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Osrs f2p melee training money making

Training combat in F2P at OSRS can certainly be tedious, especially when there are very few options to actually train, and access to certain areas in Runescape is limited. But that doesn't mean you can't get the high-level achievements you've always wanted. It is recommended to get plenty of food and armor before starting a fight. If you need help getting an early GP at a low level, it is recommended that you take a look at our 8 F2P methods of making money before continuing in this OSRS F2P combat training guide. Equipment/Armor Requirements In F2P melee combat, you will want to remain prepared for the level you are able to control. With runes being the best option for free-to-play, you'll want to work your way up with bronze. Bronze / Iron Armor – 1 Defense, 1 Attack Wield Scimitar Steel Armour - 5 Defenses, 5 Attack Wield Scimitar Black Armour - 10 Defense, 10 Attack wield scimitar Mithril Armour - 20 Defenses, 20 Attack Wield scimitar Adamantite Armour - 30 Defenses, 30 Attack Wield Scimitar Runite Armour - 40 Defenses, 40 Attack Wield Scimitar Range As with the melees listed above, you will want to wear the best level of position at your level that you can. Plain Skin - 1 Range, 1 Hard Body Skin Defense - 1 Range, 10 Defense Studded Leather Body - 20 Range, 20 Defense Green Dhide Body - 40 Range, 40 Defense, Completing Dragon Slayer Quest Recommended to use the best level arc in your level, with iron arrows. They're cheap, and in the early stages of range you'll lose a lot of money if you use higher-level arrows. You can use for maple bow in free-to-play. Your objective in the F2P range is to get into the 40 range for the best level item, Green dragonhide. This armor will be the best option and the biggest bonus for free-to-play. Please note that the body of a green dragon requires slayer dragon to be completed to equip it. The magic of starting with magic can be a bit frustrating. With little to choose from in F2P and not having much magic bonus, you can expect the first levels of 20-25 or so to take some time. It is recommended to download some wizard robes with great replacement, flight staff, water staff ∓ tons of runes. Combat Training Gear up and get ready, it's time to make some combat gains! Cows, chickens ∓ goblins will be your best friend for all your early free-to-play workouts, check out the recommended stats below and where to go. Keep in mind that these NPCs are fantastic for melee, range ∓ magic training. Levels 1- 10 - Chicken chickens can be found on a farm in the north-east of Lumbridge. A good part of these guys is that you get levels pretty fast, they have low hitpoints as well as drop feathers ∓ raw chicken. You can use the range nearby to cook the chicken to get early early and keep the pens for money. You can also keep pens in the bank when upgrading to members and use them for fletching. Check out our fletching guide for this. Levels 10-20 – Giant Rats For the next 10 or so levels, you're going to head to Giant Rats. They can be found in the Lumbridge Swamp, heading south of Lumbridge next to the cemetery. Levels 20-30 – Al-Kharid Warriors Well, we should be able to wield Mithril now! Which means we're finally starting to get a few hits and decent hourly XP. Keep it up! You are going to go to al-Kharid Warriors for the next 10 levels. The good thing about these NPCs is that they're only level 9, and they have a bit of defense, which means you can collect pretty good hourly EXP here. Another plus, if you have a good amount of food, the guards will automatically attack you after the fight, which means that it is quite unbearable. Levels 30-50/70 – Hill Giants One of the most nostalgic moments of NPC training at Oldschool RuneScape for me was training at the Hill Giants. Not only are they a great experience per hour, but they also drop large bone ∓ limpwurt roots that are perfect for early on early stage making money. Hill giants can be found west of the cooking guild, near the great exchange. You need to have a brass key to enter a small house and this key can be purchased at Grand Exchange. This place can sometimes be crowded, so be sure to hop the worlds and find the world comfortable enough to train ∓ earn good money. If you decide on the range so far, you can stand behind the pillars to the schedigierów. 40+ Alternative 1 – Flesh Crawlers For free-to-play, Flesh Crawlers will be the best option for great EXP, and can be easily afked. These monsters are located on the second level of the Security Fortress, which is located under the entrance to the barbarian cave. Levels 60-70/80 – Giant Spiders Now you're really getting up there, it's time to train on some bigger and badder creatures. I recommend you go back to the security fortress and kill giant spiders in the third level. Bring power potions and food with you, and your character will automatically retaliate against them. When they lose their aggro, just go to another area and run back. Rinse and repeat. 70 Defense is highly recommended, and with this level of defense, these are in particular the highest hour xp rated afkable monsters for free-to-play training. 