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## Osrs 1 def pure guide

One defense puree is an account type build that is popular among PKers. As the name suggests, in these accounts the level of defense is 1, and their strength level is usually very high. Let's look at some basic elements, searches and training methods that will help you decide how to create your own pure account in this detailed OSRS pure guide. The prayer level usually does not exceed 52 for smite prayer, and the level of attack is usually 50, 60, or 75. Ranged and Magic are usually trained to maximum levels along with strength. These types of builds allow you to increase your damage while remaining at a relatively low fighting level. Of course, the way you create your account depends solely on you. There are many options for single defense of pure bills, built around specific weapons and combat styles. Quest questing is a very important factor in any kind of pure bill. Certain searches are required to get useful items or to give access to game areas. These searches, or searches that lead to them, can provide unavoidable experience skills that you don't want to iron out. For example, manually training your attack level too much before completing a quest that give attack experience will force you too much of your attacking skills, eventually giving you a higher level of combat. Attack Experience Quest The lowest attack level commonly used in P2P puree is 50, so these quests are ideal to get out of the way before training your attack skills. Mountain Daughter – 1,000 EXP (Unlocks Bearhead) Death Plateau – 3,000 EXP (Unlocks Climbing Boots) Underground Pass – 3,000 EXP Vampire Slayer – 4,825 EXP Fight Arena – 12.0 175 EXP Waterfall Quest - 13750 EXP Grand Tree - 18400 EXP (Required Monkey Madness Unlock Dragon Scimitar) Complete all these quests will give you attack level 45 if you start from level 1. Prayer Quests Prayer is a complex skill for puree. This can be very useful for PvP and PvE scenarios, but will give your account a significant combat level. Several level differences can help you fight brackets with much better built bills. Think carefully about how you want to smooth out your pure prayer skills. Restless Ghost - 1,125 EXP (required by Ava's Battery) Priest Peril - 1406 EXP (Unlocks Canifis &amp; Required for Ava's Accumulator) Mountain Daughter - 2000 EXP (Unlocks Bearhead) Ghosts Ahoy - 2400 EXP (Atrakina Ectophial) Great Brain Robbery - 6000 EXP (Unlocks Barrelchest Anchor) Rum Deal - 7000 EXP complete great brain robbery requires initial prayer level 50. Unless you are leveling your prayer to 52 for your pure account, don't complete this quest, or rum deal. Defense Quests These quests will give you a defense experience. All these searches, and then all searches that list them as a prerequisite Filed. Soul's Bane Look For Myreque Help Myreque Nature Spirit What Lies Below The Fremennik Trials Heroes Quest Between Rock... Olaf's Quest for the Holy Grail of Dragon Slayer King's Ransom In addition to this list, if you finish Monkey Madness unlock Dragon Scimitar, you can't revisit Ape Atoll at any time. To do this you need to talk to the NPC, which provides an additional post-quest reward that provides an inevitable defensive experience. If you want to use Ape Atoll to teach your ranged skills using chinchompas – don't complete monkey madness until you finish your ranged training as you won't be able to come back! Essential elements Due to the lack of defense levels in the account, the net information elements are very limited, which items they can use. For this time you want to get your hands on the best possible items for your account. Let's look at some important unlock of cash accounts. Mithril Gloves Similar to the iconic Barrows Gloves for Main Accounts, this is the best version you can unlock 1 Defense pure. These are just slightly outclass items like combat bracelets, but still better nonetheless. To unlock them, you must perform the following quests: Cook's Assistant Recipe for Disaster - Help Cook Recipes disaster - Liberate these quests: Mountain Dwarf, Goblin Generals, Pirate Pete, Evil Dave, and Skrach Uglogwee God Books These books are not only fashionscape-101, they can be filled with pages to give big bonuses. The most popular is Zamorak's book, which provides the best offensive statistical bonuses for wearing. To unlock them, you need to complete these quests: Barcrawl (Mini-Quest) horror from Deep Dragon Scimitar This is usually the weapon of choice for 60 Attack Pures. The only important thing to look out for is that after completing the quest for monkey madness, you can not return to the island of Ape Atoll. Keep this in mind before completing the quest. To unlock, you need to complete these quests: Tree Gnome Village Grand Tree Monkey Madness DDS is a relatively cheap, common melee special attack weapon PvP. To unlock, you need to complete this quest: Ava's Battery Not only does this item give a great ranged bonus, it's also very useful in teaching your ranged skills. This will allow you to save a lot of screws and arrows when you wore it. To unlock, you need to complete these quests: Ernest Chicken troubled ghost priest Peril animal magnetism by completing these quests, your account will rise to level 15 prayer. Climbing boots Cheap, ordinary shoes worn by all types of pure bills. This is great because they cost next to nothing, and give decent statistical bonuses. To unlock them, you need to complete this quest: Ancient Magicks While not direct item, it's can be unlocked with net accounts. This gives you access to, above all, Ice &amp; Blood spells. Ice spells can be used to freeze your opponent in a short time, while blood spells can be used to regenerate health to fight. To unlock them, you need to complete the following quests: Druidic Ritual Dig Site Priest In Peril Temple of Ikov Death Plateau Troll Stronghold Waterfall Quest Tourist