

# OSRS Max Level and End-Game Preparation Guide

Welcome to a comprehensive Old School RuneScape (OSRS) members' guide for reaching **level 99 in all skills** and preparing for **end-game bossing and item farming**. This guide is written in a gentle, step-by-step manner, focusing on **high experience rates** and **AFK-friendly** methods. We'll also highlight **essential quests** that provide huge benefits or unlocks. By following this guide, you'll efficiently max your account and be well-prepared for OSRS's toughest challenges!

## Introduction and General Tips

- **Max XP & AFK Playstyle:** Many of the fastest XP methods in OSRS are click-intensive, but we will prioritize methods that balance **high experience per hour** with **AFK-friendly** play. For example, instead of 3-tick click-intensive methods, we'll favor slightly slower but more relaxed training (e.g. **crabs** for combat, **Motherlode Mine** for Mining, etc.). Every skill has some low-effort training options <sup>1</sup>, so you can progress while multitasking or taking it easy.
- **Use Quest Rewards:** Quests are a low-level player's best friend. Certain quests give **massive XP rewards** that can skip the slow beginner levels. For instance, *Waterfall Quest* alone grants **13,750 Attack and Strength XP**, jumping a level 1 character straight to level 30 in those stats <sup>2</sup>! Always do the recommended quests for a skill before grinding, as this will save you tons of time.
- **Efficient Order:** In general, tackle skills in a sensible order. For a brand new account, it's wise to do early quests (like *Waterfall* and *Grand Tree*) to boost combat, then train combat alongside **Slayer** (more on that later). Skilling can be interwoven, but try to unlock useful teleports and tools (e.g. graceful outfit from Agility, herb sack from Slayer points) early to speed up other skills.
- **Money Management:** You mentioned you have **14 million GP** and that cost is not a huge concern. This is a great starting bankroll. Some skills (Prayer, Construction, Herblore) can be *very* expensive to train quickly. We will suggest both expensive-fast methods and cheaper alternatives. With 14M you can afford many mid-level training methods, but you might need to earn more for the priciest methods (e.g. 99 Prayer or Construction). We'll point out profitable training methods too, so you can make money while skilling.
- **AFK Safety:** When training AFK (e.g. fighting crabs or fishing), always use tools like RuneLite's idle-notifier to avoid logout, and keep an eye on chat for random events or game messages. **Never AFK so hard that you risk dying** (for example, at aggressive monsters) – always wear appropriate gear and have auto-retaliate on if needed.

With these general tips in mind, let's dive into each set of skills. The guide is organized into **Combat Skills**, **Non-Combat Skills**, essential **Quests**, and finally **End-Game Preparation (Bossing and Gear)**.

## Combat Skills and Maxing Combat

Maxing your combat skills (Attack, Strength, Defence, Hitpoints, Ranged, Magic, Prayer, and Slayer) will dramatically increase your effectiveness in boss fights. We'll cover each of these, with AFK-friendly training methods and key unlocks.

### Melee Combat (Attack, Strength, Defence)

**Starting Out:** For a new or low-level character (~level 30 combat as you mentioned), the fastest start is to do a few key quests instead of hand-training the early levels. Complete **Waterfall Quest** immediately – it has no skill requirements and will rocket you from level 1 to **30 Attack and 30 Strength** instantly <sup>2</sup>. Next, do **Tree Gnome Village** (gives ~11k Attack XP) and **Fight Arena** (~12k Attack XP and some Thieving XP) – together these will get you well into the 30s Attack <sup>3</sup> <sup>4</sup>. Also consider **The Grand Tree** quest (requires 25 Agility, which you can get via *The Tourist Trap* quest lamps) for a hefty **18,400 Attack XP** reward plus Agility XP <sup>5</sup>. After these, you should be around **40+ Attack** without any grinding!

**Melee Training (Mid levels):** Once you have ~40 Attack/Strength, a very relaxed and effective training method is fighting *crabs*. **Sand Crabs** (Zeah coast) and **Rock Crabs** (Rellekka) are low-level monsters with high Hitpoints, meaning you get a lot of XP per kill and they are **passive (auto-aggressive)** for AFK training. At level 30+ combat stats, head to the southern coast of Zeah to train on **Sand Crabs** <sup>6</sup>. They won't hit much on you, allowing you to AFK for ~10 minutes at a time before they lose aggression (then simply run a short distance away to reset them). Even better, once you've done the quest **Bone Voyage** to unlock Fossil Island, you can train on **Ammonite Crabs** there (these have 100 Hitpoints, even more XP and still low damage). Crabs can easily carry you from combat level 30 up to ~70+ Attack/Strength/Defence with minimal effort. Just remember to bring food for very long AFK stretches and re-aggro the crabs every so often.

**Gear Progression:** As your Attack level rises, upgrade your weapon to maximize damage. At 40 Attack, grab a **Brine sabre** or **Rune scimitar**; at 60 Attack, the **Dragon scimitar** (requiring *Monkey Madness I* quest) is the best all-around weapon. Also work on obtaining a **Dragon Defender** from the Warriors' Guild as soon as you meet the requirements (combined Attack+Strength = 130) – it's a free off-hand item with great offensive stats, invaluable for melee training <sup>7</sup>. For Strength training, if you can handle the Fighter's Guild minigame, a **Fighter Torso** (Barbarian Assault reward) provides high Strength bonus with no cost. Otherwise, a Rune platebody (after *Dragon Slayer*) or Granite body will do. Always use the best platelegs, helm, etc., that you can (Proselyte armor after *Slug Menace* quest is great for prayer bonus when using prayers, but for pure melee XP, gear with strength bonus like **Bandos armor** or fighter torso is ideal once you can afford it).

**Efficient Training:** To maximize melee XP/hr, train **Strength** slightly ahead of Attack. Strength increases your max hit (damage) while Attack increases accuracy – you'll want both high, but higher Strength speeds up kills. A common approach is to get, say, 60 Attack, then train Strength to 70, then Attack to 70, etc., keeping Strength the highest. Defence can be trained last (it doesn't increase your damage output) or trained passively if you use **controlled style** on certain weapons. By level 70+ stats, you may consider more intensive but faster methods like the **Nightmare Zone** minigame (NMZ). NMZ allows extremely AFK training with **absorptions potions** and **Dharok's set** (where you intentionally stay at low Hitpoints to hit massively high). Players have reported 80k+ XP/hour per combat skill using NMZ with an aggressive setup <sup>8</sup>, effectively training **~85k XP/hr** with very minimal input (just re-pot every few minutes) <sup>9</sup>. Alternatively, continue doing Slayer tasks (see Slayer section) which give combat XP and profitable drops.

