
 85	 83	 85
 76	 80	 72
 78	 85	 70
 80	 85	 82
 81	 75	 80
 85	 80	 65
 81	 76	 75
 77	 80	 85
 86	 95	 121~
 280	 ---	 30
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Hover for XP and rank. Ranks for RuneScape.