80+ Levels – Ogress Warriors If you're following some decent EXP but also trying to build your bank up a bit, Ogress Warriors are a good choice for you. Although they can hit decently, and have a fairly high defense, you can find these bad boys dropping a good amount of good quality loot. They are actually one of the best creatures for F2P falling in Game. These warriors are located in Loch Corsair Cove. It is recommended that Equipped with strong potions and chisel for cutting gems. For longer trips I recommend praying for protection from melee. Magic Training You can use any of the above methods for an equivalent experience in magic training, but if you are trying to afk skills or get the fastest experience per hour, I went ahead and put together a list below the available options for the F2P magic experience. Remember to upgrade your robes as you level up. The robes of wizards and staffs help the magic bonus majorly, and heavily affect the hourly experience stakes. Method 1 – Cheap If you are looking to save some money and have really spent almost everything you have on runes, then I will follow these methods. They are a bit more time consuming, but when it comes to it, magic is a pretty fast overall skill anyway and you shouldn't have trouble blasting through the early stage level, no matter how you do it. Head to the Wizarding Tower near Draynor and climb to the third floor. In a small room you will see a smaller demon behind the fence. I like to use this place personally because it's very afkable, don't get attacked and all you have to really worry about is clicking on the daemon after it reborn. As the level increases, make sure you switch to stronger spells as they are unlocked. This method can bring about 33,000 experiences per hour. Stay here for 55 magic, so you can high alch will not last long, especially on your mobile phone. When you get to 55 magic, the best free-to-play option will be high alching until the tip of your finger drops. Method 2 – Dear to those who have stuck to the methods of making money with our F2P money making guide, and you have a little room move with your GP, this is a decently fast method to get your magic level up quickly. With nothing, you pay for what you have. And if you are willing to put money in this skill, you will get levels very quickly! Levels 25-55 – Teleportation Note: It is recommended to use air personnel for teleportation method. You can use a teleport to spell Varrock with 25 magic that requires 1 legal rune, 1 fire rune and 3 aerial runes. This gives 35 EXP per teleport. You can use the teleport to spell Lumbridge with 31 magic that requires 1 legal rune, 1 earth rune, and 3 aerial runes. This gives 41 EXP per teleport. The Teleport to the Faladors can be used in 37 magic, which requires 1 legal rune, 1 water rune and 3 aerial runes. This gives 48 EXP per teleport. Levels 55-99 – High Alchemy Finally, you have made it to level 55. Experience indicators are supposed to be crazy! You have unlocked a spell of high alchemy. For each item you use high alchemy, you give 65 experience per throw. This spell requires 1 wildlife rune and 5 fire runes. It is recommended to take fire fighters for this method. Popular F2P for high alch are rune equipment, adamant equipment, bows, gold bars, gold, You won't see much profit from the high alching in F2P, but we're at experience prices anyway. This method gives you 78-85,000 experiences per hour. quests that give you the Imp Catcher Combat Experience – 875 Magic Experience – Check out our Imp Catcher Quest Guide! Witches Elixir - 325 Magic Experience - Check out our guide to the Witches Elixir mission! Vampire Slayer – 4,185 Attack Experience Dragon Slayer – 18,650 Strength ∓ Defense Experience The tasks listed above lead you to 10 magics without spending money on runes. I hope you've upgraded to P2P right now and you can start your journey with hundreds of unlocked features, places and quests! If you have decided to upgrade your account, and you have used these methods to get a fight and some money in this bank, take a look at some of our P2P money making methods. Good luck! From the Old School RuneScape Wiki for a complete list of all making money, see the money making guide. If you have a fix for the guide or have a suggestion for a new method, leave a message on the main chat page. Note: All prices are calculated using the current Grand Exchange market prices, which means that the actual profit per hour can be significantly different from what is given here. If you notice a discrepancy between the profits listed here and the profits listed on the guide pages, this is probably a buffering issue. You can force an update to this page by clicking here. Methods of Struggle[edit | editing sources] Collecting • Combat • Processing • Skillng • Repetitive • Free-to-play Method Profit Group Intensity Members Killing Green Dragons (Wilderness) 339,000 Combat/Mid Moderate Killing Cows and Tanning Cowhide 61,000 20 + Recommended Combat/Low Low Law Killing Dragons 1,366,000 80+ Recommended 75+ Recommended 70+ Recommended 43+ Recommended Combat/High Moderate Killing Red Dragons 169,000 30 34 70+ Recommended 40+ Recommended Combat/Mid Moderate Killing ent 567,000 Combat/Mid Moderate Killing ice troll runs 181,000 60+, or recommended 43+ recommended Combat/Mid Moderate Barrows 653,000 43+ strongly recommended for protective prayers (higher prayer means fewer supplies used per trip) 70+, recommended for Melee 50+ (75+ recommended for powered staves) for Magic 50+ (75+ recommended for toxic blowpipe) for Ranged Combat /High High Killing K'ril Tsutsaroth 2,432,000 70+ required to enter Zamoraka Fortress 80+ , recommended (90+ strongly recommended) 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Nightmare 4,864,000 , , 90+ , 90+ 70+ Recommended Combat/High High Killing the Corporeal Beast 2,950,000 Combat/High High See also[edit | editing source] Ze on the ever-changing prices on the UK Stock Exchange, some of this article may or may not be up-to-date. 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