**Special Mentions:** Don't forget to unlock **Piety** (the best melee prayer) around mid-game. This requires 70 Defence, 70 Prayer and the quest **King's Ransom** (plus the Knight Waves mini-training). Piety gives +20% Attack and +23% Strength when active – a huge boost for both training and bossing. Use Piety whenever you can afford the prayer drain for faster kills. Also, consider getting **Barrows gloves** from the Recipe for Disaster quest line as you approach the end of mid-game; they are best-in-slot gloves for melee.

**TL;DR Melee 99:** Quest to skip early levels (30/30/30 Att/Str/Def), train at crabs to ~70s stats (AFK and chill) <sup>6</sup>, then either do Slayer or NMZ to grind out 99s. Keep upgrading gear (whip at 70 Attack, abyssal dagger or Godsword at 75 if preferred, etc.), unlock Piety, and you'll reach max melee in a relatively smooth, AFK-friendly manner.

*(Hitpoints will level naturally as you train other combat skills. By the time you max Attack/Strength/Defence and Ranged/Magic, you will also be 99 Hitpoints. There's usually no need to train Hitpoints independently. One exception: some players use Dharok's NMZ method keeping Hitpoints low to maximize strength bonus – if you do that, you might delay HP XP a bit, but ultimately you'll max HP anyway.)*

## Ranged

**Early Boosts:** If you did the melee quests above, you probably have some initial Ranged levels from optional rewards (e.g. *Monkey Madness* gives 20k XP to Ranged if you choose, but that's later game). If not, start by training Ranged to at least level 30 or so on low-level monsters (cows, sand crabs, etc.) or do *Museum* miniquest for some XP lamps. There aren't big quest XP rewards for Ranged aside from *Temple of Ikov* or *Horror from the Deep* (which gives a Book of Law for ranged bonus). The main "unlock" quest is **Animal Magnetism** – do this by level 30 Ranged to get **Ava's Device** (an Ava's Accumulator at 50 Ranged) which saves your ammo and gives ranged attack bonus <sup>10</sup>. This is a must-have item for any ranging.

**AFK Ranged Training:** One of the simplest methods from level 40 onwards is using **cannon + ranged** on Slayer tasks or at multi-combat spots. Since cost isn't a huge concern, consider buying a **Dwarf Multicannon** (about 750k). With a cannon, you can train Ranged even while AFKing melee or doing Slayer, as cannon damage gives Ranged XP. A popular AFK spot is the **Ogre cage** at the Combat Training Camp (after *Biohazard* quest) – you can set up a cannon and let it mow down ogres for passive XP (bring cannonballs!). Cannoning is expensive (you spend GP on cannonballs), but very fast for early levels.

Without a cannon, you can still AFK at crabs for Ranged just like melee. Equip the best crossbow or ranged weapon you have (e.g. *Dorgeshuun crossbow* with bone bolts is a strong early-game combo) and wear your Ava's device to reclaim ammo. **Sand Crabs/Ammonite Crabs** remain excellent for Ranged training, offering ~30-50k Ranged XP/hour depending on your gear and level, with very low effort.

**Mid-Level Ranged (40–70):** At 40 Ranged you can wear **Green Dragonhide**, and at 50 Ranged upgrade your Ava's to **Accumulator** <sup>10</sup>. Also at 50, consider using **Knives or Darts** for faster hits if you want more engagement (mithril darts with an Ava's are cheap and hit rapidly). Around 50–60, **Fire Giants** (in Baxtorian Waterfall or catacombs) are a decent AFK training monster with safespots; so are **Yaks** on Neitiznot (very low defense, docile creatures) <sup>11</sup>. If you prefer a minigame, **Pest Control** from 40+ Ranged can be done to both train and earn **Void Knight armor**. Void ranger gear isn't immediately strong until you get the Elite version, but it's a popular set for chinning later. Pest Control XP rates are only ~15k–30k/hour in the 60s <sup>12</sup>, but you also work toward **Void Armor** which gives a 10% damage boost to Ranged when worn.

**High-Level Ranged (70-99):** At 70 you unlock **Black Dragonhide** armor and the iconic **Blowpipe** (Toxic Blowpipe, obtained from Zulrah or bought ~3-4M GP). A blowpipe with **steel or adamant darts** absolutely shreds targets and is one of the best training weapons in the game. For a very AFK approach, many players use Blowpipe at NMZ (Nightmare Zone) similar to melee. With NMZ power-ups (absorptions and ranging potions), a blowpipe can yield around **85k Ranged XP/hour** with minimal effort <sup>8</sup>. If budget is tight, a **Rune crossbow** with broad bolts or an **imbued Magic Shortbow** with rune arrows can still get ~60-70k XP/hour at NMZ <sup>13</sup>, which is respectable and cheap.

For the fastest Ranged XP in the game, consider **chinning** at the **Ape Atoll Monkey Madness tunnels**. **Chinchompas** are expensive ranged explosive ammo that hit multiple targets. With *Monkey Madness II* completed, you can access **Maniacal Monkeys**, which when bursted or chinned give **phenomenal XP rates** (for Ranged, red chinchompas can yield **200k-300k XP/hour**, and with optimal setup even higher) <sup>14</sup>. Some extreme reports claim near **1M XP/hour** using the very costly *chinning* methods with optimal gear and prayer <sup>14</sup>, though ~300-400k is more realistic for most. Chinning is **high-intensity** (constant clicking/prayer flicking) and **high-cost** (thousands of chinchompas), so it's not AFK – but it is the quickest route to 99 Ranged if you're willing to spend money.

**Level 99 Goal:** For an AFK-friendly route to 99, you can mix methods: e.g. cannon tasks to ~70, NMZ or Slayer to ~90, then maybe chin the last levels if you want it done fast. Or simply continue with blowpipe NMZ which is very relaxed. Remember to periodically use **Ranging Potions** to boost XP, and wear max ranged gear you can afford (black d'hide -> Blessed d'hide -> Armadyl armor at 70+ defense if possible). Also, unlocking the **Rigour prayer** (from a dexterous prayer scroll, usually obtained via Chambers of Xeric raid or bought ~20M) at 74 Prayer will greatly boost ranged training and bossing (+20% Ranged strength and accuracy). It's expensive but worth aiming for in the long run.

