SOFTWARE & TECH

Fire Giant Runescape

Published: November 20, 2026 | Index ID: #-

Mastering the Fire Giant Slayer Task in RuneScape (OSRS)

If you have spent any time training combat or Slayer in **Old School RuneScape** (OSRS), you have almost certainly encountered the fiery, two-handed sword-wielding behemoth known as the **Fire Giant**. These intimidating creatures are a staple of mid-level training and one of the most common Slayer tasks assigned. Whether you are a new player looking for your first big combat milestone or a seasoned veteran seeking efficient experience rates, understanding the **Fire Giant RuneScape**encounter is essential. This comprehensive guide will cover everything you need to know about Fire Giants, from their locations and drops to the best strategies for mowing them down quickly and safely.

What Are Fire Giants in RuneScape?

Fire Giants are level 86 (or 109 in the Catacombs of Kourend) melee monsters found in several dungeons across **Old School RuneScape**. They are known for their high Strength level and their ability to hit hard if you are unprepared. Unlike many other giants, Fire Giants are not weak to any specific combat style—they are equally susceptible to melee, ranged, and magic. However, their high Defence and Hitpoints make them a solid target for training due to their decent drop table and the sheer quantity you can kill per hour. For players on the **Fire Giant RuneScape** Slayer task, they offer excellent experience and valuable loot.

Where to Find Fire Giants (All Locations)

Knowing the best location for your particular account build and combat style is crucial for maximizing efficiency. Here are the primary locations:

Located just north of the Tree Gnome Village, the Waterfall Dungeon is the go-to spot for most players. The Fire Giants here are level 86 and are relatively easy to safespot using the rocks around the area. There are two main rooms: a larger room with multiple spawns and a smaller room closer to the entrance. This location is multi-combat, so careful lure techniques are needed to avoid being overwhelmed. The dungeon requires completion of the *Waterfall Quest*to access, which many players complete early in the game for the massive Attack and Strength experience reward.

Tip: Bring a one-click teleport (like a Games Necklace to the Grand Exchange or a Ring of Dueling to Castle Wars) as the dungeon can be dangerous if you are not safespotting properly.

If you have progressed into the Kourend region, the Catacombs offer a superior version of Fire Giants. These are level 109 with significantly more Hitpoints (100 vs. 70) but also provide better drops and a chance at the valuable Brimstone Key. The Catacombs are multi-combat, aggressive, and packed with other players, but the experience per hour is higher due to their health pool. Unlike the Waterfall Dungeon, you do not need safespots here—just bring good gear and food.

For a quieter alternative, the Brimhaven Dungeon on Karamja has a small room of Fire Giants. They are level 86 and behave similarly to those in the Waterfall Dungeon. However, you will need to pay Brimhaven Dungeon tokens (or have the medium Karamja diary for free entry) and navigate through other dangerous creatures like Greater Demons. The safespot here is less reliable, making it a suboptimal choice for most players.

In the God Wars Dungeon, Fire Giants appear in the main hub area (before entering any boss rooms). These are not typically farmed for experience, but they can be a nice passive source of loot if you are passing through for bossing. Do not go out of your way for these.

Requirements to Fight Fire Giants Effectively

While you can technically kill a Fire Giant at very low combat levels, you will want to meet certain thresholds for efficiency:

- Combat Level: At least 70+ is recommended for the Waterfall Dungeon (using safespots). For the Catacombs, aim for 85+.
- Slayer Level: None! Fire Giants require no Slayer level to harm. However, they are a common task from Slayer masters like Chaeldar, Nieve, and Duradel (for members). Free-to-play players cannot access Fire Giants.
- Quests: Waterfall Quest (for the Waterfall Dungeon). No quests are strictly required if you use the Brimhaven or Catacombs.
- Gear: Decent combat stats (70+ Attack/Strength/Ranged/Magic) and appropriate armor will make a huge difference in kill speed and safety.

Best Gear and Inventory Setup

Your setup depends entirely on your chosen location and whether you are on a Slayer task. Below are optimized setups for the two main locations.

Since you can lure Fire Giants behind rocks, you can use **Ranged** or **Magic**almost risk-free. This is ideal for ironmen or low defence accounts.

- Weapon: Magic Shortbow (with Amethyst or Rune arrows), or any crossbow with Broad Bolts. For magic, the Iban's Staff (upgraded) or the Trident of the Seas.
- Ammo: Your best arrows or bolts. Use Fire spells if maging.
- Armor: God d'Hide (for ranged) or Mystic (for magic). Avoid melee here—you will not be in the line of fire.
- Inventory: Ranging or Magic potion, Prayer potions (if using Protect from Melee), food for random hits, and a teleport out. You will not need much food if the safespot is set correctly.

