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Runescape f2p range training guide

Paul is very knowledgeable about Old School Runescape, with a maxed Ironman as well as a maxed regular account! Are you trying to hit level 99 in ranged skills in RuneScape 3? Try the methods in this guide to improve your training! How to Train Ranged Skill in RuneScape 3! welcome to my brand new 1-99/120 Ranged Guide for RS3! This guide will show you different ways to reach the maximum level in Ranged. There are several ways to do this: Depending on your availability of time and how much money you have, you may prefer one of these ways over another. The range can be very fast and expensive skills to get to 99, or it can be as slow and profitable as many skills. You will also train the institute at the same time, or you can choose to train defenses with these methods too! Trimmed Ranged Skillcape EOCEquipmentWhen you start ranged training you need to make sure you have the right equipment! A more accurate bow or higher defensive equipment will increase the rate of killing and reduce your need to get to the food bank, which means exp can be obtained faster! The table below shows the best equipment for each level. Also note that monsters are weak on specific fighting styles, so sometimes we should use different styles of weapon (kucha/bow/throwing knives), so we should use them to speed up training. Equipment LevelArmourWeapon1Soft Leather ArmourShortbow10Making ArmourOak Shortbow20Studded Leather ArmourWillow Shortbow30Snakeskin ArmourMaple Shortbow40Green DragonhideYew Shortbow50Blue DragonhideMagic Shortbow60Black DragonhideElder Short65Royal DragonhideE Shieldbow (Sight Sighted)70Armady!Crystal Bow80PermixonRoyal Crossbow85Death LotusDeath Lotus Darts90SirenicAscension CrossbowsQuick Method: The fastest way to MaxThis part will show you the fastest way to get 99, 120 or 200M Ranged. Note that these methods are standard methods, and while chinchompas are faster and the slayer is preferable, it is a mixture of both. Levels 1-20181-20 should train on chickens located on the east side of Lumbridge and get 25 exp for killing. For a low level I would recommend picking up feathers as each one is worth 50 gp and can add up quickly if you don't have much money at the beginning. Levels 20-40For this you should train in chaos druids found in Taverley Dungeon. They give 50 exp each so wont take long to get to level 40. They are weak on arrows, so use a bow, also drop herbs often so collect for money or clean for herblore exp. Levels 40-50On level 40, you should start training for pyrefiends, found in Fremennik Slayer Dungeon. They give 125 slayer exp each, but they also require a level of 30 slayer. If you don't have 30 slayers the best alternative is baby blue dragons that weave nicely to the next levels. Remember that you will need a fire-fighting potion here as well! Levels 50-70Po 50. Each. They also have very good drops in blue draconian and dragon bones. You will need a dusty key to enter the dungeon however. Abysmal demons are also a very good choice if you have 85 slayers, and also drop a lot of crimson spells. Levels 70-99Po 70. In my opinion, the best way is through training on waterfiends. They give 934 exp per kill and have one of the highest drop rates of crimson spells in the game which is great for summoning exp in the future. There is a profitable way to train every skill. Profitable methods: Rorarii or SlayerBest way to gain experience in the range when turning profit is in my opinion killing Rorarii in the Dungeon of the Ascension of the Lord. Even if you take more money per hour killing Queen Black Dragon, Rorarii give a considerable exp rate, much more than QBD does, which is my preferred option. They drop the rise of trapezoid trapezoids at around 10 per hour, which vary in price between 150 and 350K each. This can give a considerable profit. Using the roster super restores and using soulsplit will keep players as long as they need. Another classic method to make money through the range is The Slayer. While it can sometimes be much more effective to use other combat styles for a slayer task, many tasks use remotely, and training all combat styles in unsound, while training Slayer is a very effective way to play. AFK Method: ChinchompasThe AFK (Away from keyboard) method of getting a high level is very interesting. This includes the use of red chinchompas in the abyss. As you may know, chinchompas are able to damage all enemies in the 3x3 area around where they strike. Using bonecrusher and soulsplit or super restore potions will provide more than enough healing. To use this method, get the best armor you can and go to a quiet world in the abyss. Be careful to go across the desert to get there. If you weren't before you have to complete the miniquet abyss. Once inside stand in an area with a higher than average amount of monsters and start attacking. They stay aggressive for about 5 minutes until you move to another area and return. This method can provide more than 500 available experiences in the range per hour. However, it is quite expensive to buy chinchompas. How do you train ranged? Thank you for reading my ranged guide. I hope it will help you achieve your goals! If you would like more in-depth information about combat skills or their training with the Slayer, feel free to read my next guide! This article is currently in the midst of an extension or major