*(Also worth doing: Horror from the Deep quest at mid-level to get God Books. The Book of Law (Armadyl) gives +10 ranged attack when filled – a nice off-hand until you get e.g. a twisted buckler or odium ward.)*

## Magic

Magic is a versatile skill with many training methods: combat spells, utility spells, and even totally AFK methods. We'll cover a few approaches: fastest (but costly), affordable, and AFK/profitable.

**Questing & Early Levels:** If you're starting from level 1 Magic, do the **Witch's Potion** and **Imp Catcher** mini-quests – together they will get you to about level 8 Magic for almost no effort <sup>15</sup>. After that, one efficient path is casting combat spells on low monsters (e.g. Wind Strike on cows) or using **Splashing**. *Splashing* means wearing armor to intentionally miss spells on a target so that you get Magic XP without killing it (commonly done on rats or spiders). It's very slow (~13k xp/hr) but **fully AFK** for 20 minutes at a time – however, since you prefer max XP, we won't rely on splashing except maybe early on if you need a break.

**Mid-game Magic (Fast Way):** The fastest Magic XP in the game is obtained by casting **burst or barrage spells** (Ancient Magicks) on clustered enemies. Popular targets are **maniacal monkeys** (after Monkey Madness II) or **skeletal monkeys** in the Ape Atoll dungeon. Using Ice Burst/Ice Barrage or Shadow Burst/Barrage can yield up to **300k-400k Magic XP/hour**, similar to chinning for Ranged <sup>14</sup>. It's extremely fast but uses expensive runes (and requires completion of **Desert Treasure** quest to unlock Ancient spells). If you have money, you can also **burst/barrage Slayer tasks** in the **Catacombs of Kourend** (e.g. Dust Devils

or Nechryaels when you unlock them) – this trains Magic and Slayer simultaneously and gives very high XP rates, plus monster drops help offset cost.

Another fast but costly method: **Enchanting Bolts or Jewelry** in bulk. For example, enchanting dragonstone bolts (Enchanted Dragonstone Bolts sell for profit sometimes) can net ~150k XP/hr magic and some profit, though it requires buying supplies and repetitive clicking. **Plank Make** (Lunar spell, after *Lunar Diplomacy*) can be around 130k xp/hr while converting logs to planks and even yield profit with Mahogany logs.

**Affordable or AFK Magic:** If you don't want to burn through runes and money, consider **High Alchemy**. From level 55 Magic onward, you can cast *High Level Alchemy* on items. Many players fletch bows or craft jewelry then alch them – this can be **break-even or small profit** if done smartly. High alching is moderately click-intensive (one cast every few seconds), but you can do it in a very relaxed way while doing other things IRL. XP is about 78k/hr if you alch nonstop <sup>16</sup>. A more AFK alternative is **Curse-Alching**: cast *Curse* spell on a target (which has a longer animation) then alch an item during the delay – this yields Magic XP from two sources and is a known semi-AFK method.

For true AFK, you can go back to *Splashing* with better spells – e.g. fire strike splash yields ~; or do **Tele-alching** (casting High Alch and then a teleport like Camelot repeatedly – breaks monotony). There's also **Magic Imbue** (Lunar spell) and others that can be done on timers for XP.

**Efficient Path to 99:** Many players choose a hybrid approach. For instance, **level 1-55** via questing and low-level spells, **55-94** via High Alch while doing other activities (cheap and semi-AFK), then **94-99** via Ice Barrage at monkeys to blitz through the final levels. If money allows, you could do **Burst/Barrage** from 70 onward – it's by far the fastest. According to one calculation, an all-out expensive route to 99 Magic can be done in ~42 hours at ~350k xp/hr, but costs about **335 million GP** in runes <sup>17</sup>! On the other hand, a slower but profitable path (like making money through Magic training) might take 150+ hours but *earn* ~10M <sup>18</sup>. So choose what balance of cost vs time suits you.

**Must-Do Unlocks for Magic:** - Complete **Desert Treasure** for Ancient Magicks (burst/barrage spells and teleports). - Complete **Lunar Diplomacy** (and optionally *Dream Mentor*) for the Lunar spellbook (useful utility spells like Plank Make, String Jewellery, etc.). - Obtain the **Occult Necklace** at 70 Magic (gives +10% magic damage) – a **must-have** for burst/barrage training and bossing <sup>19</sup>. - If possible, obtain a **Kodai Wand** (requires 75 Magic, expensive item from raids) which gives 15% damage, unlimited water runes, and saves runes 15% of the time <sup>20</sup> <sup>21</sup>. It's best-in-slot for casting combat spells (though not needed for alching, obviously). - *Family Crest* quest for **Chaos Gauntlets** if you plan to cast Bolt spells (they increase bolt spell damage). - *Fairy Tale Part II* for access to Fairy Rings (for teleporting around, since Magic is also about mobility).

By maxing Magic, you'll not only have a combat 99 but also a toolkit for teleportation, enchantments, and other spells to make your PvM life easier (e.g. Vengeance at 94 Magic is great for bossing, High Alch for loot management, etc.).

## Prayer

Training Prayer to 99 is one of the more costly goals, but it yields immense benefits (unlocking powerful prayers like Chivalry, Piety, Rigour, Augury, and improving your sustain in fights). Since you noted cost isn't a

big concern, we will focus on the **fastest prayer training methods**. Keep in mind you can always do Prayer slowly at zero cost by burying bones, but that is *extremely* slow and not recommended here.

**Prayer Basics:** The goal is to take bones (or ashes) and offer them for XP. The main training methods revolve around **altars**: - **Gilded Altar (Player-Owned House)** – with two lit incense burners, each dragon bone gives 252 XP <sup>22</sup> . - **Ectofuntus** – gives 4x base XP (Dragon bone = 288 XP) but is very click-intensive and slow. - **Chaos Altar (Wilderness)** – gives the **highest XP per bone (Dragon bone = 504 XP)** which is *doubled* XP <sup>22</sup> , and even refunds some bones (70% chance to not consume the bone). However, it's in the deep Wilderness, meaning you risk being killed by PKers and losing your bones. - **New:\* Varlamore Altar\*\*** – a recently introduced altar (as of 2024) that gives 290 XP per dragon bone (or 340 XP with a special incense, “sunfire” boost) <sup>23</sup> . It's slightly better than gilded altar and far safer than Chaos altar, so it's become a popular choice if available.

