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Osrs obor f2p guide

Welcome to this free-to-play beginner guide. This guide is made for people who have never killed the obor before and want to make sure to kill it on their first attempt. And that may be important because if you are a bow or iron man, a mistake may be the end, so you don't want to die. Obor Let's talk for the first time about the job himself. His combat level is a monster of 106 with 120 hp that attacks with the maximum hit ranged 26, and max hit melee 22. Obor's Location You can access your lair after you get a giant key, which is thrown by regular giants of the hill, and a giant key is equal to a death of Obor, so keep in mind that you can not kill the obor whenever you want, you have to get a key first. Recommended statistics Here are the recommended statistics to combat the obor: 59 magic. It is important to cause as much damage as possible so that a fire explosion is your best friend. You want to kill him as soon as possible. 40 prayer. Protect missiles are super useful against the obor because it will not be able to cause damage from a distance. It is also possible to do so without 40 prayers, but the risk may not be worth it.45 hp. That's because the obor has reached max melee 22, which means you can survive at least twice your maximum blows, making it safer. Melee gear configuration If you prefer to use melee, this simple setup should be enough for you to kill Obor. Magic now it's time to look at our gear setup. And like we said, we're going to kill him with magic, so let's see the best magic equipment. Wizard hatSoperiasSssbones of firetailZamorak robe bottomsLeather glovesAmulet of magicWizard robe topAnti-dragon shield – this would be optional as it does not give you a magic bonus, it will give you some defense, but you do not need it. One of the main reasons to use it would be that it does not give any negative magic attack bonuses and other shields sometimes do. Inventory setup of leather boots Now on the inventory configuration. Melee Magic Giant Key + Brass Key – of course, you'll need a giant key to get access to the lair first, so get one. Energy potion (bring two limpwurt roots + 5 coins to the apothecary) – bring an energy potion because you will be running too much. It's not hard to do, but still bring it because it can save your life. Runes (fire blast, teleportrunes)Food (swordfish + anchovy pizza, or lower food if you don't have better) - make sure you have good food to survive. How to kill Obor We will now get to the center of the article and talk about how to kill the obor. Since Enter the lair, your giant key will collapse into dust, which means that if you leave the area, you will need a new key to kill obor. When you enter the room, make sure you be close to the food rush energy. And set your quick prayers to protect missiles. Melee If you are using melee Protect from melee attacks and kill obor. Also, be sure to turn on your prayer before descending the rocks because the obor will attack you immediately after you descend. Magic To kill the obor with magic, the strategy you need to use is to keep running back and forth from the west to the east wall, and every time you run through a wall, you will be able to use two bursts of fire to attack you. But every now and then the obor will do some damage, so that's when you eat. Always prioritize eating throughout the attack. It's okay if the fight takes a little longer, calms down, and goes on. It is also essential that when you run, you click on spam until you start running, because sometimes the obor hits you against the wall, and over again, and it shouldn't be a problem to kill the obor on your first attempt. Obor Drops has some good drops, but in this article, we'll only be highlighting a few. For example, the giant hill club and the rune kiteshield. Now, if you're not an iron man, however, the rune parrot will be your best drop. Why is that? Because it's the best in slot shell and free-to-play, and it's the only way to get it. Also, don't forget is that the obor, it's usually recommended to kill him with magic. Later, this is not the best way to kill you, but it is very easy to learn, and will increase your chance of survival. Giant boss redirects here. For the giant moss boss, see Bryophyta. This fight takes place in an instance area. With death, all unprotected items will be moved to a grave outside the case. All items left on the ground on the west wall of the giant hill area in the Edgeville Dungeon. To access Obor's lair, the player must obtain a giant key from a Hill Giant. Each giant key allows an entry into the lair and an attempt to fight Obor. If you change world while in the hit zone, you will be teleported outside the gate. When the player first enters Obor's lair, they will be in a safe zone, where they must descend the rocks to fight him. Obor attacks with Melee and Ranged, and can detect whether the player is using protective prayers against his current attacking style. For example, it will use varying attacks if protecting the melee from the melee is used. | source of editing | Magic (Snare)[edit | editing source] A player fighting Obor, the Hill Titan. An easy strategy for lower-level players (with 50 Magic and 40 Prayer) is Turn on the prayer protect from the missiles before going down and then use Snare to prevent Obor from reaching you. Cast Snare every time Obor is able to walk again. Use magic to kill him. To have a better chance of success, expect Obor to be as close to one side of the room before Snaring, and then run the other way, casting offensive spells in the middle. Wait until it walks to the opposite wall again before repeating. Even