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Nmz range guide

If this is the first time you've played Nightmare Zone, you won't get points for absorptions or overloads. Follow either the Mixed configuration (Prayer) below with the recommended bosses, or use the hard endurance mode, killing each boss up to Elvarg. If it is equipped, you can try to go futher, but it may be less effective. Playing on normal difficulty is also an option, but the amount of time and money it takes to earn a sustainable amount of points will increase as well as some patterns like Ice Troll King and Jungle Demon using more attack styles than the scrum, making it harder to survive. For dreams of hard endurance, the following bosses require special mechanics or additional items brought with you, making it much less AFK. This setup uses a mixture of strength and prayer bonuses and is a pretty AFK strategy for experience and nightmare area points. Players can earn up to about 90,000 melee points and 400,000 nightmare zone points per hour. This requires prayer potions, a little expensive and worse overall for melee training, but does not require expensive equipment and is more AFK. Equipment[edit ' edit source] Inventory[edit ' source] Bosses[edit - edit source] Select the customizable hard rumble and choose at least five of the bosses below. Choose more than five to increase points per hour. They use the scrum only, are attackable with scrum, and have no special mechanics that can kill you. It is commanded by the defense, ascending: Strategy [edit - modify the source] Activate protect against the scrum and stimulate. When using super-fight divine potions, maintain health by activating Rapid Heal. Damage that stimulates prayers such as Piety or Ultimate Force can be used to increase experience and points per hour, but they increase the prayer drain, requiring more attention and prayer potions. Don't activate ultimate force. Activate Zapper and recurring dragon to increase points per hour, which may slightly affect the experience gained. Activate Power Surge, use your special attack weapon, it lasts 45 seconds. Dharok the Miserable's equipment with absorptions requires more attention than other configurations, but offers the fastest attack and force experience of up to 180,000 experience per hour using dragon claws for special attacks during Power Surge, or up to 155,000 with a granite maul with an ornate handle. It is recommended to use only the configuration with 92 health points because of the overall effect increasing the damage when missing HP. Switches can be brought in for strength bonuses during Power Surge. The rest of the equipment maximizes strength and precision bonuses. It is possible to support about 1 hour per dream with this configuration. Equipment [edit - change the source] Inventory [edit - change the source] Bosses [edit - change the source] Select customizable hard rumble, choose the following five bosses: Optionally exchange Sand Snake with Dad. Dad gives 5% extra experience, but regularly stuns. Only recommended recommended very high statistics while being careful. Strategy [modifying - modifying the source] Run at any corner except the southeast corner, drink all your absorptions and sip a dose of overload. Smell the Locator or gobble up the dwarf rock cake to 1 Hitpoints. Quickly activate and turn off Rapid Heal to reset hitpoints regeneration. Turn on piety and attack or use self-retaliation. Drink prayer potions if necessary. flip through Rapid Heal once every 50-60 seconds to avoid regenerating to 2 health points. This maximizes the damage inflicted and minimizes the absorption points used. If your Hitpoints go above 1, smell the locator or nibble on the dwarf rock cake, if it doesn't run away temporarily. When the overload expires, perform or temporarily turn on protective prayers to avoid wasting absorption points, drink another dose of overload and continue as before. Experienced prayer sparkles can set up quick prayers to simultaneously activate Rapid Heal and their best offensive prayer. This improves damage output, stops accidental regeneration, and maximizes prayer points without using prayer potions, but requires much more effort and attention. Don't activate ultimate force. Activate Zapper and recurring damage to increase points per hour, this can slightly affect the experience gained only if you normally kill bosses before new ones take their place. Activate Power Surge, change equipment and use your special attack weapon, it lasts 45 seconds. The use of a normal customizable rumble with absorptions allows 20 minutes of AFK melee training. After 20 minutes, the player will stop attacking and must manually start attacking again to reset the timer. Players can gain up to 85,000 to 90,000 experiences per