Given these, the **fastest XP** is Chaos altar (~250k+ XP/hr, but with risk). The **recommended** method for safety is the new **Varlamore prayer method** if you have access, as it rivals gilded/ecto without risk <sup>24</sup> <sup>23</sup> .

**Training Path:** Many players aim for certain milestone levels rather than 99 immediately, due to cost: - **Level 43 Prayer** – Unlocks all the basic protection prayers (Protect from Melee/Magic/Ranged). Absolute must for bossing. You can get this from ~0 by using around 85 dragon bones on a gilded altar (takes maybe 5–10 minutes). - **Level 70 Prayer** – Piety (after *King's Ransom* quest + Knight Waves). Very useful for melee. - **Level 77 Prayer** – Rigour and Augury (unlocked by using prayer scrolls from raids). 77 is often a target because Rigour is a massive DPS increase for ranged. - **Level 99 Prayer** – the Cape offers unlimited free teleports to monastery and +2 prayer boost, but otherwise 99 is mainly for bragging rights since 77 gives all practical unlocks in OSRS.

To train, you'll mostly be using **Dragon bones** on an altar. With 14M GP, you can afford quite a few bones, but not enough for 99. You might get to ~70-75 Prayer with that if using an efficient altar. For example, using the **Chaos Altar** in Wildy cuts the cost nearly in half (since it gives so much XP per bone) <sup>24</sup> . Many players risk it – one trick is to only take maybe 1 inventory of bones at a time to limit risk. If a PKer comes, you only lose that inventory. The tradeoff is you'll double your XP per bone on average <sup>22</sup> , which is huge savings <sup>25</sup> .

If you prefer **no risk**: train at a player-owned house **Gilded Altar**. You can host your own if you have 75 Construction + gilded altar built, or more cheaply, join a **House Party world** where someone hosts an altar open to the public (World 330 is famous for this). Bring noted bones and some cash to un-note them with the NPC “Phials” at Rimmington. XP will be a bit lower (252 xp/bone) but safe.

A new alternative if you have done the content: the **Ralos (Varlamore) Altar** introduced in a recent update (if you have access to Varlamore region content) gives 290 xp/bone or 340 xp with the boost, making it slightly better than gilded <sup>23</sup> . It's also safe.

**Ensouled Heads:** A **cheaper** albeit slower training method is using **Ensouled Heads** with the Arceuus spellbook. Monsters drop ensouled heads (zombies, dragons, etc.) which can be reanimated with Magic to then kill for Prayer XP. For example, an ensouled dragon head gives 1560 Prayer XP when reanimated and killed. Using heads can save a lot of GP – it's popular on a budget or Ironman. It does require combat and runes, so it's more effort. Ensouled heads are considered a “niche budget” method, but worth mentioning if you want to save money <sup>26</sup> . You'd buy a bunch of heads on GE, then cast the reanimate spell repeatedly

(requires Arceuus favor and certain Magic levels for different heads) <sup>27</sup>. The XP per hour isn't as high as altar (~50-60k/hr typically), but the **GP per XP** is much cheaper. Feel free to use this method if you're ever low on funds but want some Prayer levels.

**Tips:** - Always use **best bones** you can. Dragon bones are most common for efficiency. Superior options like Dagannoth bones or Hydra bones give more XP but usually cost more GP/XP, so dragon is the sweet spot <sup>28</sup>. - If training at **Chaos Altar**, watch out for PKers – consider using **wilderness worlds off-peak** or bring a friend to scout. Use burning amulet to teleport nearby and be ready to escape. - Use **XP calculators** to plan how many bones you need for a target level <sup>29</sup> (the guide provided a sheet to calculate costs <sup>25</sup>). - Leverage **Prayer XP rewards** from quests: *Holy Grail* gives ~11k Prayer XP, *Ghosts Ahoy* rewards the Ectophial (useful teleport and encourages you to use Ectofuntus once), *Priest in Peril* and *Mountain Daughter* also give a bit of Prayer XP. Do those early for a small boost.

By the time you're 70+ Prayer, you'll have all standard prayers unlocked (Chivalry at 60, Piety at 70). Getting to 99 is purely for completionist sake and the cape – which you will likely do last, after making more money from bossing to afford it. Achieving 99 Prayer via dragon bones on a gilded altar would cost on the order of 150M GP (half that if Chaos altar) <sup>30</sup>, so plan accordingly. You might hold off maxing this until you have income from PvM.

## Slayer (and Combat-Skill Integration)

**Slayer** is a combat-oriented skill that is trained by getting tasks to kill certain monsters from Slayer Masters. It does *not* need to be 99 for max combat level (Slayer doesn't affect combat level), but since you want to max all skills, you'll want 99 eventually. Slayer is notoriously slower than other combat skills – it's a long journey, but also extremely rewarding because it unlocks many **profitable monsters and bosses**.

**Training Slayer to 99** will naturally get most of your combat stats to 99 as well. In fact, an **efficient approach** is to do **Slayer tasks for the majority of your combat training** (after the initial burst at crabs/NMZ maybe). This way, you gain **Slayer XP alongside Attack/Str/Def/Ranged/Magic/HP XP**, and earn loot. By level 85 Slayer you unlock Abyssal Demons (whip drops), at 90 you get Dark Beasts, 93 Smoke Devils (occult necklace drop), 95 Hydra (very profitable boss), etc. Also, tasks keep combat training **varied and less grindy**.

**Starting Out:** Since your combat is still low (~30s), start with the low-level Slayer Masters (Burthorpe's Turael or Sumona until you can use Mazchna or Vannaka). However, it might be worth power-leveling to at least 50 combat first (via crabs or quests as above) so you can use **Vannaka in Edgeville Dungeon**, who gives better tasks. Eventually, you'll move on to **Chaeldar** (Lost City required), **Konar** (for varied tasks with bonus loot), **Nieve/Steve** (high level slayer master in Tree Gnome Stronghold at 85 combat), and the top **Duradel** in Shilo Village (100 combat). These higher masters assign monsters that give more XP.