improvement. The information contained therein should not be considered to be entirely accurate and/or complete. You can help by contributing to it. Within reach of free-to-play worlds, while having fewer equipment and features than member worlds, it provides Fun with the ability to fight monsters and players who would otherwise be out of reach. This guide will provide steps and options depending on the player's style and taste in training. Selection of equipment[edit source] Below is a selection of worn equipment for freely played rangers in Ranged and Defence training (for remote armour). Weapons[edit | edit source] Rangers are advised to control the best weapon their level can allow and prepare money to purchase the next bow they would need because their level will later allow them to control. For new players, training arrows and bows is recommended to save money at the beginning; later they can be replaced with thicker bows. Shortbows Shortbows are the most ideal type of training weapon for most players. When it comes to training, shortbows are better because they can shoot faster than longbows because they have an attack speed of 4 compared to longbows' 6 attack speed, and they have the same hit rate and damage as longbows. That makes shortbows the most ideal weapon in free-to-play. Longbows Longbows provide similar bonuses compared to shortbows of the same quality, but with a few notable differences. They shoot significantly slower (once every 5 ticks vs. 3 ticks or 3 seconds vs. 1.8 seconds on fast), but also shoot 2 tiles further than shortbows on each attack setting. This makes them a niche weapon where you need to attack over a very long distance, as a shortbow is the same or better in every way if you can get a little closer. Crossbow crossbows fill a specific niche for free-to-play players because they are only one hand at a distance weapon available. Two kins are available to free-to-play players -the regular kucha and phoenix kucha- both of which have the same stat bonuses, although phoenix kucha weighs less than regular kucha, but can only be obtained by taking the Black Arm Gang's path shield arrav quest. Both of these crossbows only have access to bronze screws, which have similar strength to iron darts, but cost significantly less, most range shops always sell bronze screws for as little as 1gp. Crossbows have a slower rate of fire than shortbow, with an attack speed of 5 (3 seconds) vs. an attack speed of 7 (1.8 seconds) while on fast. The kucha allow players to control the shield on their shield slot, allowing rangers to add up some defenses against close range and range of attacks, or use an anti-dragon shield for Dragon Slayer. However, wearing most shields will also result in the scope of punishment with metal kiteshields providing more punishment than a square shield. It is not recommended to use a crossbow above the initial levels, because the attack speed, bonus range and the potential for stronger arrows shortbow quickly overcomes when the shield is not needed. Armour[edit | edit source] Rangers should wear the best armor remotely and the level may provide or permit. Most device devices are cheaper than their close up counterpart and should be no problem for most players. Free-to-play players can also craft the most basic range of armor, such as leather chaps up to hardleather bodies. Rangers are advised to get the best full range of armor from head and body to vambraces. Better armour not only provides better overall protection from magic attacks, close range and range, but also provides better accuracy in range, improving the experience per hour. However, the range of armor is weaker on both range and melee attacks than their contact armour counterpart, so rangers who were once training on melee must take into account this weakness. Leather armour for defense and levels 1-9 Players should be given a leather hood, a pair of leather chaps, a pair of leather vambraces and a leather body if they were able to retrieve these items. These items have no skill requirements. These items are relatively easy to craft because they are made of cowskin, and all the necessary supplies can be found in either Lumbridge or Al Kharid. While leather shoes are part of the leather kit, they do not provide any bonus for remote attack; leather boots, however, still provide the best defense for free-to-play rangers at all levels without long-range penalties, making them the best boots for Ranged. For more information on leather armor and how to craft them, check out their articles and crafting skills. Swapping leather bodies for hard bodies for 10-19 Rangers defence levels should replace their leather body with a hardleather body once their defence is at 10. Hardleather body provides +6 more attack bonus range than leather body. Players can craft hard skin into a hardleather body when their Crafting level is 28 or higher, or buy one from the Grand Exchange. Thick leather armor for defense and levels in the range of 20-39 At level 20 Defence and Ranged, rangers are advised to buy a coif, a body with

spikes and a pair of spikes. Body and guys with spikes can be bought in Varrock from Horvik, and the coif can be purchased from the Champions Guild (which requires 32 entry points), but the coif can only be created by members. Green dragonhide armour for Defence and Ranged Levels 40 and higher

