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1 def pure guide

Pure One Defense is a combat pure that sacrifices training defense to focus on maximizing damage output at lower combat levels. The pure thing of one defense is usually created for player killing because it provides great leverage against low to middle layer armor. The levels of these accounts vary, but many range from 50 to 90 battle levels. The purity of one defense is formidable in short fights because it depends on killing opponents quickly, but is disadvantaged in sustained battles because it takes damage more consistently. This also makes your training combat skills a little more dangerous as monsters deal more damage over time. The strong advantage of One Defense Puree is that you have access to high-level weapons and spells that players with higher defenses don't have. The purity of one defense varies in battle level when the player chooses to get a specific attack, strength, hit point, range, magic, or prayer level. As long as the character's defense remains level 1, they will be seen as pure one defense. Start Edit | Edit Source When creating One Defense Pure, it's important to plan which variations to train from the start. For many, the main goal is to create powerful characters in certain combat brackets that may mean limiting other combat skills. Variations include focusing entirely on either Magic or Ranged, or focusing on getting 50 attacks for granite malls, 60 attacks for dragon weapons, or 75 attacks for swords of the gods. Players can also decide whether to get at least 25 prayers for protection items. It's a good idea to check the wiki's battle level calculator to see quest experience rewards to make sure you reach your goals without sacrificing additional battle levels. For example, if you want to level your prayers, we recommend that you do so through quests that also allow access to other items, spells, or areas. Training Magic [Edit | Edit Source] Magic is required to complete many of the quests you need, and also you can quickly avoid with tele reporting. The method below assumes that the 94 Magic is the ultimate goal of ice barage spells. You can also cast high-level alchemy 119,662 times to reach 94 Magic directly from level 55. If you want to splash fire strikes directly into 94 Magic, take 334 casts of Wind Strike to reach Level 13 Magic and 690,677 casts of Fire Strikes to reach Level 94 Magic. Training Proximity [Edit | Edit Source] Training using Quests [Edit | Edit Source] Completing a low-requirements quest gives you an experience of attack and intensity, which can greatly increase early leveling. View all quest experience rewards for additional resources. This is equivalent to 63,600 attack exp and 13,750 strength exp directly from level 1, or level 45 attack and level 30 intensity. Secure Proximity Training Area [Edit | Edit Source] Effective armor for one-defense players, available training areas are limited. Hill giants and moss giants, for example, are common proximity training targets with close access to banks. However, training in these areas and many other common proximity training areas has become more difficult for one-defense purees as they cannot survive more than a few killings before the constant need for food and the need for a bank. Members can afk training on The Rock Crab in Lelecca for their low maximum hits and high hit points. Afk training also includes sand crabs along hosidius' south coast and ammomite crabs after the completion of the Bone Voyage quest for access to fossil islands. Training Range [Edit | Edit Source] The range should be trained while safe spotting to reduce the damage taken. Training with dwarf multicannons allows for a high-speed range experience and a minimum hitpoint experience. There are plenty of places to train Ranged, so you can generally refer to paid play range training. See Edit | Edit Source Battle Pure Defense Pure Skill PureMax Close Hit Player Share in The Killing Community. There are so many skills involved in high-level PvP, but players who can maximize maximum hits without sacrificing defense or other valuable combat skills will have a huge advantage. One of the most common special account builds is a pure combat build with 1 defense pure, (obviously) 1 defense, allowing players to hit bigger at much lower battle levels than players with a more balanced attack/strength/defense level. As an example, an account with 50 attacks/50 intensity/50 defenses would be approximately battle level 58. Accounts with 50 attacks/50 strength/1 defenses are almost battle level with level 44 and, among other advantages, do not have access to rune armor, but will strike as hard as level 58. For the use of players vs. monsters, one defense pure denies the intention to keep the battle level as low as possible and would be of little use without an important prayer level. Most 1 Defense Pure Accounts are alt accounts for this reason that allow players to experience high levels of PvM combat on their main account while still having dedicated PvP accounts at lower battle levels. This guide helps players build a single defensive account and helps players determine the best-in-slot items for a single defense PvP account. The first thing you should do to train your magic is to train your magic. Magic is required to complete many of the quests you need, and also you can avoid quickly with tele reporting. The method below assumes that 94 magic is the ultimate goal of the ice barrage spell. You can also cast 119,662 high-level alchemy spells to reach 94 magic directly from level 55. If you wish Splash directly hitting the fire to the magic of 94, you will need 334 casts of airstrikes to reach level 13 magic and 690,677 casts of fire strikes to reach level 94 magic. Training attacks using quests There are a number of low-requirement quests that give you an attack attack experience: this is equivalent to 63600 attack XP, or level 45 attacks directly from level 1. 