


1 defence pure guide

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One protective puree is a type of account build that is popular with PKers. As the name suggests, these scores keep their level of defense at one, while usually training their strength level is very high. Let's take a look at some key elements, quests and training methods to help you decide how to build your net account in this comprehensive OSRS clean guide. Prayer levels usually do not exceed 52 for Smite prayer, and the attack level usually remains at 50, 60 or 75. Ranges and magic are usually trained to the maximum level along with strength. These types of builds will allow you to maximize your damage while remaining a relatively low level of combat. Of course, the way you build your account is entirely up to you. There is a huge number of variations of one defense net account built around specific weapons and fighting styles. Questing quests is a very important factor in making any clean account. Certain quests are necessary to obtain useful items or gain access to game zones. These quests, or quests leading to them, can give the inevitable experience in skills that you don't want to align. For example, manually training your attack level too much before completing quests that give the attack experience will force you to re-level your attack skill, ultimately making you a higher combat level. Attack Experience quests The lowest level of attack usually used for P2P mash is 50, so these quests are perfect to get out of the way before you train your attacking skills. Mountain Daughter - 1000 EXP (Opens Bearhead) Plateau of Death - 3000 EXP (Opens Climbing Boots) Underground Passage - 3000 EXP Vampire Fighter - 4825 EXP Fight Arena - 12.17 5 EXP Waterfall quest - 13750 EXP Great Tree - 18400 EXP (required for Monkey Madness, to unlock Dragon Scimitar) Completing all these quests will give you a level attack of 45 if you start with Level 1. Prayer prayer quests Prayer is a challenging skill for mashing. This can be extremely useful for PvP and PvE scenarios, but will give your score a significant increase in combat level. A few level differences can put you in a combat bracket with a much better constructed score. Think carefully about how you want to align the prayer craftsmanship of your puree. Restless Ghost - 1125 EXP (required for Ava's battery) Priest in danger - 1,406 EXP (Opens Canifis and required for Ava battery) Mountain Daughter - 2000 EXP (Opens Bearhead) Ghosts Aho y - 2400 EXP (Opens Ectophial) Great Brain Robbery - 6000 EXP (Opens Barrelchest Anchor) Rum Deal - 7000 EXP Completion of the Great Brain Robbery requires an initial level of prayer 50. If you don't align your prayer to 52 on your net account, don't wrap up this quest, it's a matter of rum. Protecting quests Following quests will give you the experience of defense. All these quests, and then any quests that will list them as a prerequisite be completed. Bath souls in search of myreque in aid of the Spirit of Nature Myreque What lies below Fremennik test Heroes quest between the rock ... Olaf's Search for the Holy Grail of Dragon Slayer King's Ransom In addition to this list, if you complete Monkey Madness to unlock The Dragon Scimitar, you can't re-visit Monkey Atoll at any time. This requires you to talk to the NPC, which gives an additional reward after a quest that gives the inevitable defense experience. If you want to use the Monkey Atoll to teach your Ranged skill using chinchompas - don't complete Monkey Madness until you've finished training Ranged as you won't be able to return! The main elements due to the lack of level of defense on the account, the mash is very limited in what elements they can use. Because of this, you want your hands on the best items for your account. Let's look at some important unlocks for net accounts. Mithril gloves similar to the iconic Burrows gloves for basic accounts, this is the best version you can unlock on 1 defense clean. These are only slightly superior items like a combat bracelet, but are still better nonetheless. To unlock them, you need to complete the following quests: Assistant Cook Recipe Catastrophe - Help Cook Recipe Catastrophe - Releasing the following quests: Mountain Dwarf, Goblin Generals, Pirate Pete, Evil Dave, and Skrach Uglogwee God Books These books are not only trendy landscape-101, they can be filled with pages to give significant bonuses. The most popular is the book zamorak, which gives the best offensive stat bonuses when wearing. To unlock them, you need to complete the following quests: Barcrawl (Mini quest) Horror from Deep Dragon Scimitar It is usually the weapon of choice for 60 Attack Pure. The only thing to note here is that after completing the Monkey Madness quest you can't go back to Monkey Atoll Island. Keep this in mind before you finish the quest. To unlock it, you need to complete the following quests: The Gnome Village Tree Grand Tree Monkey Madness DDS is pretty cheap, common melee special attack weapon for PvP. To unlock it, you need to complete the following quest: The Ava Battery not only this item give a great Ranged bonus, it is also very useful for learning your Ranged skill. This will save you a large amount of bolts and arrows when you are worn. To unlock it, you need to complete the following quests: Ernest the hen restless ghost priest in danger of animal magnetism While performing these quests, your account will be bumped up to level 15 Prayer. Climbing Boots Cheap, Common Boots were worn by all kinds of clean bills. They are great because they cost almost nothing and give decent stat bonuses. To unlock them, you Complete the next quest: Ancient Magicks While not an item directly, it's this can be unlocked by clean accounts. This gives you access to, above all, spells of Ice and Blood. Ice spells can be used to freeze an opponent for a short period of time, while blood spells can be used to regenerate health in combat. To unlock them, you need to complete the following quests: Druid Ritual Dig The Priest's Site in Danger Temple Ikov