Players can now use green dragonhide chaps and vambraces, both of which can be bought from the Champions' Guild. The green dragonhide body can only be worn after reaching defense and ranged level 40 and after completing the Dragon Slayer task. Players who have completed the Dragon Slayer task and met the minimum level requirements should equip these items as soon as possible, as full green dragon armor can significantly increase accuracy and protection much more than other free-to-play armor. Neck slot[edit | edit source] As armor remotely, amulets improve the accuracy of range, defence statistics or both. The most powerful remote amulet in free-to-play is the force amulet. Since no store sells magic amulets, it is recommended that iron men who own any amulet considerably decide whether to carry them or not. The Amulet of Accuracy Amulet accuracy is obtained after completing the Imp Catcher task and provides fair support for remote attacks as well as magical and contact attacks. However, many players find the bonuses provided in this amulet average and skip it opted for amulet power instead. If a player (especially an ironman player) loses his amulet accuracy and wants to gain more before gaining amulet power, the player can kill theimps until they get another set of colored beads that can be given to wizard Grayzag at the Wizards' Tower. Amulet Defense Amulet Defense provides the highest support defense against magic, range and close range attack of any amulet in freely played worlds. This amulet is recommended for players with low defense as well as players to try new training areas because these amulets are not expensive and can be crafted at a relatively low crafting level. If a player wants to fill an amulet slot to practice on new training ground, especially when fighting stronger monsters, Amulet Defense is recommended due to its price, low crafting requirement for craft one, and its availability in terms of items and raw materials to make them. Amulet Power Amulet power is the most powerful amulet overall in the world of free-to-play. When it comes to Ranged, it provides the best bonuses among free-to-play amulets, enough to make a difference in accuracy even with the best range of equipment, while providing defensive bonuses only slightly worse than an amulet defense. Since the force amulet is very powerful for both range and close combat and has no stat requirements, it's convenient to get one as soon as possible on any account. Ammo slot [edit | edit source] For new players, training arrows are the best because they are free and are the only arrows that can not be picked up from other players. However, as ranged level reserves and powerful monsters to be fought becomes tough enough to withstand training arrows, players would be advised to get stronger arrows. Any player with an oak bow or stronger should be prepared with bronze arrows (sometimes in the hundreds), since training arrows can only be used with a training bow. Depending on the player's financial capacity and your want to spend (thicker arrows are generally more expensive) and maximum hit points (stronger arrows increase damage without affecting accuracy), players can train with any arrows in any amount, relentless darts are the strongest available in free-to-play. The price chart below should be before buying a large number of arrows. Note that switching from one arrow level to the next increases the maximum number of hits by 0-2 damage. For example, at level 40 Ranged with a fast attack style, when switching from iron arrows to steel or mithril arrows your maximum hit will remain at 6 damage, and therefore all three will work the same; However, when switching from mithril to relentless, your maximum hit will increase by 1 to a total of 7 damage, increasing your experience rate per hour by 16.6%. Bronze screws Bronze screws are only applicable in a kuši or phoenix kuši. For the most part, this combination ofbows and bolts are comparable in terms of the result of training on a combination of training arrows and training bow or bronze arrows and shortbow. Bows are slower in terms of rate of fire than shortbow, and because of free bow training and dart training, many players choose to train with a kucha because they can get free arrows from the tutor range in Lumbridge. Crossbows and screws can be obtained either from trades, monster drops (elves drop bronze screws), or other players. Training Arrows All new players should train first with training arrows and a training bow until they reach level 10 Ranged, and at this point they can control the oak short/longbow (which training arrows cannot be equipped as ammunition). Note that training arrows can only serve as ammunition for a training bow, and the training bow cannot use any other arrows as ammunition. Players who want to save money can continue training with training arrows, however, by the time players reach level 20, training with training arrows becomes impractical because it requires a lot more experience and therefore much more arrows to train well. This non-practicality stems from the fact that: only range tutor can provide training darts training darts can not be traded with other players remotely combat teacher gives only 25 training arrows at a time, training arrows can not be missed, but can be destroyed, That it takes 30 minutes of time to pass before a ranged tutor can put more arrows is not easy to get more than 25 training arrows because the teacher remotely do not provide training arrows to players who