1 Safety proximity training ground for defense 1 Due to the lack of effective armor for defensive players, the available training areas are significantly limited. The Hill Giants, for example, like the Moss giants, are very common proximity training targets with close bank access. However, training in these areas and many other common proximity training sites has become much more difficult due to the constant need for food and the inidentity of more than a few killings before requiring a bank, either one or a lower defense pure. Because of this, most pure ones tend to train with Relecca's rock crabs for their low maximum hits and high horsepower. Ammomite crabs are even better, but require the completion of questborn voyages for access to fossil islands. Armor and Equipment - Best in Slot Best in Slot Community Content is available under CC-BY-SA unless otherwise stated. Hello and welcome to the creepy one defense pure guide for old school run escape. I write to you while approaching the strength of 97 to almost my almost 60 attacks pure. Check out my stats here. This guide will give you everything you need to go from the island's fresh noob of tutorials, to the dreaded & respected PKer. Even if you're not good at PKing (like me). Overview I will now lay out the approach I recommend to take when creating your one defense purely. One of the reasons we were able to achieve our goals quickly was because our approach to leveling was systematic. 1. Exploration As well as osrs new skills and efforts, your first leap comes from doing related quests that give you enough XP with a little work and requirements. 2. Range Training The reason I personally chose to achieve 99 first is because you are recommended to do the same, low - horsepower, high range pure is the absolute gold mine of the Revenant. 99 Range + Salvea Mullet (EI) has you among the most powerful accounts in Rev Cave. If you choose so, you now have the option to quickly achieve a pet. Near the 99 range (maybe 93 or so). I thought I'd get a chaos elemental pet. In high range, I was able to kill bosses more quickly. 3. After the magic training 99 range, I immediately moved to 99 magic. The reason is that I spent about 25 hours in the days before learning about chinning in the cave of monkey madness. The way I see it, it's a good idea to leverage the knowledge you've gained over the past few days and implement it in the most efficient way possible. It was an easy decision for me to move from there. Ice rupture/bursting in the same cave at Monkey Madness 1 Cave. 4. Strength training Finally, you need to get 99 strength. This is the longest because it is a skill that cannot buy fast XP. One of the reasons I liked getting the other 99 in the first place is because you can pay a really fast XP rate that keeps your motivation high. When you can explode into your first 99s in a week, it's very motivating to continue. I'm currently smashing 99 strength, so I can say it's certainly a bit of a motivating thing. 65k xp/hr compared to 250k + xp/hr is a noticeable difference. Part 1: Exploring the truth, no one wants to explore straight for a week and smash all the necessary statistics. Unless you actually do, you are a very impressive individual. But I choose to do all the beginner quests and maybe then knock out a series of quests in one day, once a month. Important - If you don't want to level up your prayers, you've need to use this link to double-check the quests listed: If the quests you do appear in this list, simply don't do it. Other items you might want: Dwarf Multi Cannon Salve Terring Barrel Anchor God Books Climbing Boots Mithril Gloves Attack below is a list of quests that give you an attacking experience that is safe for 1 Defense Pure. Green highlights are quests you can do. Once you complete these quests, you will reach 46 attacks. Strengths Green Highlights are quests you can do. Completing these quests will earn you 45 strengths. Range Green Highlights is a quest you can do. Completing these quests gives you a range of 34. Magic Green Highlights are quests you can do. Completing these quests will give you enough XP for 47 Magic. But you will be limited by magic and other skill requirements along the way, so just do a quest that you think will suit you. You can always return to the quest later. Part 2: Range Training Range Training can be one of the slowest or fastest 99 you achieve in pure your one defense. We talk about all the methods I've used, from AFKing to chinning, and I recommend using them too. Level 0-33 If you want to choose the most effective quest from the safe list above, this is the place to go. Fear of Ikovzogre meat canteens from deep death These 4 quests have low requirements and result in a big XP return. Completion of these quests will get you to a range of 33. After level 33 – 45 level 33, you now have the option to train as you like. Here is my favorite. Mithril Darts Training in Crabs (Rock Crab, Sand Crab, Ammonito Crab) If you're as keen on AFK as possible in the range of 99, ammomit crabs should be your new BFF. Cannon Oa Up to 45k XP/hr Cannon Augering AugerGood for two reasons: don't run out of HP experience, make some money, drop some valuable seeds and give you a chance to make money. This is useful if you want to avoid leveling up your HP. Level 45-99 Chinning Unlocked xp in the fastest range in the game with Chinkompa after breaking the maximum 350k Xp/hr range. You