hour, and maintain for 3 to 6 hours per session depending on equipment and statistics. Although this method earns a little more Nightmare Zone points than spent on absorptions, players looking to earn only points are invited to use other configurations. It is possible to use this configuration in customizable hard mode, but this is not recommended because the bosses hit much harder in hard mode. The player should keep his health low to take less damage, which requires much more attention. Players looking to gain more experience per hour are encouraged to use the Dharok configuration for a much faster experience. Equipment[edit - edit source] The ghrazi rapier, the mass of the inquisiter, or Blade of saeldor (c) Bandos armor offers the best experience per hour with good durability due to its high tusks. Toktz-xil-ak with full obsidian armor and berserker collar offers the next best experience per hour and is a more affordable option, but it has a much worse durability due to low defensive statistics. Players who want durability but can't afford a ghrazi rapier can use an abysmal whip (for attack or defense training) or abysmal baton (for training force) drive) with Bandos armor. Inventory [edit - modify the source] Boss [edit - modify the source] Select customizable normal rumble by choosing bosses who attack with scrum, are attackable with scrum, and have no special mechanics. Count Draynor, Sand Snake, King Roald, The Kendal, and Me are the usual selection because they have a lower defense, but not extremely low health points. Select more than five bosses to earn more points. Strategy [edit - change the source] Run in the middle of the arena. Use absorptions up to 951-1000 absorption points, and optional feel a locator or sinkhole a dwarf rock cake up to 1 Lj Points, then sip a super fighting potion. Repeat every 15-20 minutes. The use of a locator or dwarf rock cake is optional, but allows for longer sessions, minimizing the amount of absorption points used to damage the tank (especially using obsidian armour). In order to maximize afk duration, a normal customizable rumble with absorptions allows 20 minutes of AFK distance training, after which the player will stop attacking and must manually start attacking again to reset the timer. Experience rates are up to 155,000 per hour using a toxic pipe or 70,000 experience with a magic crossbow (j), durable for 3-6 hours per session depending on equipment and statistics. Although this method earns a little more nightmare zone points than spent on absorptions, players looking to earn points are invited to use other configurations. It is possible to use this configuration on customizable hard mode, but only recommended if it is not like AFK, the patterns hit harder in hard mode so it is much more important to flip through Heal Rapid and use a locator or dwarf rock cake. Equipment [modifying ' modifying the source] Void Knight equipment offers the best experience per hour, but due to low defense bonuses, it is recommended to use a higher defense armor. Armadyle armor is the best replacement, followed by blessed dragon leather armor and normal dragon leather armor. It is recommended to wear a tank helmet, such as the vigilante face protector for better defense because the slight loss of precision has a minimal effect on the exit of the damage. If even more defense bonuses are needed, other remote equipment can replace us with more defensive parts, such as Bandos acorns or suffering ring (i). Toxic pipe is the best weapon use, but it is not recommended because of its significantly higher cost compared to other options. The magic crossbow (j) with amethyst or rune arrows offers a slower but much cheaper alternative. Players who need more defense can use a one-handed remote weapon (such as a crossbow with wide bolts, or mithril darts) with a tank shield, although this offers a little less experience per hour. Inventory [edit - modify the source] Boss[edit - modify the source] Select custom boss of choice normal rumbles are attackable with remote and have no special mechanics. Count Draynor, Sand snake, King Roald, The Kendal, and Me are the usual selection because they have a lower defense, but not extremely low Hitpoints. The viable bosses are listed below, select five with the lowest defense for more experience per hour or as much as you can for more points per hour. Strategy [edit - change the source] Run in the middle. Drink absorptions up to 951-1000 absorption points, and think optional about the locator or eating a dwarf rock cake at 1 Life Points, and sip a super-going potion or bastion. Repeat after 15-20 minutes or if necessary. The use of a locator or dwarf rock cake is optional, but allows for longer sessions, minimizing the amount of absorption points used to damage the