still have training arrows in their inventory or in the bank (even if it is only 1 training arrow) Bronze arrows Bronze arrows controlled by an ordinary shortbow are as powerful as training arrows with a training bow. Bronze arrows are recommended for players who want to use more than 25 basic training arrows provided every 30 minutes, as well as for those who use oak or thicker bows. However, because bronze arrows are weaker than iron, and because the Fortress safety of minotaurs drop a large number of iron arrows often, combined with the notoriety of bronze arrows getting sold out of arrows or in range shops, bronze arrows are not as popular or as good to train with as Arrow keys. Players are encouraged to collect bronze arrows and buy them from a general store (which can sometimes have a small supply of bronze arrows) when given the chance as an additional set of arrows to push their supplies up. Iron Arrows Iron Arrows are stronger than bronze arrows, but they are more expensive. The cost of iron arrows limiting its use in the Ranged has been surpassed by an update to the security fortifications and minotaurs in it (which are known to drop a lot of iron arrows). Iron arrows are much better than bronze, which increases one's maximum hit. Players who train Ranged should take every opportunity to go to the fortress of security and fight the minotaurs in the war vault to get iron arrows. Some range and melee hybrids may be easier to close up minotaurs. However, this is based solely on the level of attack and strength that varies from player to player. Steel arrows Steel arrows are stronger than iron arrows – they are known to deal 12 damage points with a sufficiently high level in range. Unlike iron or bronze arrows, it's hard for most rangers in training to get steel arrows. Steel arrows are considered the most expensive darts that are still practical for training-in terms of cost and delivery. Players can buy steel arrows from shops and other players with each steel arrow costing almost five times as much as iron, depending on the range of shop offer and prices the seller declares. Another way to get steel arrows is to kill zombies in the fortifications of security in the catacombs of famine (level 2 dungeon). However, this method is very tedious because of the following: The catacombs of famine has very limited safespots from zombies. Zombies are aggressive and are higher levels (unlike minotaurs). The site is not a multi-combat area. Zombies drop fewer steel arrows than Minotaurs drop iron arrows. However, steel arrows are still a choice of arrows for demon-killing and giant-hunting rangers as it does pack quite a punch against these hard monsters. Mithril arrows Mithril arrows are very difficult to obtain. For free-to-play, the only possible way to get mithril arrows is by buying them from stores, buying them from other players, or getting them as monster drops. The monsters that drop mithril darts are catablepons and white knights. However, many players who had large reserves of mithril darts (especially those who were once members and made many mithril arrows) would choose to train their Ranged using mithril arrows as a way to spend. Mithril arrows could easily be retrieved through the wilderness because they are commonly used for killing players. Adamant darts Adamant darts are the most expensive and powerful darts in free-to-play and are almost exclusively used in killing players and for training on ogresses and other high-level monsters with reward Since a relentless arrow can cost up to 6 steel arrows, relentless arrows are often sold to other players (usually player killers) if not used. A quick way to get relentless arrows is to go to the free-to-play wilderness world and pick them up from the wild. Even with the cost of a relentless arrow, it is not impossible for very rich, high-level players to use them against smaller demons and ogresses. Players can still possibly earn training on offenses at Corsair Cove Dungeon from using mithril or relentless arrows. For ironmen, it is recommended to buy up to 50 or 100 relentless arrows from Lowe's Archery Emporium in training and making money for transgressions. Shooting techniques[edit source] Accurate Accurate attack style provides invisible level +3 increase, increased accuracy and maximum damage. For the most part, an accurate attack style is recommended only if the player's skill range is 10 levels above the targeted monster or is above level 70, whichre fulfilled. If neither of these conditiions is met, an accurate shot usually fares worse than a quick shot. Since the loss of arrows increases with higher damage caused by the target, the loss of the arrow is expected to be high by this technique. Rapid Rapid Attack Style increases the rate of attack of a weapon by 1 (attacks come out 0.6 seconds faster), but does not increase the level remotely. This technique is recommended for range training at any level because it kills targets faster than any technique, thereby accelerating gains from ranged experience. However, players are advised to have a lot of arrows to do this. Long Range Long Range Attack Style provides an invisible +3 bonus to defend and increases attack range by 2 squares (up to 10), but reduces attack speed by 1 (attacks come out 0.6 seconds slower). When it comes to range training, this technique is not recommended because it is slow, and spends money in darts to train defense when defense