can access them, but I don't recommend doing them immediately. I waited until about 85 and used them in the breeze through certain levels I didn't want to wait for - then around 90 I just didn't live a monkey madness cave to 99. Boss Boss is a passive way to get XP for a range. If I regret one up so quickly, it is that I wasted so much time not using Boss XP for the range. I was just stupid and, again, exceeded chaos elemental post 99 to 500k+XP which is a waste of time. Money too. Some bosses you can think of killing for profit or pets: Chaos Elemental Venenatis Larking Black Dragon These are just a few from the top of my head. I plan to make a more detailed blog post about this soon. If I maximize another account, I would certainly be careful with this advice. Crab AFK up to 60k XP/hr at a higher level This was my goal to train all my stats. The reason I love crabs so much for pure training is that good rates AFK interval AFKing crabs are very easy if you know what you are doing. Here's the important thing: unlock ammolite crabs Buy maximum armor for your combat stats If you want to find my information product on how to train very efficiently with crabs that can't even touch clients up to 60k range xp/hr with NPC Attack Timer + Idle Notification RuneLite plugin for maximum AFK Time, you can find it at the bottom of this article in the Conclusions section. Nightmare Zone If you have a stupid amount of GPs to blow, you can definitely use the NMZ for your range training. But to be honest, it has less AFK than ammomite crabs. You should always drink your prayer potions and range/overload potions. This leads to a similar XP rate to less AFKing. Therefore, NMZ does not have tons of use in 1 def pures. The only time I used the NMZ was if I absolutely couldn't find a world that would kill ammonito crabs and still wanted combat stats on afk. Just keep in mind that you are spending money: ammunition spraying new dreams you need to spend money to click more than crabs. Ranged conclusions To conclude this section, you should choose a few things you want to do to achieve your goals and start working as soon as possible. For example, you can unlock the Ammomite Club (literally now, yes) and learn more from this blog post while your character earns XP. If you want to AFK or burn through levels, the range can easily achieve 99 They spend cash on their chin But before you do what I did (rush to 99), I recommend checking out the boss section and pursuing one of them once you reach a higher level. That way, you'll get maximum drips during your training skills and bank launch. Part 3: Magic training similar to range training, magic can be a very slow or very fast skill. No matter what, unless you're killing the likes of Alhi or Kraken, you're ready to spend a lot of money on this skill. Unfortunately, it is not great for PVM most of the time, and this is the pure especially true of one defense. Level 0-36 (approximate) beginner level quests I really recommend doing quests. I don't need to lecture you on the usefulness of quests, but if you're planning to unlock a lot of your pure stuff, or if you want a block slot for slayers, this is strongly recommended. There are no magic requirements: get you a Grand Tree Horror from 25 Magic Witch Potion Imp Catcher Deep (these get you up to 25) Watchtower (up to 35) Eildo's giant dwarf/spirits (up to 36) non-exploring This details what to do if you don't want to explore your early magical levels. This is great if you want to AFK and hate exploring. Get loads of element runes (10k must do) 1 of each element staff + find NPCs with low magical defenses (mind, confusion, death, etc.) to get all the combat runes to your liking (smoke staff, mud staff, etc.) you might want - perhaps Including good potential drop monsters you might want to kill: Tchaar Monsters Sand/Ammonito Club Slayer Monster (Bloody/Dust Devil) 36-55 Therefore, what you can do around 36-55 is the same as the Non-Quest section above. You can continue to rate NPCs to your taste. Tele report spells This does not require explanation, but is worth mentioning. As you progress early on, you can also use the best teleportation spells available and basically click on spam and click on it until you reach the desired level. 55 – 99 At this point, you will start unlocking enough decent rates to take advantage of up to 99. AFKAlching up to 78k XP/hr We all did this, or at least the people who saw do it. With 55 spells you unlock high-level alchemy. A common way is to place all of your attention somewhere else while clicking on the spam high alti. That's at least what I've done in the past. This method might be useful if you want something like watching a movie while getting a good Magic XP. This is also a very cheap magic training method compared to some expensive alternatives. Stan Alchin Up to 180k XP/hr Technically speaking, Stan's spells are unlocked with 80 spells, but you can use the equivalent of Stan with spells like: Confusion 3 Magic 11 Magic 1966 magicEnfeeble 73 Magic Check out this video clip to see this in real time: Battle Spell + Alching 124k / hr Fire Wave This method uses constant attacks from metal dragons + automatic retaliation allows you to do Alch continuously while projecting combat spells without the dreaded amount of clicks. You'll also have the chance with unique drops like visas and dragon planks. 