**Efficient Slayer Tips:** - Always use your **cannon** on multi-target tasks if you can afford it (Kalphites, Dagannoths, etc.) – it greatly speeds up task completion and thus XP/hr. - Once you unlock **Burst/Barrage tasks** (Dust Devils, Nechryaels in catacombs), do it! You can get enormous XP from these tasks by stacking them up and using Ice Burst – it also yields tons of Magic XP. - Use Slayer reward points (earned every task streak) to **unlock important perks**: e.g. "Bigger and Badder" for superior monsters (which give huge XP drops and extra loot), **block** annoying slow tasks, and **extend** tasks that are very profitable or excellent XP

(like Dust Devils, Nechryaels, Gargoyles, etc.). - Consider doing the **Smoking Kills** quest early, as it increases Slayer points gained per task.

Slayer is a long grind – even with efficient play, 99 Slayer can take hundreds of hours. But it's worth pushing to at least certain breakpoints depending on your boss goals. For instance, **87 Slayer** for Kraken (Trident weapon drop), **93** for Smoke Devils (Occult necklace and Smoke Devil boss for pet and money), **95** for Hydra (one of best GP/hr bosses in game), and 91 for Cerberus (Primordial boots). Since you want end-game bossing, we highly recommend aiming for **95 Slayer** eventually so you unlock *Alchemical Hydra* boss.

Also, training Slayer keeps you well-rounded: by the time you reach 95 Slayer, you'll likely be 99 in most combat stats naturally. It is a bit less AFK than crabs or NMZ since you move around and fight various monsters, but you can still semi-AFK many tasks (use Guthan's armor to AFK some tasks by healing, or safespot where possible). And the variety makes it more engaging.

**One more thing:** as you do Slayer, save up points to **imbue a Slayer Helmet** (requires 400 points and the Black Mask item). The Slayer Helm (i) gives +15% damage/accuracy for melee, ranged, *and* magic on tasks <sup>31</sup>, which is huge. Always use your Slayer helm on tasks once you have it, and wear other best DPS gear in other slots.

## Other Combat Notes (Hitpoints and Summaries)

**Hitpoints:** As mentioned, Hitpoints XP comes passively with any combat training. You get 1.33 HP XP for every 4 XP in melee/range/magic damage you deal. By the time you max all the above, your Hitpoints will be 99. You generally don't train HP by itself. One niche case: using **Dharok's set** at NMZ, some players intentionally keep HP low (like 1 HP via Rock Cake) to maximize Dharok's effect, thus slowing HP XP gain. If you do that extensively, you might end up with 99 Strength while HP is still in the 90s. You can then either just finish HP by normal training or even do some **Soul Wars** (minigame that lets you gain HP XP via points without combat). But for most, HP will trail only slightly behind and hit 99 soon enough.

**Combat Level:** Max combat level in OSRS is 126. This is achieved by 99 in Attack, Strength, Defence, Hitpoints, Magic, Ranged, and 99 Prayer gives a bit of combat boost (each Prayer level is half the weight of a combat level). You don't strictly need max Prayer for 126 (you need 96 Prayer for 126 combat if all else 99). But since you aim to max all skills, you will surpass 126 combat once everything is 99.

By following the above for combat, you'll have an account that's ready to take on end-game bosses: max melee for DPS and tankiness, max ranged for distance DPS, max magic for spells like Blood Barrage, and high Prayer for protective and boosting prayers.

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## Non-Combat Skill Training (1-99 All Skills)

In this section, we cover every non-combat skill with recommended training methods that emphasize high XP rates and some AFK-friendliness. We'll include quest suggestions, useful unlocks, and cost-effective tips for each skill:



## Agility

Agility is a skill that improves your run energy restoration and grants access to shortcuts. It doesn't cost money to train, but it's click-intensive, so finding a *chill* method is key.

- **Early Levels via Quests:** Skip the tedious level 1-30 grind by doing *The Tourist Trap* quest: you can use the two reward lamps on Agility for **~9k XP**, boosting you straight to **level 26 Agility** <sup>32</sup>. Then do *The Grand Tree* quest, which requires 25 Agility (now met) and rewards **7,900 Agility XP**, bringing you to level 31 <sup>33</sup>. This is a massive head-start! Also consider *Recruitment Drive* and *Clock Tower* for some minor Agility XP if you need a few extra XP to hit a level threshold.
- **Level 1-40:** After using the quests above, you'll be ~31. From level 30, the **Varrock Rooftop Course** is recommended until 40. If you didn't do quests, you'd start at level 1 on the Gnome Stronghold course (1-10), then Draynor Rooftop (10-20), then Al Kharid Rooftop (20-30). Rooftop courses are great because they yield **Marks of Grace**. **Collect Marks of Grace** whenever you see them – these are used to buy the **Graceful outfit** pieces, which reduce your weight and **increase run energy regen by 30% when wearing full set** <sup>34</sup>. Getting full Graceful is a top early-game goal for any OSRS player (costs 260 marks total). Prioritize buying **Graceful pieces** in the order: gloves > hood > boots > cape > top > legs (this order maximizes weight reduction early) <sup>35</sup>.
- **Level 40-60:** At 40, you unlock **Canifis Rooftop** – this course has a very high mark of grace drop rate. It's common to actually stay at Canifis from 40 all the way to ~60 Agility just to farm marks for your Graceful outfit. It's relatively low click-effort and you'll complete your Graceful set here. (If marks drop faster than you need, you can move on earlier.)
- **Level 60-90:** From 60 onward, the faster XP courses are **Seers' Village Rooftop (60)**, **Pollnivneach Rooftop (70)**, **Rellekka Rooftop (80)** and **Ardougne Rooftop (90)**. With the Agility rework of 2024, higher courses now clearly give better XP/hr than lower ones <sup>36</sup>, so it's generally best to move to the next course as soon as you unlock it. Some specifics:
  - Seers' Village course is decent and you can get the **Seers' Village Diary (medium)** reward which lets you teleport directly to the Seers rooftops for faster laps.
  - Pollnivneach is a bit annoying (requires waterskins or desert amulet 2 for no water need).
  - Rellekka is click-intensive but good XP.
  - **Hefin Agility Course** (if Song of the Elves is done) from 75+ can be an alternative change of scenery.
- At 85, **Ardougne course** is popular especially after 90 when you get Ardougne Elite Diary reward (25% more marks at Ardy rooftop). Ardougne rooftop is ~ agile and can yield ~60k+ xp/hr at high levels.
- **Level 90-99: Ardougne Rooftop** is considered the best all the way to 99 for most players, unless you try **Hallowed Sepulchre**. Sepulchre (unlocked at 52, but floors 4 & 5 at 92 and 92 Agility) can give higher XP (~up to 80k-90k/hr at level 92+ if done perfectly, plus loot) and is more fun for some, but it's also more attention and skill-based. If looking for AFK, stick with Ardougne rooftops or **Prifddinas course** (if you have Song of the Elves done, Prif course yields ~ agile xp with some nice crystal shard rewards).