can be trained for free with melee. Maximum match[edit | edit source] The maximum match for free access in a range depends on two factors: the level in the range and the type of arrow. Note that any other equipment, such as bow quality, has no direct effect on maximum hit (although it increases accuracy and thus damage per second), allowing you to use better arrows. When there is an overlay in the maximum hit between different arrows, it is best to use the cheapest. For example, at level 24, the bronze arrow is identical to the mithril arrow in terms of damage performance, so it is recommended to train using a cheaper bronze arrow. Your maximum hit can also increase due to your shooting style. The exact style grants +3 to the level in the range, the quick style grants +0, and the long-range style also grants +0. Levels 1-102[edit | edit source] Arrow Type Level Bronze Iron[1] Steel Adamant 1 1 1 --- 2 1 1 --- 3 1 1 --- 4 1 1 --- 5 1 2 2 --- 6 2 2 2 --- 7 2 2 2 --- 8 2 2 2 --- 9 2 2 2 --- 10 2 2 --- 11 2 2 2 --- 12 2 2 3 --- 13 2 2 2 3 --- 14 2 3 3 --- 15 3 3 3 --- 16 3 3 3 --- 17 3 3 3 --- 18 3 3 - 19 3 3 3 3 3 4 4 - 23 3 4 4 4 - 24 4 4 4 4 - 25 4 4 4 4 - 26 4 4 4 5 - 27 4 4 4 5 - 28 4 4 5 5 - 29 4 4 5 5 - 30 4 4 5 5 6 31 4 5 5 5 6 32 4 5 5 5 6 33 5 5 5 6 34 5 5 5 6 35 5 5 5 6 36 5 5 6 6 7 37 5 5 6 6 7 38 5 5 6 6 7 39 5 5 6 6 7 40 5 6 6 6 7 41 5 6 6 7 42 6 6 6 7 43 6 6 6 7 44 6 6 6 7 7 8 45 6 6 7 7 8 46 6 6 7 7 8 47 6 6 7 7 8 48 6 6 7 7 8 49 6 7 7 8 50 6 7 7 8 51 7 7 8 52 7 7 8 53 7 7 8 54 7 7 8 55 7 7 8 56 7 7 8 9 10 57 7 8 9 10 58 7 8 9 10 59 7 8 9 10 60 8 8 9 10 61 8 8 9 9 10 62 8 8 9 9 10 63 8 8 9 10 64 8 8 9 10 11 65 8 8 9 10 11 66 8 9 9 10 11 67 8 9 9 10 11 68 8 9 10 10 11 69 9 9 10 10 11 70 9 9 10 10 11 71 9 9 10 11 72 9 9 10 11 73 9 9 10 11 74 9 9 10 11 75 9 10 10 11 76 9 10 10 11 77 9 10 10 11 78 10 10 11 79 10 10 11 80 10 10 11 81 10 10 11 82 10 10 11 83 80 10 11 11 82 14 84 10 11 12 12 14 85 10 11 12 12 14 86 10 11 12 12 13 14 87 11 11 12 13 14 88 11 11 12 13 14 89 11 11 12 13 14 90 11 11 12 13 15 91 11 11 12 13 15 92 11 12 13 13 15 93 11 12 13 14 15 94 11 12 13 14 15 95 11 12 13 14 15 96 12 12 13 14 15 96 12 12 13 14 15 97 12 12 13 14 16 98 12 12 13 14 16 99 12 12 13 14 16 100 12 12 14 15 16 101 12 13 14 15 16 102 12 13 14 15 16 + Bronze screws have the same maximum hit as the iron arrows for a given level within the range. For starters, training in Lumbridge is considered the best because there are plenty of chickens, cows and goblins nearby. In addition to these monsters, Lumbridge also has plenty of food available – a teacher fishing spot in the south, a fishing spot near the goblin house, and a cow pen. Many lecturers are also stationed in Lumbridge, guiding and providing information for new players and sometimes providing free courses such as training arrows and bows for those who use them. Goblins drop many items, including crossbow screws, which can help players keep supplying ammunition. Chickens drop raw chickens that can be cooked for food in training, as well as feathers that can be used for fishing. Cows drop raw beef, which can also be used for cooking, as well as cow skin for crafting skin and hard skin. For the most part, the advantage of the range of elves, chickens and cows lies in their low fighting level; barely hit the player. The disadvantage of these monsters arises when the player is ranged and the overall fighting level becomes high enough that the health points of these monsters become too low that they often die in one shot and their drops become unsatisfactory as higher level players would try stronger monsters to deliver their material demands. Monks (Combat Level 5)[edit | Source] Monks are great enemies to train on because they have a decent amount of 15 HP, almost no damage (1 damage point) and will heal you for free. You can find them in the monastery (northwest of the barbaric village). Even at higher levels it's still a good place to train. The only drawbacks are that many people train here and it's hard to find an unfulfilled world. Low-level monsters[edit | edit source] Wizards (Battle Level 9) or Dark Guides (Battle Levels 7 or 20)[edit source] For players who have reached level 20 or higher, two dark guides in Draynor Village are located among the willow near the shore, provided that their magic is often blocked by studied armor. Nearby is the Wizards' Tower, home to many Level 9 guides. For level 41 combat players and over 30 Ranged can start fighting guides at the Delrith circle south of Varrock because they drop even more runs (along with being one of the most likely sources for beginner track scrolls) and are in greater numbers giving less likelihood of training overcrowding from other players. Wizards drop copious amounts of runs that can be sold to other players or magical trades, or can later be used for magic training. They are known for their higher levels of rune drops, such as natural runes. Players are advised, however, to have a good supply of food against guides as level 7 ones can take a maximum hit of 4 and level 20 dark guides can hit up to 6, and often do. One of the main advantages of ranged training on wizards is that because they use magic attack, they stay where they're supposed to attack. This means that when a player collects his arrows, they will all be in the same place. Close-up targets will try to get as close as possible and move, causing the arrows to be scattered. Minotaurs (Battle