tank (especially using empty knight equipment). Bursting is not recommended here as there are much better ways to do this, this setup uses standard spells. In general, it is not recommended to train Magic at Nightmare Zone, but it is still possible. This equipment gives priority to increasing magic damage, followed by magical precision and melee defensive bonuses. Inventory [edit - modify the source] Boss[edit - modify the source] Select the customizable bosses choices normal rumbles are attackable with magic and have no special mechanics. Count Draynor, Sand Snake, King Roald, The Kendal, and Me are the usual selection because they have a lower defense, but not extremely low health points. The viable bosses are listed below: Strategy [edit - change the source] Run in the middle. Drink absorptions up to 951-1000 absorption points, and optional feel the localizer or guzzle a dwarf rock cake at 1 Life Points, and sip a super magic potion or potion battlemage. Repeat after 15-20 minutes or if necessary. The use of a locator or dwarf rock cake is optional, but allows for longer sessions, minimizing the amount of absorption points used to damage the tank (especially using empty knight equipment). The use of Dharok the Wretched equipment is optimal with more than 92 health points, without the best being a toktz-xil-ak, obsidian armor and a Berserker necklace. Alternatively, use the best resistance bonus equipment available or Void Knight equipment. Equipment[edit ' source] Inventory [edit - edit source] Strategy[edit - edit source] Boost with an overload, consume 1000 points of absorption points, and smell the Orb Locator or nibble the dwarf rock cake up to 1 Life Points. Quickly activate and turn off Rapid Heal to reset hitpoint regeneration and do so 50-60 seconds to maintain 1 Life Points. Follow the list of boss kill priorities provided to maximize points earned. Don't use the Ultimate Force power-up unless there are too many bosses who can't be killed easily. Always use the Power-up Power Surge and use the special attack weapon constantly. Use recurring damage and Zapper every time for higher points per hour. A prayer potion should be used after suffering grueling Karamel prayer attacks to ensure that you can always flip through Rapid Heal or activate Melee Protect yourself when your overload expires. Expires. Magic can be used against Karamel to minimise his stat drains. Boss [edit - modify the source] Make sure the following bosses are disabled: Barrelchest Chronozon Corrupt Lizardman Elvarg Glod It's the priority to kill bosses activated based on the time to kill by assigned points using the best in the slot elements above. The use of the best remote equipment is optimal, but some bosses have a very high distance defense, so it is recommended to bring a Magic switch. Elite Void Knight or Void Knight equipment is not recommended, but they can be used in case of lack of remote equipment, especially for irons. 61 Magic is the minimum requirement to be able to launch Fire Wave with an overload potion. Inventory [modifying - modifying the source] Strategy [modifying - modifying the source] Booster with an overload, consume 1000 points of absorption points, and feel the orb Locator or guzzle the dwarf rock cake up to 1 Hitpoints. Quickly turn on and off Rapid Heal to reset health regeneration and do so every 50-60 seconds to maintain 1 health. Follow the list of boss kill priorities provided to maximize points earned. Target the following bosses with Magic if you've brought a switch: Black Knight Titan Ice Troll King Chronozon - Attack with the four blast spells Don't use the ultimate force current unless there are too many bosses to deal with. Always use the Power-up Power Surge and use the special attack weapon constantly. Use recurring damage and Zapper whenever possible. A prayer potion should be used after suffering grueling Karamel prayer attacks to ensure that you can always quickly flick heal or activate protect against the melee when your overload expires. Protect yourself from the magic can be used against Karamel to minimise his stat drains. Boss [edit - change the source] Make sure the following bosses are disabled: the following bosses have long kill times and are recommended to be disabled unless you bring a Magic Switch: This is the goal priority for the bosses activated based on the time-of-death per assigned point using the best of the slot elements above. Page 2 You are not currently connected. Although you are free to edit without logging in, your IP address will be recorded in the page history. Creating an account will hide your IP address, allow you to download images and more. All messages sent to your IP ADRESSE can be viewed on your chat page. Page.

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