Here, you are fighting multiple Fire Giants in multi-combat with max aggression. Use **melee**for the best experience per hour, although ranged and magic also work if you pray correctly.

- Weapon: Ghrazi Rapier, Tentacle Whip, or Abyssal Whip. For ranged, the Blowpipe with Addy darts is king. For magic, the Toxic Trident or Sanguinesti Staff.
- Helm: Neitiznot Faceguard or Serpentine Helm (for venom immunity if using BP).
- Body/Legs: Bandos chestplate and tassets, or Torva if you have it. For ranged, Armadyl; for magic, Ancestral.
- Inventory: Overloads (if available), Super combat/Strength potions, Prayer potions (for Piety or Rigour/Augury), and high-healing food (like Anglerfish or Sharks). The Catacombs can drain your prayer quickly if you use Protect from Melee, but the fire giants hit frequently so it is recommended.
- Extras: A Bonecrusher is helpful to automatically bury bones for Prayer restoration (if you have the Morytania legs). Also bring a Rada's Blessing for extra prayer.

Combat Strategies (Step-by-Step)

1. Enter the dungeon and navigate to the large Fire Giant room (the one closest to the entrance is smaller).
2. Locate a rock formation near the southern wall. Position yourself so the Fire Giant is on the other side of the rock, causing it to be unable to reach you.
3. Attack with ranged or magic while keeping the rock between you and the giant. If they start to walk around, step back and re-lure.

4. You can kill them without taking any damage. Loot only when the area is clear of aggressive giants.
5. Drop or note valuable items like Rune Scimitars or Rune Full Helms (they are heavy). Use alchemy spells for quick cash.

1. The Catacombs are multi-combat, so you can stack multiple Fire Giants for burst/barrage magic. This is extremely efficient for experience but expensive.
2. Wear good magic damage gear (like Ancestral or elite void mage) and bring Ancient Magicks (Ice Burst or Ice Barrage).
3. Use Protect from Melee and Piety (or Rigour) to minimize damage.
4. Run around luring 5-8 Fire Giants into a tight group, then cast your multi-target spell. Repeat until they die.
5. This method yields over 100k Slayer XP per hour and is among the best for experience if you have the funds.

Fire Giant Drops: What to Expect

Fire Giants have a generous drop table that includes both common and rare items. Here are notable drops:

- Rune Scimitar – Very common and a great alch item (around 16k GP).
- Rune Full Helm – Also common, alch for ~8k.
- Rune Battleaxe – Rare but valuable.
- Fire Battlestaff – Notable magic weapon, alchs for ~15k.
- Curry, Ranarr Weed, Snapdragon – Herbs and seeds that add profit.
- Clue Scrolls (hard) – Fire Giants drop medium and hard clue scrolls.
- Brimstone Key – Only in the Catacombs. Can be exchanged at the raids reward chest for loot.
- Giant Key – Used to access Obor (hill giant boss) – not relevant here, but included in their drop table.

Overall, Fire Giants are a solid money-maker for mid-level accounts, with average loot per kill hovering around 5-10k GP depending on luck.

Experience Rates and Efficiency

The experience you earn per hour varies wildly based on your setup and location.

- Waterfall Dungeon (ranged safespot): 30k – 40k Ranged XP per hour, slower kills due to lower damage per second.
- Waterfall Dungeon (melee no safespot): Not recommended due to multi-combat and high damage.
- Catacombs (melee with Piety): 55k – 75k Slayer XP per hour, plus solid melee XP.
- Catacombs (bursting): 100k+ Slayer XP per hour, but at a high rune cost.

Always use the best attack style the monster is weak to (none for Fire Giants) but prioritize DPS. For most players, a standard melee setup in the Catacombs with a whip and Neitiznot helm yields around 60k XP per hour, which is excellent for mid-level Slayer.

Common Mistakes to Avoid

Many players waste time or die unnecessarily when fighting Fire Giants. Avoid these pitfalls:

- Not bringing a teleport out: If you are in the Waterfall Dungeon or Brimhaven, getting stuck can be fatal. Always have an emergency teleport.
- Using melee in the Waterfall Dungeon without proper safespot: You will get hit by multiple giants at once. Use ranged or magic.

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