Level 12 or 27) [edit source] Minotaurs can be fought once players reach level 25 combat and Ranged levels above 20. Minotaurs are non-aggressive (attacking only when attacked first), allowing an inexperienced or desperate player not to be mobbed down. Since minotaurs are weaker at close range than range, players who have good strength, attack and defense and are still experienced range Minoaur should bring with them a weapon at close range just in case the minotaurs show a heavier range than expected. For experienced and high level players, Minotaurs are easy to kill. The Minoatau are located in the war vault (the first level of the fortress of security, located in the barbaric village), and because of their easy killing and their drop of iron arrows, minotaurs tend to be heavily trained and fight for many players, leading to overcrowding training. Minotaurs drop a large number of iron arrows (more than what is spent). As a result, players who want to save money or want to train clean rangers can keep training on minotaurs reach the desired level. Barbarians (fighting level 17)[edit source] For players who have reached level 40 or higher, barbarians are good at training. Attack those in the long hall at the northern end of barbaric village. You can shoot these through the tables and go and pick up your arrows once they are dead. Other barbarians are not aggressive, so you can pick up your arrows safely. There is beer and boiled meat on the tables. This is where you should train with a maple short bow and iron arrows, or it will take too long to kill them. These monsters are popular to train with due to the fact that it is easy to kill and there is food friction. They don't drop very good items as opposed to a few iron items for low leveled or poor players. For armour, you should bring the best possible. For the bow should be the most possible and use iron arrows. Bring too much amulet if you can afford one because there is little chance of death because they are not aggressive. The accuracy amulet will be fine. Bring little food as there is readily available food. Mid-level monsters[edit | edit source] Flesh Crawlers (fighting levels 28, 35 or 41) [edit | edit source] Flesh Crawlers are relatively weak monsters for high level players. They are one of the few weak monsters to be less trained on players because of their remote location. These monsters have relatively poor drops, but they are very vulnerable to attacks. However, all players should be warned that Flesh Crawlers are highly aggressive at all battle levels, and players who have not encountered these monsters before should first examine them, because meat crawlers, although perceived as weak for most players, are known to kill players at 20-30 combat level in seconds. Since Flesh Crawlers are always aggressive towards players of all levels, players with high defenses could use their aggression to afk train Ranged. For more details, see Flesh Crawlers and zombies. Hill giants (battle level 28)[edit source] Hill giants are monsters commonly trained by mid-level Rangers. In free-to-play worlds, they can be found in: Hill giants can drop both iron arrows and steel arrows to allow for a longer training period until supplies need to be replenished. Hill giants always drop big bones (195) that can be used for prayer training or players can sell on the Grand Exchange for coins (profitable but reduces effective experience rates). They also routinely drop items that can be sold on the Grand Exchange for profit, such as limp (715), natural runes (181), and body talismans (1042). Moss giants (battle level 42)[edit source] For players who have reached level 45 or higher, the Moss Giants are also good at coaching. These monsters are located at: Moss Giants have stronger defenses than minotaurs and guides to all arrows and much higher points However, moss giants they have very good drops including large bones (which always falls and provides much higher points of prayer experience than ordinary bones or otherwise be sold for 195 coins), black square shields, steel bars, runes and coins. Moss giants are among the most popular training monsters for players, usually among fighters and rangers. As a result, training on moss giants tends to have a problem with training overcrowding and killing monsters – so it is recommended that players change worlds if the area becomes too crowded. Rangers new training on moss giants is recommended to allow iron or better arrows to train, mithril or stronger weapon (not dachshly), teleport rune set (e.g. teleport to Varrock) and 10 salmon or better foods in case of emergency. It is suggested that rangers must replenish their food supplies whenever their food runs out (even in full health). They can be found in the wilderness, the most internal parts of varrock sewers and crandor free to play. It is not recommended to train in the wild due to PKers and long distances to the bank. In varrock sewers, there are two spawn sites, but these are separated from each other. There are several on Crandor that multiply on the south side of the island. In both places you can safely. However, it may be advisable to train on Crandor mainly due to the fact that there is more friction. Both locations tend to be crowded from melee and remote training, but Crandor is the only combat space. This means that another player can not cause more damage than you on this monster, and therefore steal the drop. High-level