62-99 Ancient Magic XP rates have changed widely and now we start to see the best XP rates as well as the most expensive methods. Ancient magic. As a pure one defense, these are viable ways to train magic only if you have one of the following qualifications: the concept of having access to one dust devil or better that has not completed Monkey Madness is simple. You accumulate lots of low magic defense monsters and cast multi-target spells to damage all of them at once. In the video, he uses ice bursts, but you also have the option to use Ice Barrage + Ibn Hurt at a lower level to increase XP per hour. That's what I did. AFKing in ammomite crabs This method does not have a definitive place in the guide because it can start as level 1 with a wind strike early. However, it is worth noting that you can afk crabs in combat spells with great success. This is how I got to 99 magic to pure my 13 defenses. The concept is simple: buying gear that increases the maximum magical damage you can afford If you use the best spells to cast ammomite CrabsAFK for hours for 10 minutes at a time, this is my second favorite way and is only behind ice rupture/validation because they are fast. But if you're doing homework or work, AFKing with crabs is great. If you want to see a comprehensive guide that kills AFKing the biggest purely, scroll down to the bottom of this article and you'll find a link to my guide. Special mention: Lava Dragon If you have very low fighting levels and magic levels, Lava Dragons may be a great choice for you. You remember that they are a very PKer heavy area, but that is why I mentioned that low combat is important. It's not the greatest guide in the world, but I made a guide some time ago that you can use here: magic conclusions There are almost endless ways to train your magic. My recommendation is to have the two defaults you like the most: if these two are already distinguished, you won't waste time when achieving 99 magic. One of the reasons so many people can't achieve their goals right away is because they spend too much time thinking and planning and not enough time on what they're trying to achieve. As you may have understood by now, I only use two methods to get the magic of 99 (after the first quest). These are: AFKing with the rupture of ammomite crabs in mm1 caves of course, I recommend you do the same, but more importantly, you need to learn while playing and enjoy the game as you wish. Part 4: Strength Luckily for us 0-40, there is only one quest that requires a decent amount of requirements regarding strength-related quests. See part 1 of this article to see all the quests you can/should do. Except maybe roving elves. Without roving elves, you land at a strength of about 40. Intensity Overview Intensity is a unique skill, different from range and magic, so it's not often used when classifying different brackets, as I did with my previous skills. Rather, we're talking about different training methods that serve different purposes. Strength Method 1: Wild and Active, Chain Mace of High XP Vitality - Based on the video below 138k XP/hr+, you can start getting 138k+ XP/hr using charged Vigora chain mace. The reason you can potentially get over 138k is because you can go somewhere like an ancos in the Revenant Cave and fight something with lower defenses. But this will put you in a more vulnerable position for PKers. Nightmare Zone Nightmare zones fall into the active category because I don't think it's fair to call them AFK, especially as pure. You should always drink overload and absorption and prayer potions and confusion. And this is simply to get the normal XP rate. However, there is also the option to significantly increase XP per hour by using something like a power surge. But for me, this is still not worth the effort and the GP. Strength Method 2: Profitable Chaotic Druid Killing Chaos Druid will bring small profits as they collect the herbs they drop. Recommended Items: Your best weapon plunder bag good food to protect against PKers1, click on the maximum tele report (or paid glory) of 4 good items you don't want to lose temple spiders. Also, these are only feasible as pure if you have 43+ prayers. This is an aggressive multi-combat zone where they live and are pretty strong. But if you are using good prayer boost gear and have decent stats (50+ attack 75+ strength), you should be able to profit from these. Strength Method 3: AFK (My Favorite) Ammomite Crab & As mentioned earlier in this guide, ammomite crab serves an amazing purpose as pure to try to get an easy and cheap XP. All you need: Gear to increase your highest strength The great thing about your best crash defense gear super strength potion food ammomite crab is that you do AFK for 10 minutes at a time and don't worry about dying. Unless you have a really low DPS and are attacked by 3 crabs. Experimentation, for me, serves only as a nostalgia trip. They have much higher defense and much lower HP than crabs. But if for some reason you want a change in the environment and you want a decent AFK, they are a decent combat experience. But again, these are very little worth mentioning because you can do things like templeAnd have more AFK time and have a chance at precious drops. The only time I can see that this is a good form of training is if you have two limitations: you can't find sand crabs or ammonite crab spot dons, but the strength conclusion strength that doesn't have 43 prayers for other ways is the slowest of the three skills and will definitely take you the longest. This is why I like to save intensity for the last time if you are purely planning to maximize your one defense. If you've already got your other cape you want, it's much easier to sit back and relax while waiting for the strength of 99. The conclusion of the article this has been an eerie guide to leveling your purity. If you learned anything from this article, the comments or shares below will be very appreciated. Thanks for reading. Read.

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