- **Tips for Agility:** Always bring some food on courses to heal fail damage. The recommended food is **Summer pies** – they not only heal 22 hitpoints (over 2 bites) but also give a **+5 Agility level boost** and restore run energy <sup>37</sup>. You can use pies to enter a higher course a couple levels early (only need the boost for the first obstacle) <sup>38</sup>. This can slightly speed up training by moving to better courses sooner. Also, use energy potions or stamina potions if needed on long courses (especially before you have full Graceful). From level 50 onward, your run restores much faster (twice as fast at 50 as at level 1, and 3x at 99) <sup>39</sup>, so agility training itself becomes easier on run energy.
- **Notable Unlocks:** High Agility lets you use numerous **shortcuts** around the world which are super convenient for bossing (e.g. shortcuts in Taverley Dungeon, slayer caves, GWD). At 70 Agility, you can access the Saradomin Godwars boss easier, at 72 you meet the requirement for *Song of the Elves* quest, at 81 you can use the shortcut to Vorkath, etc. So Agility is very worth training even before 99. Doing **full Agile** training also nets you lots of marks which you can exchange for **Amylase Crystals** (used to make Stamina potions) – you can sell those for a bit of profit once you have Graceful set.

Agility is one of the slower skills to 99 (~200-250 hours of rooftop laps from 1-99 if done straight). But the utility it provides (graceful, shortcuts) makes every level valuable. Try to do a bit of Agility training early on (many players get 70+ agility before other skills). Also, remember to do the **Agility Arena (Brimhaven)** for the Karamja diary if needed and use **Tears of Guthix** weekly minigame if Agility falls to your lowest skill – a free chunk of XP.

## Thieving

Thieving allows you to pickpocket NPCs, steal from stalls, and more – a profitable skill if done right. It's relatively fast to 99 (one of the faster skills in the game) but can be click-intensive. We'll focus on a mix of methods:

- **Quests for Thieving:** Do **Fight Arena** quest early for 2,175 Thieving XP (level 1 to 14 instantly) <sup>40</sup>. Also, *The Feud* quest (requires 30 Thieving) is a must because it unlocks **Blackjacking** in Pollnivneach which is a very fast training method. *Death to the Dorgeshuun* (thieving exp) and *Tribal Totem* give small XP too.
- **Level 1-25:** If you do Fight Arena, you start at 14. From level 1 (if you didn't), do **Tea stall** in Varrock or **Men/Women** pickpocketing to 5. At 5, **Cake stalls** in Ardougne to 20 (you get free cakes for food). Alternatively, do *Trick* – **Fruit Stall** in Hosidius (requires 15% Hosidius favor) from level 15 to 25+. Fruit stalls are semi-AFK and give decent XP, plus fruits for cooking or selling.
- **Level 25-45:** **Silk Stall** in Ardougne from 20-40 is one approach, but an even better path: at 25, do **Sorcerer's Garden minigame** (Summer garden) until 45 – can be ~50k xp/hr with some focus, or just go straight into **Blackjacking** after The Feud quest at 30.
- **Blackjacking (45-91):** This is the fastest XP method up until 91, but also the *most click-intensive*. It involves luring Bearded Pollnivnian Bandits (level 45+) or Menaphite Thugs (level 55+) into a house and repeatedly knock them out and pickpocket twice. Properly done, you can achieve **250k+ Thieving XP/hour** at high levels, which is crazy fast. However, you have to pay constant attention (it's a click every 2 ticks). If you can tolerate it even for a little each day, you'll zoom to 99. If not:

- **Alternative (AFK-friendly) – Ardougne Knights:** Once you reach **55 Thieving**, you can start **pickpocketing Ardougne Knights** in Ardougne market. With the **Ardougne Medium Diary** completed, you get a 10% better success rate pickpocketing in Ardougne, which helps a ton. The idea is to trap a knight in the bank or a stall and spam pickpocket. You will fail and get stunned sometimes, but you can reduce that by wearing Dodgy Necklaces (+25% chance to not get caught) and eventually the *Rogue's outfit* (if you obtain it from the Rogue's Den minigame, it gives double loot but not needed for XP). Ardougne Knight pickpocketing yields around **90k-130k XP/hour** depending on your level and clicking speed, which is much slower than blackjacking but **much more AFK** (you can basically spam click on the knight and occasionally eat food). Many players prefer this from 55 all the way to 99 because of the lower effort. By 95+ Thieving, with full Diary bonuses and dodgy necklaces, you can get ~250k/h on knights with near perfect clicking, but realistically ~170k/h with moderate attention – still great <sup>41</sup>.
- **Level 91+ (Pyramid Plunder):** At 91, you unlock the final room in **Pyramid Plunder** (an Activity in Sophanem). 91-99 via Pyramid Plunder is popular because it's fun and can yield the rare **Pharaoh's Sceptre** drop (worth millions). XP rates are decent (around 200k/hr at high level). If you are bored of knights by 90, you might do 91-99 with Pyramid Plunder to spice it up. It's not AFK but it's varied gameplay.
- **Money:** Thieving can actually make a good chunk of cash if done via pickpocketing. Knights give coin pouches (~50 each time). Master Farmers (from 38 Thieving) can be done to get tons of seeds (profit, especially if you get high-value seeds like Ranarrs – great for Ironman). At 94 Thieving with Diary, **Volcanic Mine** or **Elves** pickpocketing becomes possible (Elf pickpockets can give crystal shards, etc.). **Plunder** can give Sceptres (~8M each). But the real money is **99 Thieving at Ardougne Knights** can yield a few million GP from coin pouches by the end.
- **AFK tip:** If pickpocketing (knights or master farmer), consider **holding down the 1 key** (if using RuneLite, you can set menu entry swapper to left-click "Pickpocket" on NPC and then just spam). It's repetitive but you can get into a rhythm that's semi-attentive.
- **Diary reward:** Completing **Ardougne Hard Diary** gives an even better perk: 10% *more* chance to succeed at pickpocketing everywhere. This plus the medium diary bonus in Ardougne makes knights very reliable. With both diaries, at 99 with the Thieving cape, you'll rarely fail. If you plan to do a lot of pickpocketing, doing Ardougne diaries is worth it.