monsters[edit | edit source] Smaller demons (battle level 82)[edit source] Smaller demons in Karamja and Crandor are attractive targets for the strongest RuneScape players due to their expensive drops, but it is rarely recommended to train. Smaller demons have significantly higher defenses than moss giants. While experienced players who train their smaller bills would start attacking smaller demons at level 55 Ranged, it is recommended that new players reach ranged level 65 or higher before fighting smaller demons. Smaller demons, while weak against full-run warriors, can deal significant (sometimes continuous and devastating) blows to rangers, even if they are wearing full green dragon skins. Rangers are advised to or equip the following before fighting these monsters: Amulets of power are recommended to all players to fight with smaller demons. Ankou (combat levels 75, 82 or 86)[edit source] While ankou has a lower fighting level than smaller demons, ankou are much more durable, so players need to be much better equipped and ready for an anka than for smaller demons. Players should be at level 70 in the Ranged or higher before they start fighting anka. Before fighting anka, the player must be prepared for the following: Although there are anka with much higher Level in fortification security, players are advised to train on the weakest anka, those at level 76. Ankou are aggressive to all players, but they are rarely trained on due to their high fighting level and their remote position. Items dropped by Ankou are relatively cheap compared to moss giants, but players in training will find much less competition for monsters from other players. Ogresses (battle level 82) [edit source] Ogresses are slower than anka and smaller demons when it comes to training remotely due to their higher defense, but they profit better when they are in the range at a high level. They are routinely trained and profited at a high level of free players. The Ogress Warriors and Ogress Shamans can be fought and safespotted at various locations in Corsair Cove Dungeon by travelling to The Corsair Cove cabin of Boy Colin, currently located on the piers west of Rimmington. Ogress Warriors and Ogress Shamans have a fighting level of 82 with 82 points. It is recommended to fight the Ranged 60 to maintain a profit, but 50 Ranged is feasible, but slowly kill. Even if they are tougher enemies to kill, draining arrows at rapid style (Accurate may be more recommended on mid-level Ranged), Ogress Shamans have a smaller range of defense than Ogress Warriors, which makes Ogress Shamans a better choice for mid-level train and high-level Ranged users, and due to Ogress Shamans' low range magic attacks, Ogress Shamans can be safespotted with shortbow with attack style set to accurate or fast while still out of the Magic Offensive Range by Ogress Shaman. Although ranged XP earned per hour will be slightly lower than an ankou and smaller demons due to defense ogresses, ogresses drop valuable items at unusual speeds such as rune med helms (11,169), rune full rudders (20,756) and rune battleaxes (24,577), which can be high level alchemized by players with 55+ magic levels. Before training and profiting on ogresses, it is recommended: Bring hundreds of mithril or relentless arrows, if the player can afford a huge number of them for faster damage per second and experience, otherwise, bring iron or steel arrows for better gain and relaxation in combat. High-level players should often gain profit from the amount of arrows they will use against ogresses, even with more expensive arrows. Ogresses also drop arrows that range from iron to mithril, which could also be used as a replacement should the player run out of their primary arrows or save their strongest arrows. Wear full green dragonhide armor with coif, amulet power, and maple shortbow. Shortbows still have longer attacking range than magic Ogress Shamans attacks. 55 or higher Magic: Bring natural runes and fire personnel (optionally as ogresses can drop fire runes and natural runes) at a high level to alchymize rune drops and mithril (1,065). Optional: Bring chisel cut gems if you plan on cutting gems and high level alchemized gems (sapphire is recommended to drop after cutting due to their low high level of alchemy value). Optional: Runes for Falador Teleport and travel down to Rimmington. Bring several pieces of food if necessary, as ogresses can cause up to 8 points of damage. Ogresses cease to be aggressive in a short area after staying in the area for 10 minutes. Alternatively, loaves of bread spawn in some areas of Corsair Cove Dungeon. Alternative methods to 99 Ranged[edit | edit source] Unlike the above methods, where the player would often safespotting enemies, these alternative methods may be riskier, but can provide faster experience rates and may be more relaxed than the above methods. Flesh Crawlers and zombies (combat levels vary)[edit source] Mid-level rangers with mid to high defenses who don't minding thousands of bronze arrows (5) or iron arrows (5) while ignoring all drops could train against Flesh Crawlers and zombies at the Catacomb of Famine (level 2) of the Stronghold of Security as Flesh Crawlers have low Defence and are always aggressive to players of all levels. However, zombies are only aggressive for players up to double their level. After 10 minutes, the aggression will end and players will have to move to another aggressive