Trap Desert Treasure Pure Training Early, you should first decide what type of pure account you want to be. There is a little wiggle room when switching between builds, but you have to be careful about your questing early. Starting out, it's a good idea to complete all the attack experience quests first. Most puree will have at least 50 attack access to Granite weapons. This will ensure that you complete all necessary quests and not within the level of your attacking skills if you want to go to a higher level in the future. That said, after your questing is out of the way, here are some of the best ways to train your strength, ranged, and magic. Magic One of the simplest and most iconic magic teaching methods osrs uses high alchemy spelling. At level 55, you can throw this spell on the specified items to turn them into gold using natural rune and fire personnel. You can do this anywhere in the game, and it gives you the right experience in an hour. A decent, full AFK, but a slightly more expensive alternative is splashing. This training method involves wearing magic reduction tools to throw spells on the NPC that always splash or do no harm. However, you still get a spell casting experience. Since you do not need damage, and the enemy takes no harm, you do not even need to look at the screen, and you constantly automatically throw spells. For a more detailed explanation, see our Splashing Guide. &amp;Strength Ranged Assuming you've done your quest, you should be able to equip some decent weapons (at least Adamant or Rune Scimitar) that can be used to fight sand crabs. These monsters are low defense, high hitpoints, and don't do much damage. To learn more about them, see our sand crab guide. As pure, it is about as best as it gets. Crabs are quite AFK, and there's a bank nearby to stock food when you're small. They are generally low effort and decent experience. Most old pure training techniques like Rock Crabs or Experiments are now outdated. One defense is Combat Pure, which sacrifices training in defense to focus on maximizing injury outputs at a lower combat level. Single defensive purees are usually created for the killing of players, because high offensive counter statistics usually provide greater leverage against low- and middle-tier armor. The level of these accounts varies, although many of them are in the range of 50 to 90 fight levels. Vienna Defense there are huge fights because they rely on killing their opponent quickly, but are disadvantaged in long-term struggles due to more consistent harm. This also makes training combat skills a little more dangerous, as monsters will do more damage over time. A big advantage for single defensive puree is that they have access to high-level weapons or spells that similarly leveled players with higher defenses don't. Single defense purees vary in the fight level because players choose to get certain levels of attack, strength, hit points, ranges, magic or prayer. As long as the character's defense remains in the first level, they are considered one defense. Start Out[edit | edit source] When creating a single defense, it is important to plan from the outset which options will be taught. For many, the main goal will be to create a powerful character in a particular battle group, which can mean limiting other combat skills. Options include focusing solely on magic or ranged or focusing on getting 50 attack granite maul, 60 attack dragon weapons, or 75 attack godswords. Players can also decide whether they will receive at least 25 prayers for protecting the item. It is recommended to consult the wiki combat level calculator and review the Quest Experience Awards to ensure that you set your goal without compromising additional combat levels. For example, if you choose to compare prayer, it's best to do so through searches that also allow you to access other items, spells, or areas. Teaching Magic [edit | edit source] Magic is a must complete many quests you need, and also allows you to get around faster with teleporter. These methods are assuming that 94 Magic is the ultimate goal of ice barrage spelling. Or you can throw a high-level alchemy 119,662 times to reach 94 Magic straight from level 55. If you want to splash the fire strike straight into the 94 Magic, it will take 334 casts of Wind Strike to reach level 13 magic and 690,677 casts of Fire Strike to reach level 94 magic. Training melee [edit | edit source] Training with Quest [edit | edit source] Complete low-claim quest will provide an experience of attack and strength and significantly accelerate early leveling. See all quest experience awards for additional resources. This amounts to 63,600 attack exp and 13,750 Strength exp, or level 45 attack and level 30 strength straight from level 1. Secure melee training areas[edit | edit source] Due to the lack of effective armor for single-defense players, training areas are limited. For example, mountain giants and moss giants are a common melee training goal with close access to the bank. However, training in these areas and many other areas of common melee training complicates the net of one defence due to the constant need for food and the inability to survive more than a few killings starting a bank. Bank. Can AFK train rock crabs at Rellekka for their little max hit and high hitpoints. Also available for AFK training are sand crabs along the south coast of Hosidius and ammonito crabs after a quest to complete a Bone Voyage to get to the fossil island. Training Ranged[edit | edit source] Ranged should be trained while safespoting to reduce the damage done. Training with dwarf multicannon will allow for a fast ranged experience and minimal hitpoints experience. There are many places to teach Ranged so, in general, you can link pay-to-play ranged training. See also [edit | edit source] Combat Pure Defence Pure Skill Pure Max melee hit hit

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