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Castle wars balloon guide

Home RuneScape Help and Advice Castle wars Balloons Home RuneScape Help and Advice Castle wars balloons The Balloon Transport System or Hot Air Balloon is one of the few modes of transportation in RuneScape. During enlightened journey searches, it can be used to travel between two locations. Once the search is complete, four more locations are available to open by completing each trip to that location. Floating Free songs played during the trip. Requirements[edit | edit source] There are currently six locations that can be flown, each requiring a certain type of log and firemaking level to try the flight. Players should not carry more than 40 kilograms of body weight when using balloons. This weight limit does not include logs used to travel. After completing the Enlightened Journey search, a player can travel between Entrana and Taverley. To open four new routes, a player must first start from Entrana. The necessary logs can be stored first in one of the log storage places the balloon, to save the trip to Entrana. These logs can be taken down. Players must successfully navigate through three screens to a new destination. Crashing the balloon will result in the loss of the remaining logs, and the need to start over in Entrana with a new set of 10 logs. Once the destination is unlocked, players can travel there from other unlocked locations, using fewer logs, and without navigating the three screens. Note: For each of the 4 new unlocked routes, a player receives 2,000 Firemaking experiences. Returning to Entrana to unlock another destination requires 1 normal log. Any Firemaking level requirements can be improved. Ballooning[edit | edit source] See the Quest Ballooning section for reviews on flying balloons. Each control always moves one space forward (horizontally to the right), and up, down, or without a change in height. Drop sandbag: move up two spaces (UP 2). Burn log: moves up one space (UP 1). Relax: move straight ahead without any change in height (RIGHT). Pull the rope normally: move down one space (DOWN 1). Pull the red rope: move down two spaces (DOWN 2). Guarantee: guarantee the player's exit from the balloon flight. (Note: Accidents east of Falador and west of Draynor Manor.) Balloon Location[edit | edit source] There are six locations balloons can fly to: Entrana, Taverley, Crafting Guild, Varrock, Castle Wars, and Grand Tree. Entrana and Taverley are available after completing the Enlightened Journey search. Entrana is also the main entry point for opening routes to new locations. A player must start from the Entrana site carrying the appropriate logs. For the first trip, a player needs to through three screens avoid birds, clouds, buildings, trees, and other dangers. Once the player completes the journey, the next trip does not require navigation, and requires only one log of the appropriate type. If you exit during one of these screens, you must get a new log and start over. Location Balloon Crafting Guild Balloon Location Taverley Balloon Location Varrock balloon location Location Castle Wars balloons from Grand Tree Balloon Walkthrough[edit | source edit] The following section shows one of several possible methods to get to the final destination. Entrana[edit | edit source] Entrana is the starting point for Enlightened Journey, where a player begins construction of a balloon transportation system. Balon Entrana is located northwest of the pier, and just north of the Herblore store. As a starting point, no screen routes are available for Entrana. Taverley[edit | edit source] The initial requirement is 10 normal logs, the next trip to Taverley requires one normal log. Requires Firemaking level 20. Crafting Guild[edit | edit source] The initial requirement is 10 oak logs, the next trip to the Crafting Guild requires one log of oak. The Crafting Guild balloons are located just north of the Crafting Guild, and southwest of Falador. Requires Firemaking level 30. Screen 1 Screen 2 Screen 3 Relax (x3) Burn log (x2) Relax (x2) Pull the string RED (x1) Relax (x4) Burn log (x1) Pull the red rope (x1) Relax (x2) Pull the normal strap (x1) Relax (x1) Burn log (x1) Relax (x1) Relax (x1) Relax (x1) Pull normal strap (x1) Relax (x1) Burn log (x1) Relax (x4) Pull normal strap (x1) Relax (x3) Burn log (x1) Relax (x6) Relax (x2) Drop sandbag (x1) Relax (x6) Pull rope RED (x1) Relax (x3) Pull rope normal (x1) Relax (x3) Pull normal strap (x1) Varrock[edit | edit source] Screen 1 Screen 2 Screen 3 Burn log (x4) Relax (x2) Pull normal strap (x3) Relax (x2) Pull normal strap (x1) Burn log (x1) Relax (x2) Pull normal strap (x1) Burn log (x2) Relax (x2) Relax (x6) Burn log (x2) Relax (x1) Pull rope RED (x2) Relax (x3) Drop sandbag (x1) Relax (x4) Relax (x3) Drop sandbag (x1) Relax (x1) Pull normal strap (x2) Drop sandbag (x1) Relax (x1) Pull the normal strap (x2) Drop sandbag (x1) Relax (x1) Pull the rope RED (x1) Relax (x2) Pull the rope RED (x1) Pull the normal strap (x1) Castle Wars[edit | edit source] Screen 1 Screen 2 Screen 3 Drop sandbag (x2) Burn log (x1) Relax (x5) Pull RED ROPE (x1) Firewood (x1) Relax (x2) Pull rope RED (x1) Relax (x2) Burn log (x2) Relax (x3) Burn log (x1) Relax (x2) Pull rope RED (x1) Pull normal strap (x1) Relax (x7) Drop sandbag (x1) Relax (x2) Pull rope RED (x1) Burn log (x1) Pull normal strap (x1) Relax (x1) Burn log (x1) Relax (x2) Pull normal strap (x1) Relax (x3) Burn log (x1) Pull rope RED (x1) Relax (x4) Drop sandbag (x1) Pull the string RED (x1) Relax (x2) Pull the normal rope (x1) Grand Tree[edit | edit source] Screen 1 Screen 2 Screen 3 Relax (x7) Pull the normal strap (x1) Relax (x12) Firewood (x1) Pull the normal strap (x1) The burn bar (x1) Pull Rope (x1) Burn log (x1) (x1) (x2) Burn log (x1) Pull normal strap (x1) Relax (x2) Drop sandbag (x1) Relax (x2) Pull rope RED (x1) Relax (x1) Pull normal strap (x1) Relax (x2) Burn log (x3) Relax (x2) Pull normal strap (x1) Burn log (x1) Relax (x5) Pull the rope RED (x1) Relax (x1) Pull the rope RED (x1) Pull the normal rope (x1) Relax (x2) Use of the balloon transport system[edit | edit source] There is a maximum weight limit (40 kg) that acts as a slight disadvantage of the balloon transport system. The main usability of balloon transportation system combined with the use of Ring of dueling teleport to Castle Wars for banking. The typical journey begins at the Castle Wars bank, which has access to the nearby balloon transport system. The journey can also begin in the Grand Tree if the player teleports there using a spirit tree (balloons only northeast). Each destination balloon transportation system has a chest that can be used to store up to 100 logs of each type listed below. Logs can be taken to crates for faster deposits. All crates have the same log inventory. Examples of round trip trips to balloon transportation system destinations, and possible activities are presented in the table below: Entrana Destination Fee Activity x1 Logs Law Runecrafting at the Legal Altar, hop patches, buying bottles, sand holes (Note: No weapons or armor allowed, including axes.) Taverley x1 Logs Access to tree patches, chest crystal locks, and POH portals. Buy bottles of Crafting Guild x1 Oak logs Mining ores at Crafting Guild & Rimmington Mine (Tip: Using Magic spell superheat items GREATLY reduces weight for the return trip), berry patches in Rimmington, also portal POH. Close to Port Sarim. Varrock x1 Willow records Earth Runecrafting at the altar of Earth, accessing alternative entrances to runecrafting chaos at the altar of Chaos, Sawmill, Woodcutting (log yew). Castle Wars x1 Yew logs Closest to the bank, often used as an entry point to a network of balloons along with dueling Rings. Grand Tree x1 Magic logs Tree patch, fruit tree patch, spirit tree teleport, Gnome Gliders, Gnome Stronghold Agility Course, Monkey Madness II quest See also[edit | edit source] Enlightened Journey Entrana Transportation in: Enlightened Journey, Transportation Share A hot air balloon. Balloon Transport System or Hot Air Balloon is one of the few modes of transportation in RuneScape. During enlightened journey searches, it can be used to travel between two locations. Once the search is complete, four more locations are available to open by completing each trip to that location. Floating Free songs played during the trip. Requirements There are currently six locations that can be flown, each requiring a certain type of log and Firemaking level to try the flight. Players are not carry more than 40 kilograms of body weight when using balloons. This weight limit does not include logs used to After completing the Enlightened Journey search, a player can travel between Entrana and Taverley. To unlock four new routes, a player must first start from Entrana with the new logs required, and successfully navigate through three screens to a new destination. Crashing the balloon will result in the loss of the remaining logs, and the need to start over in Entrana with a new set of logs. Once the destination is unlocked, players can travel there from other unlocked locations, using fewer logs, and without navigating the three screens. Note: For each of the 4 new unlocked routes, a player receives 2,000 Firemaking experiences. Returning to Entrana to unlock another destination requires 1 normal log. Any Firemaking level requirements can be improved. Balloons See the Quest Ballooning section for balloon flying reviews. Each control always moves one space forward (horizontally to the right), and up, down, or without a change in height. Drop sandbag: move up two spaces (UP 2). Burn log: moves up one space (UP 1). Relax: move straight ahead without any change in height (RIGHT). Pull the rope normally: move down one space (DOWN 1). Pull the red rope: move down two spaces (DOWN 2). Guarantee: guarantee the player's exit from the balloon flight. (Note: Accidents east of Falador and west of Draynor Manor.) Destination There are six locations balloons can fly to: Entrana, Taverley, Crafting Guild, Varrock, Castle Wars, and Grand Tree. Entrana and Taverley are available after completing the Enlightened Journey search. Entrana is also the main entry point for opening routes to new locations. A player must start from the Entrana site carrying the appropriate logs. For the first trip, a player needs to navigate through three screens avoiding birds, clouds, buildings, trees, and other hazards. Once the player completes the journey, the next trip does not require navigation, and the trip requires only one log of the appropriate type. If you exit during one of these screens, you must get a new log and start over. Location Crafting Guild balloons Location Balloons Location Balloons Taverley Location of Balloons Entrana From Balloons Varrock.Location