Overall, Thieving can be done in *under 50 hours* of gameplay if you're an animal with blackjacking. But it can also be stretched over longer with knights while you watch Netflix. Up to you!

## Crafting

Crafting is a broad skill: you can spin flax, craft jewelry, blow glass, make battlestaves, etc. There are **fast expensive methods** and **slower profitable methods**. Here's a balanced approach:

- **Quest Boosts:** Do **Sheep Shearer** and **Goblin Diplomacy** for a couple early crafting XP (minor). More importantly, do **The Knight's Sword** (for Smithing) which indirectly helps crafting by letting you smith your own stuff sooner. *Murder Mystery* and *Elemental Workshop I & II* quests also give Crafting

XP (Elemental Workshop I gives 5k XP, II gives another 5k Craft and some Smith XP). *One Small Favour* later on gives lamps you might use on Crafting if you hate it, but probably not needed.

- **Level 1-20:** Easiest is to make **Leather items**. Buy cowhides, tan them, craft gloves and boots. Or simply do **Opal cutting** if you have opals (you can buy uncut opals or gems from GE fairly cheap). Crafting is quick at low levels. Flax spinning at Lumbridge (10 Crafting needed for bowstrings) is another low-level method (spinning wheels), but a bit slow.
- **Level 20-46:** From 20, a great method is **making Unpowered Orbs**. Buy buckets of sand and soda ash, use a furnace (like at Edgeville with gloves of fire) to make **Molten glass**, then use a glassblowing pipe to make **unpowered orbs**. This is quite AFK (each inventory you click once and wait ~50 seconds) and gives decent XP <sup>42</sup>. Orbs can be sold or later enchanted into air orbs for profit via Magic. Alternatively, **spinning Flax to Bowstring** is ~15k xp/hr but profitable – could do that until 40s. At 27, **make Emerald Rings** (buy gold bars and emeralds, use furnace) – this gives XP and rings can be sold (or saved to enchant into Rings of dueling for personal use).
- **Level 46-87:** At 46 you unlock **Glassblowing Giant Seaweed method**. If you do *Sea Slug* quest, you get to 24 Fishing which allows catching fish for sandworms etc, but more directly: **Fossil Island** has Seaweed farming. This might be too involved; a simpler route: **Battlestaves**. Starting at 54 Crafting, you can craft **Water Battlestaves**, etc. The limitation is daily stock from Zaff (in Varrock) – with Varrock diaries, you can buy 120 battlestaves a day at a profit. This is a good supplemental XP (about 7k XP/day for free). Not enough alone, but do it daily.

For powertraining: **Cutting gems** is very fast XP and semi-AFK (click each gem, 32 seconds per inventory <sup>43</sup>). If you have gems (sapphires, emeralds, etc.), cutting can get ~150-200k xp/hr at higher levels. **Blowing Glass** (lantern lenses or orbs) remains a solid moderate method (~60k xp/hr) and cheap <sup>42</sup>. Many players do **Molten glass -> Lantern Lens** from 46 to 61, then **Crafting Green D'hide bodies** from 63-71 (expensive but quick), etc. Actually, **Green Dragonhide Bodies** from 63 to 99 is one of fastest if you have loads of cash (up to ~300k xp/hr, but costs tens of millions).

**Affordable route:** Do **Glassblowing** to mid-level (buy Giant seaweed and sand, or collect them) – this is cheap and ~80k xp/hr. Then, from 61 Crafting, start doing **Air Battlestaves**: You can buy unlimited unpowered orbs and cosmic runes, and charge the orbs at Air Obelisk in Edgeville Dungeon. Or just buy charged orbs. Craft battlestaves – each gives hefty XP (~137.5 xp) and usually you break even or profit slightly. The GE limit on battlestaves is high enough to do a lot per day.

- **Level 87+:** At 87 you unlock **Amethyst crafting** (if you mined amethyst, you can chisel into arrowheads, but that's slow XP). More practical: **Black D'hide bodies** at 84 or **Light Orbs** (if you have access to making those with molten glass). But many push to 99 by just continuing **Dragonhide bodies** (blue, red, black as they unlock). The downside is cost: it might cost ~30-50M to get 99 with d'hides from 60s.

**Cheaper alternative to 99: Air Battlestaves** all the way. It's about 10k gp loss per stave usually, and around 240k xp/hr, so not bad. If you do about 60,000 battlestaves (cost ~600M upfront but you sell back the staves), you'd get 99.

- **AFK tip: Sacred Clay crafting (mini-game)** – disregard, that's RS3. In OSRS, not much AFK for crafting except glass or spinning which we covered.
- **Profitable Crafting:** If you ever want profit: making **jewelry** (e.g. Sapphire bracelets sold to alchemists for profit, or Dragonstone jewelry for alching), **Molten glass** making can profit if you gather your own materials. But usually, one of the best moneymakers at high craft is **crafting Battlestaves** as mentioned (especially if you buy from Zaff daily, huge profit margin).

In summary, for fast-ish and not too expensive: do **glassblowing** to 61, **Battlestaves** or **Cutting gems** to 80, **Green/Blue D'hide bodies** to 99 if you can swallow the cost (you can alch the bodies to recoup ~50%). Otherwise, stick with glass or battlestaves a bit slower but cheaper. Crafting is quite forgiving; even doing cheap methods like glass all the way might take longer but is relaxing and inexpensive.

## Fletching

Fletching is one of the fastest and easiest skills to 99, and can be done **fully AFK** in many cases. It's also cheap or profitable for most of the way.

- **Level 1-20:** Make **Headless Arrows**. Buy feathers and arrow shafts, use them together – this is super fast XP at low level and basically free (shafts can be whittled from logs or bought cheap). In a couple of minutes you'll hit 20.
- **Level 20-40:** You can fletch **Oak Longbows (u)** from oak logs. Or do **Iron darts** if you have the smithing level to make dart tips from Tourist Trap quest (darts are fast XP but might cost a bit at low levels). Oak longbows are pretty AFK – click “make X” and it does 10 per inventory.
- **Level 40-55: Willow Longbows:** buy willow logs cheap, fletch into unstrung longbows. XP ~50k/hr and essentially break-even (you can sell unstrung bows back for about the cost of logs). This is fully AFK per inventory.
- **Level 55-70: Maple Longbows** (from 55) or **Yew Shortbows** (from 65). However, by this time you might consider switching to darts for speed:
- If money not a big issue: starting at 52 Fletching (after Tourist Trap) you can make **Mithril darts**, at 67 addy darts, at 81 rune darts. Making darts is extremely fast XP (upwards of **1M XP/hr** if you concentrate) because you fletch 10 dart tips into darts in one tick. But it is clicky and can be expensive (for rune darts especially). Many players do darts from 90-99 to finish in literally a few hours. For example, 13M XP from 86 to 99 could be done in ~10 hours with addy or rune darts, but cost maybe 10-20M.
- If going slower: **Yew Longbows** from 70 to 85. Buy yew logs and bow strings, fletch into yew longbow (u) then string them for double XP. Yew longbow (strung) yields profit if you high alch them (often a method Ironmen use to train magic & fletching together).