with this strategy, however, bring enough food, as Obor can cause serious damage as soon as the Trap passes. If you are free-to-play you may want to bring an energy potion as well. It may be helpful to know that Obor doesn't always keep walking to the melee distance before attacking, but never attacks when he can't move. This means that he can stop walking towards you before standing by his side, giving him time to arrest him or tie him up without having to run to the other side of the arena. This makes it easier to cast more spells in a shorter period of time, making the fight more efficient. Magic (Tank)[edit | edit source] As Obor is weak for magic, this is the preferred combat style for members with at least 50 Magic, 60 Defense and 42 in other combat stats. Players with 75 Magic must use the Swamp Trident, as Obor is susceptible to poison. You must use empty knight gear with empty mage rudder. Stand on your back against a wall to avoid beating. Pray a prayer that boosts the defense, like the Skin of Steel. Expect to have more damage using this method. Ranged[edit | edit source] Discouraged for free-to-play because you don't have access to decent armor and weapons. Members with 75 Ranged should use a toxic pipe because Obor is susceptible to poison. Melee[edit | font edit] Melee is also a good option as it is faster than the magic method (trap) to kill Obor, but it will be more dangerous. 50 are required for all melee statistics, 60 defense, and 43 prayers to protect melee. Obor's attack will bring him down, so stand next to a wall and tank if possible. Members can use a Rune Scimitar, while free players can use a Rune Scimitar. You will also want good melee armor with good and decent defensive melee statistics. If you are free to play, you may also want to bring a force potion. Estimated fall rates based on 14,540 deaths from the Fall Rate Project, unless otherwise cited. Obor's average death is worth 22,369.89. 100%[edit | editing source] Weapons and armor[edit | edit source] Rarity price item High price Alch Rune kiteshield13/118[1]32,02432.640 Rune full helm15/11820,60421.120 Rune med helm16/11811,09911.520 Rune Rune platelegs13/11837,176038.400 Rune plateskirt13/11837,73238.400 Rune battleaxe14/11824,48224.960 Rune longsword15/11 818,,59919.200 Rune 2h sword13/11837,73238.400 Rune plateskirt13/11837,73238.400 Rune battleaxe14/11824,48224.960 Rune longsword15/11 818,,59919.200 Rune 2h sword13/11837,73238.400 Rune 2h sword13/11837,73238.400 Rune 2h sword13/11837,82238.400 Rune 2h sword13/1183 Cosmic rune60-11912/1187,680-15,2321,800-3,570 Chaos rune100-19 910/118[3]5,000-9,9505,400-10,746 Death rune40-797/118[3]7,640 -15,0894,320-8,532 Other[edit | edit source] Item Quantity Rarity Price High Alch Coins10,000-20,00010/11810,000-20,000-20,000-20,00 Big bones50 (noted)8/1188,9500 Uncut ruby5 (noted)5/118[d 1]6,300300 Uncut diamond5 (noted)5/118[d 1]14.500600 ↑ 1.0 1.1 Uncut rubies and diamonds together always drop. Tertiary[edit | edit source] Trivia[edit | edit source] Trivia[edit | edit source] Trivia[edit | edit source] Uncut ruby5 (noted)5/118[d 1]14.500600 ↑ 1.0 1.1 Uncut rubies and diamonds together always drop. Tertiary[edit | edit source] Trivia[edit | edit source] Uncut rubies and diamonds together always drop. source] Share Giant Boss redirects here. For the giant moss boss, see Bryophyta. 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Each giant key allows only one attempt, similar to Skotizo and dark totems. When the player first enters the Obor's Lair, they will be in a safe zone, where they must descend the rocks to fight against him. Obor attacks with Melee and Ranged, and can detect whether the player is using protective prayers against his current attacking style. For example, it will use varying attacks if protecting the melee from the melee is used. Warning: If you die inside the lair, there is absolutely no way for you to recover items lost in death! Strategy One player fighting Obor the Hill Titan. An easy strategy for lower-level players (with 50 Magic and 40 Prayer) is to always turn on the prayer protect from the missiles before going down and then use Snare to prevent Obor from reaching you. Cast Snare every time Obor is able to walk again. Use Magic to kill him, as the bonuses of his magic armor will also increase your chances of a successful Snare cast. Even with this strategy, however, bring enough food, as Obor can cause serious damage as soon as the Trap passes. Non-members can try the same strategy using Bind, but since this only immobilizes Obor for half the time, it will be much more difficult to do this successfully. However, if you turn it on, run away, cast two blast spells and repeat, you should still have a good chance with Protect from Missiles activated. It may be helpful to know that Obor doesn't always keep walking to the melee distance before attacking, but never attacks when he can't move. This means that can stop walking towards you before standing by your side, giving you time to trap him or tie him up without having to run to the other side of the This makes it easier to cast more spells in a shorter period of time, making the fight more efficient. Drops 100% drops Gun Runes Item Rarity Quantity GE market price Law rune 51-99 Common (12/118) 8,466-16,434 Cosmic Run 58-119 Unusual 8,294-17,017 Uncommon (1/11.8) 8,120-16,037 Nature rune 40-93 Uncommon (7/11.8) 8,680-11.8 translates to 'Giant' in the Slovak language. Obor was originally suggested by Reddit user Mjterp. The post can be found here Community content is available in CC-BY-SA unless otherwise noted. More Old School RuneScape Wiki

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