Balloons Castle Wars Balloons From Grand Tree BalloonsAdd photos to this gallery Future destinations There are some rocks that look exactly like the location of the balloon landing before completing enlightened journey. In the Rellekka Hunter area, there is a snow or ice-covered rock landing pad in the northeast. Walkthrough The following section shows one of the few possible methods to get to the final destination. Entrana Entrana is the starting point for the search for Enlightened Journey, where a player begins construction of a balloon transportation system. Shutter balloon northwest of the pier, and just north of the Herblore store. As a starting point, there is no there are no screen routes available for Entrana. Taverley Initial requirements are 10 normal logs, the next trip to Taverley requires one normal log. Requires Firemaking level 20. Crafting Guild Initial requirements are 10 oak logs, the next trip to the Crafting Guild requires one log of oak. The Crafting Guild balloons are located just north of the Crafting Guild, and southwest of Falador. Requires Firemaking level 30. 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It is located in the northeast part of Kubu Tree Gnome. The balloon landing site is just southeast of the main entrance. The site is close to all the shops and food services at Grand Tree, two banks, both farm patches of tree trees and fruit trees, and the Gnome Stronghold Agility Course. It has close access to spirit trees and Gnome gliders. The initial requirement is three magic logs, the next trip to the Grand Tree requires one magic log. Requires Firemaking level 60. Note: The third screen of this path is very graphically intensive and can cause your gaming client to freeze/disconnect, forcing you to return to Entrana and start over. It's still possible to finish the road though. Change your graphics settings to Minimum and be patient on the end screen, as the game is likely to freeze shortly after every few moves. It is recommended to bring additional log sets with you to Time. Screen 1 Screen 2 Screen 3 Relax (x7) Pull the normal strap Relax (x12). Normal pull rope log Pull normal rope Pull log Relax (x2) Burn log Pull normal rope Relax (x2) Burn log RED Relax pull normal strap Relax (x2) Burn log (x3) Relax (x2) Pull normal normal strap Log Relax (x5) Pull rope RED Relax Pull rope RED Pull normal rope Relax (x2) Use of balloon transport system There is a maximum weight requirement (40 kg) that acts as a slight disadvantage of the balloon transport system. The main usability of balloon transportation system combined with the use of Ring of dueling teleport to Castle Wars for banking. The typical journey begins at the Castle Wars bank, which has access to the nearby balloon transport system. The journey can also begin in the Grand Tree if the player teleports there using a spirit tree (balloons only northeast). Each destination balloon transportation system has a chest that can be used to store up to 100 logs of each type listed below. Logs can be taken to crates for faster deposits. All crates have the same log inventory. Examples of round trip trips to balloon transportation system destinations, and possible activities are presented in the table below: Entrana Destination Fee Activity 1 Log Law Runecrafting at the Altar of Law, hop patches, buy bottles, sandpits (Note: No weapons or armor allowed, including axes.) Taverley 1 records access to tree patches, crystal lock chests, and POH portals. Buy a bottle of Crafting Guild 1 Oak log Mining ores at Crafting Guild & Rimmington Mine (Tip: Using Magic spell superheat items GREATLY reduces weight for the return trip), berry patches in Rimmington, also portal POH. Close to Port Sarim. Varrock 1 Willow log Earth Runecrafting at the altar of Earth, alternative entrance access to chaos Runecrafting at chaos altar, Sawmill, Woodcutting (yew logs). Castle Wars 1 Yew logs Closest to the bank, often used as an entry point to a network of balloons along with a dueling Ring. Grand Tree Magic Tree Patch 1, fruit tree patches, Spirit Tree teleports, Gnome Gliders, Gnome Stronghold Agility Course, Monkey Madness II quest As one example, a player can complete Boots of lightness, Tutak robes, Earth tiaras, and the essence of runes in Castle Wars, leaving one free inventory space: Craft earth runes at the altar of Earth, which is also right next to the balloon. You can also use chaos altar just a little further, but the maze means more running. Retreat from the altar of earth, and cut oak near Sawmill. Turn it into oak planks, but leave one free space. Boards weigh less than logs, so even full loads can be done with small weight-reducing items, such as Light boots or elegant clothing. Fly to Castle Wars and the bank. Repeat as needed for a much faster way to get both oak boards for Construction, and the runecrafting experience is always tiring, using less running time and energy than other board or Runecrafting options. Alternatively, players save willow logs first, and use the Duel Ring instead of yew logs to return to Castle Wars. Another use for the transportation system is that it is a requirement of the Monkey Madness II, as it requires you to use the Grand Tree route to start the search. See also enlightened journey Entrana Transportation Enlightened Journey Transportation Community content available under CC-BY-SA unless otherwise stated. Note.