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## Callisto safespot guide osrs

Easier callisto safe guide for OSRS101 Tips and Tricks for osrsTheatrix 1-99 Varied Guide (OSRS)[OSRS] Ultimate 1-1-1 9 Brewing Guide (Cheaper/Faster Methods)Things You Should Do in F2P Before Members (OSRS)Essential Missions for All OSRSEssentials Accounts Insolable in OSRSTheatrix's 1-99 Magic Training Guide (OSRS)Theatrix's 1-99 Combat Training Guide (OSRS)A half price for 99 Prayer (cheaper than ensouled bosses)Faster 99 on OSRSQuests with Good XP Rewards on OSRSImportant Game Tips & Tricks for OSRS (EP9) Callisto is a 470 level bear that can be found south of the demonic ruins. He is killed by the valuable tyrannical ring and Callisto's puppy, although he can also drop the 2h dragon sword and dragon peak. Warning: Like all Wilderness chiefs, Callisto resides in a multi-way area and in moderately high-level wilderness. You can be attacked at any time during the murder. Do not bring any items you are unwilling to lose. Suggested Skills[edit] 90 (95+ Recommended) 60 (90 + Recommended) 70 (90 + Recommended) 70 (90 + Recommended) 44 (70 + Recommended) 75 (90 + Recommended) Settings[edit | edit source] Considering Callisto's unusually high defenses, Weapons that can bypass them are commonly used, which includes the Verac the Defiled team, which go with diamond (e) slings, specifying/labeling Callisto with magic longbow/Magic comp bow or hitting it with Chinchompas targeted at nearby spiders. Spells like vulnerability are sometimes also used to reduce your defense. A Viggora-laden chain has a powerful bonus against wild monsters and can provide body-to-body kills faster, but carries more risk than other configurations. Players (especially Ironmen) who do not want to use rank and do not have access to the above weapons or are not willing to 4 elements may try to use any weapon with high slash bonus such as the Abyssal or Crystal halberd whip, but this leads to noticeably slower kills. The attract method would be the same as the other melee methods. Viggora's chainmace becomes the best weapon to use against Callisto when using other equipment with high enough offensive bonuses. When using chainmace, it is best to set your attacking style on Spike to inflict more harm. However, this setup potentially requires risking certain untraceable items, such as rune or dragon defender. If you are in a certain death situation, drop the intradeable items (such as the berserker ring (i), dragon defender) to the ground and pick them up in the next 3 minutes. Players who are sure not to lose their untraceable items can optionally bring improvements for the exit from additional damage, such as hellish/fire layer, defender fierce gloves and neitznot faceguard. When using this setting, it is recommended to use only the southeast safe place where the player is attacking his head in a one-way bout. However, luring Callisto to the safe place requires the player to tradle through multi-way areas. Modify your booking online ^ a 1.0 1.1 1.2 1.3 1.4 1.5 Optional update. Just carry this item if you are very confident in your ability to quickly drop unsociable items in case of some death situation. ^ Rune defender is significantly faster to return than the dragon defender. How to get there[edit] Edit Source] Attacks[editing source] A group of players fighting Callisto. Callisto lunges his claw at his target of heavy sleeve damage. Shockwave: Callisto unleashes a shockwave against his target. When that happens, a game message will appear saying that you have used the capability against you, just like the Vet'ion earthquake and the Venenatis web attack. This attack has no cooling and can hit up to 60 in an attack. Callisto will use this skill much more often the further away from him. The projectile of this attack is similar to Wind Wave. Knockback: A small white projectile flies from the player straight to Callisto. When this happens, you will be reclaimed multiple spaces from your current location, and a game message will appear indicating Callisto's Roar hits you backwards, dealing with 3 damages. Heal: An explosion will appear under Callisto. Although the game claims that Callisto will prepare to heal himself based on the damage treated to him, he actually heals himself during that time for a small amount. Strategy[edit] For soloist, it is recommended to use the safe spot of southern singles (see below) as otherwise Callisto will treat heavy damage constantly throughout the fight. When properly timed, the player will take 0 damages from the bait, and the player can safely attack Callisto in the one-way combat zone. However, luring Callisto to the safe place requires the player to tradle through multi-way areas. If you plan to fight Callisto in his habitat on a larger team, it is advised to extend so that Callisto will constantly turn around, losing game ticks that could have been used to attack targets. In one duo, players will stand in front of each other, and those of threesomes or quads can do the same in a duo for the vacant sides. The masses won't matter, as callisto is unlikely to turn so much to address their goals. Try positioning it with your back next to a nearby tree; This way, every time you perform your knockdown attack, you won't be sent flying several spaces away from it as you usually perform another knockback or shockwave if you're not within the melee distance. Be careful, as the area is very open and is a full multi-path area, which means a player can be stacked instantly and get a quick death from PK'ers. Because of this, it is also recommended to carry much less risk when fighting there. Players must use Melee or Ranged Kill Callisto, as it is completely immune to magical damage. Viggora's chainmace is the best option for Melee, followed by using full verac the Defiled equipment. Dragon claws are the best special attack weapon to use for Melee, but carrying them probably means risking an expensive item. By ranged, it's only to use Craw's bow, as other weapons have considerably less damage production. Another option is to lure Callisto into a safe place in the middle of spiders and venomous chin spiders, but this is very expensive and risky. The best option to label Callisto is to launch vulnerability as he can land and lower his defense, resulting in a somewhat faster killing. Players are highly recommended to carry a debris bag (l) to save inventory space for more supplies. Alternatively, magic comp arc or special magic longbow attack can be used instead, as weapons have a long range of attack and special attack is guaranteed to hit. As Callisto resides in Deep Wilderness, it is much harder to escape player killers than at Vet'ion or Venenatis. It is recommended to wear black body of hideout, chaps and bastion switches from Dinh, as well as Saradomin beers along with super restores to have a better chance of escaping. Players may also want to wear an anti-venom + (rather than an antidote++) in case a player killer is using a toxic staff of the dead. Safespotting[edit | edit source] North[edit | edit source] Steps to take to successfully attract Callisto to the northern safe place. Callisto attack, then run all the way east, behind the easternmost tree. Once Callisto follows and gets stuck behind the other tree, run all the way north past the lava strip and a lesser demon (usually being attacked by Callisto at this point). Look for a group of northeastern tiles with X-shaped markings, found in the southernmost. This is close to a group of rocks. As soon as you see Callisto's approach, try to attack him (being too slow can make him attack the player), and he will move a little and then get stuck. As long as the player stays on his east or northeast side, the safe place has been established. Note that unlike the safe southern place, the north is in the deepest desert and is entirely multi-combat. Steps to follow to successfully attract Callisto to the safe southern site. A player installing the southern safe place. Lure Callisto east to the nearby lesser demon, before running south to the eastern edge of the venomous spiders. Callisto must follow; If you don't, you'll need to move, as you've most likely been trapped in a tree or a pile of rock. Try to use the tripping tree south of the easternmost tree to get it unstuged (i.e. it stumbles closer to venomous spiders). Keep running south until you detect traces of cider (this stack is at level 38 Wilderness); two lie north of it until Callisto approaches. As it approaches, move south immediately; if done right, Callisto will follow you, before losing aggression and walking southeast and get stuck (you can get out if another player aggro's him or the attacker goes too far). The player can attack Callisto safely from the east, and as the area is a one-way fighter. However, luring Callisto to the safe place requires the player to tradle through multi-way areas. Areas. Areas.