area to resume aggression. Players with a decent amount of defense (40+ defense for the best ranged equipment, but higher defense is recommended) could train Ranged low level Flesh Crawlers (Combat Level 28) and low-level zombies (Battle Level 30) southwest of the ladder with little attention, but these zombies will no longer become aggressive after the player has a battle level of 61 or higher. Players with high defense (60+ defense but higher defense recommended) could train Ranged high level Flesh Crawlers (Battle Level 41) and Mid-Tier Zombies (Battle Level 44) in the area southwest of the Middle East. The area has lots of Flesh Crawlers on the AFK train. Zombies in this area will no longer be aggressive towards players at combat level 89 or higher, but the area has plenty of flesh crawlers. Players with high defense (60+ defense but higher defense recommended) could train Ranged high level Flesh Crawlers (Battle Level 41) and High Level Zombies (Battle Level 53) in the northwest corner of the area. Zombies in this area will no longer be aggressive towards players at combat level 107 or higher, and since there are a small number of flesh crawlers, this area will no longer be recommended to train and the above options or giant spiders are more recommended. When it comes to food, because higher levels of Flesher Crawlers quickly cause 1 HP of damage more accurately, bring high healing foods. Alternatively, players with fishing levels can and cooking level 15 can hunt and cook trout (and salmon at fishing level 30 and cooking level 25) with fly fishing rods and lots of bait by the Lum River on the banks of a barbaric village for food (or collect them from other players if they give up as it's a common place for powerfishing). Keep in mind that higher-level meat crawlers can quickly hit players with exactly 1 hitpoint damage each hit (even with high defenses). Hardcore ironmen players trying this training method must pay attention to their hitpoints at all times and cannot leave their character unattended while fighting these aggressive monsters. Be sure to exit through the gate to the safe hall if it goes unattended. Giant Spiders (Combat Level 50)[edit source] Alternatively, range-level rangers with high defense (80+ defense recommended with remote equipment, otherwise bring armour with good defense without excessive offensive bonus penalty) who don't mind washing thousands of bronze arrows (5) or iron darts (5) could train against giant spiders in the third tier stronghold of security towards 99 because they are also aggressive towards players of all levels for 10 minutes Until the player resets their aggressive timer by moving to a new aggressive area. Players can either bring their own complete rosters of highly medicinal foods (such as anchovies pizza or swordfish) or bring a flyfish rod and plenty of feathers to hunt for food on the banks of the Barbarian Village River (or collect food from other players' drops, if any). While it's a more relaxing way of training for high-level players who want to get to 99 Ranged in free-to-play with less effort, players often have to check their characters for hitpoints at times, because rangers can easily be killed by these aggressive giant spiders because these giant spiders can often hit a ranger with a maximum damage of 7 points, even with a high level of defense. Hardcore ironmen players trying this method of training must pay attention to their hitpoints at all times and can not leave their character unattended in the fight against these aggressive giant spiders. Be sure to exit through the gate to the safe hall if it goes unattended. Flesh Crawlers or giant spiders[edit source] Both monsters are aggressive towards players at all levels, making them both afk-capable for 10 minutes until their aggression ends. However, it is highly recommended to have a high defense against both types of monsters and have a complete food inventory. Meat crawlers only deal 1 HP of damage per hit, but higher-level meat crawlers have a high attack and can quickly hit 1. However, at higher levels of defense, you don't have to heal as often and you'll probably take much longer against Level 41 Flesh Crawlers than giant spiders. While level 50 giant spiders have less attack than Meat Crawlers (even Level 28 Flesh Crawlers have more accurate than giant spiders), players can cause maximum damage of 7 HP when they strike. You will probably be healing more often whenever you take damage separately. Meat crawlers of all levels have less defense than giant spiders, so each arrow lands more accurately, but giant spiders have more HP to get more maximum damage from arrows. Giant spiders don't fall items, but if you don't mind having less Ranged XP per second, you can pick up coins and items from body crawlers, including body runes (to be sold on the Grand Exchange or be used for magic) and occasionally bottom sceptres that could be used to build or recharge skull sceptres. In short, Flesh Crawlers have less defense, cause players less damage per second than giant spiders (which causes the player to heal less often) and have drops of objects (preferring to ignore them for the best range experience per hour). While it is preferable to train at Flesh Crawlers southwest of the middle east of the second level of fortress safety, giant spiders are an ok alternative for high defense players. Players.

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