Plateau Troll Fortress Falls Tourist Trap Desert Treasure Pure Preparation In the beginning, you must first decide what type of clean account you want to be. There is some room to wiggle when switching between assemblies, but you have to be careful about your quest early on. Starting with this, it is a good idea to aim to complete all attack experience quests in the first place. Most mashed will have at least 50 attacks to access Granite Arms. This ensures that you complete all the necessary quests and do not re-level your attack skill if you want to go to a higher level in the future. That being said, after your search aside, here are some of the best ways of learning your strength, ranged, and magic. Magic One of the simplest and most iconic methods of learning Magic in OSRS uses a spell of high alchemy. At level 55, you can cast this spell on the marked items to turn them into gold with the help of nature run and fire personnel. You can do it anywhere in the game and it gives you a decent amount of experience per hour. A decent, entirely AFC, but a slightly more expensive alternative to spray. This method of training involves wearing magic-reducing gears to hand out spells on the NPC, which will always spike or not hurt. You still, however, get the experience for casting a spell. Because you don't accept any damage and the enemy doesn't take any damage, you don't even need to look at the screen until you are constantly automatically spilled spells. See our Splashing guide here for a more detailed explanation. Strength and Ranged Assuming you have done your quests, you should be able to equip some decent weapons (at least Adamant or Run scimitar) that can be used to fight sand crabs. These monsters are low defense, high point of hit, and do not cause much damage. See our guide to sand crabs to learn more about them. As clean, it's about as good as it gets. Crabs are quite AFK, and there is a pot nearby to restock your food when you are low. They are generally low effort and decent experience. Most old methods of clean learning, such as Rock Crabs or Experiments, are out of date. Pure one defense is a combat net that sacrifices defense training to focus on maximizing emissions damage to more combat level. One-defense purees are usually created to kill players, as high offensive combat stats tend to provide more leverage against low to middle armor levels. Levels of these accounts vary, although many of them are in the range of 50 to 90 combat level range. The single-protective mash is formidable in Fights as they rely on killing their opponent quickly, but are at a disadvantage in sustained battles due to taking damage more consistently. This also makes training combat skills a little more dangerous as monsters will do more harm over time. A strong advantage for mashing out one defense is that they have access to high-level weapons or spells that are similarly aligned players with higher defenses do not have. One-defense purees vary in level of combat, as players choose certain levels of Attack, Force, Hitpoint, Ranges, Magic or Prayers. As long as the character's protection remains at level 1, they are considered clean in one defense. When creating a clean source of one-protection, it is important to plan from the beginning which option will be trained. For many, the primary goal will be to create a powerful character in a certain combat bracket, which can mean limiting other combat skills as well. Variations include focusing solely on Magic or Ranged or focusing on getting 50 attacks on a granite maul, 60 attacks on dragon weapons, or 75 attacks on the gods. Players can also decide whether they will receive at least 25 prayers to protect the item. It is recommended to consult with the wiki combat level calculator and review the rewards for the quest experience to make sure that you will meet your goal without compromising additional combat levels. For example, if you choose to align a prayer, the best way to do so is by using quests that also allow you to access other objects, spells, or areas. Learning Magic edit source magic is essential to complete the many quests you need, and also allows you to get around faster with teleports. The following methods suggest that 94 Magic is the ultimate goal of the Ice Barrier spell. In addition, you can throw high-level alchemy 119,662 times to reach 94 Magic directly from level 55. If you want to splash the fire strike directly on 94 Magic, it will take 334 Cast of Wind Strike to reach level 13 Magic and 690 677 Cast Fire Strike to reach level 94 Magic. Teaching Melee to edit the source training with quests to edit edit the source Completing low-demand quests will reward attack and strength experience and significantly speed up early alignment. View all rewards for the search experience for additional resources. This amounts to 63,600 Attack exp and 13,750 Force exp, or level 45 attacks and level 30 forces directly from Level 1. Safe melee training zones (edited by editing source) Due to the lack of effective armor for players with one defense, the available training zones are limited. Mountain giants and moss giants, for example, are the common goal of training hand-to-hand combat with close access to However, training in these areas and many other common areas of melee training is hampered by a single mash defense due to the constant need for food and the inability to survive more than a few kills before needing a pot. Bank, can AFK train on rock crabs in Rellekka because of their low maximum kick and high hit points. Also available for AFK training are sand crabs along the south coast in Hosidius and ammonite crabs after completing the Bones Voyage quest for access to the fossil island. Training Ranged edit source Ranged should be trained while safespoting to reduce damage. Learning with dwarf multicannon will allow for a quick Ranged experience and minimal Hitpoints experience. There are many places to train Ranged so, in general, you can refer to the paid game Ranged training. Cm. 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