- **Level 70-99 (the fast way): Broad Arrows** – if you have 55 Slayer and buy the ability, you can make broad arrows by attaching broad arrowheads to headless arrows. This is **expensive** (arrowheads cost slayer points or GP) but can reach ~1.5M xp/hour with intense clicking. Most players just do **Magic Longbows**: from 85 Fletching you can do Magic longbows (u) then string at 90. Magic longbows are slightly loss-making but around 150k xp/hr with semi-AFK clicking.

**AFK approach:** You can get 99 fletching without ever looking at the screen much by doing **unstrung bows** continuously: - 55-70: Maple Longbows (u) - 70-85: Yew Longbows (u) - 85-99: Magic Longbows (u) This will be profitable (you sell the unstrung bows), but XP will be moderate (~100k/hr). Still, since you can queue up 27 at a time, it's laid back.

**Fast approach:** Do **darts** or **broad arrows** from 80 to 99. It will burn money but you could knock out 99 in a day or two. For instance, at 95 Fletching, rune darts give ~exp and you can easily do many inventories per minute.

Given you're interested in maxing, I'd recommend doing the slow method if you want profit, since Fletching is anyway fast. You could get 99 in a couple of weeks of casual play doing bows. If you're in a hurry, spend some of that GP and blitz it with darts.

**Profitability:** Most fletching methods *make money* until you start doing dragon or rune darts. For example, broad arrows typically cost gp/xp, but stringing bows often breaks even or slight loss. Check GE prices – often **making adamant bolts** (attach feathers to addy bolt tips) or **amethyst arrows** can also give XP + profit.

So Fletching is straightforward: **very AFK-friendly** and one of the quickest 99s – many players get their first 99 here.

## Smithing

Smithing has historically been a buyable skill but with some recent content, it can be trained more chill. The fastest methods are expensive (Blast Furnace gold ore), while the slower ones can even be profitable (like Giant's Foundry, Cannonballs).

- **Quest Boosts:** Absolutely do **The Knight's Sword** quest if you haven't – it will jump you from 1 to **29 Smithing** in one go <sup>44</sup>. Also, *Doric's Quest* (1300 XP) and *Elemental Workshop I & II* (each ~5k) are great. With Knight's Sword and these, you might be ~37 Smithing without any actual training, which is a huge skip.
- **Level 1-40:** Assuming you did Knight's Sword, you're 29. From there, you can either just **smith iron items** or do **questing** (e.g. *Digsite* gives 2k). If at 29, an easy way: smith **Iron darts** or **iron knives** at an anvil from 29 to 40 (if you have iron bars). Or use the **Blast Furnace** minigame early for bonus: With some coal and iron, make steel bars at Blast Furnace and then smith.
- **Blast Furnace (Fast method):** The Blast Furnace in Keldagrim is a special furnace that halves the coal required for smelting and is very fast. The most famous method: **Gold Ore with Goldsmith Gauntlets** (from *Family Crest* quest). At level 40 Smithing, you can start smelting gold ore at Blast Furnace; with the gauntlets, each gold ore gives **56.2 XP**. You can smelt ~4,000 gold ores per hour at

BF with optimal play, which yields **~225k XP/hour**, and with efficient techniques even up to **380k XP/hour** <sup>45</sup> ! This is insanely fast. The cost, however, is significant – you'll lose money on gold ore (unless gold bar prices change). It's roughly 1.3 GP per XP with gauntlets <sup>46</sup> , meaning 13 GP per gold ore XP. To get 99 from 40 would take about 230k gold ores. That's over 30M XP, so about ~40M GP cost with gauntlets (less if you sell the gold bars after). If you have the cash, this is the fastest route hands down. Without gauntlets, XP is less than half (you *must* use the gauntlets for gold).

- **Giant's Foundry (AFK/Profit method):** A newer way is the **Giant's Foundry** minigame (requires *Sleeping Giants* quest). Here you create swords from metal scrap. It's quite interactive but less click-spammy than Blast Furnace, and you can profit or break even. XP rates vary by the metal used: using high-level metals can get **150k+ XP/hr** at high levels <sup>47</sup> . More realistically, early on with iron/steel you get ~98k XP/hr <sup>48</sup> , scaling up to ~130k with better bars. It's a good compromise method – you won't burn tons of GP, and you also earn Foundry points to buy the **Double Ammo Mould** (for cannonballs) and other rewards. I highly recommend doing Foundry at least until you earn the **Double Ammo Mould** (2,000 reputation) if you ever plan to make cannonballs <sup>49</sup> . With double mould, making cannonballs becomes twice as fast (and double profit).
- **Level 40-70:** If you go Blast Furnace route, you'll blow past this in no time with gold. Otherwise, consider **Steel bars -> Cannonballs**: At 35 Smithing you can make cannonballs from steel bars. It's extremely slow XP (~13.5k XP/hr normal, 27.5k/hr with double mould) <sup>50</sup> , but it's fully AFK (2.4 minutes per inventory) <sup>51</sup> and profitable (~200-500k gp/hr profit). Perhaps not ideal for training to 99, but you might do it when semi-AFK or to make money on the side. Alternatively, from 40-50 do **steel platebodies** on anvil (fast XP but some cost), 50-70 do **mithril platebodies**. Actually at 68 you unlock **Mithril platebodies** which with anvil smithing can reach 200k/hr XP at high level <sup>52</sup> (though that calc might be for RS3? If OSRS, xp still good). Platebody smithing costs a lot in bars though.
- **Level 70-99:** The endgame smithing methods are:
  - **Blast Furnace gold** all the way to 99 – fastest (350k+ xp/hr at high efficiency <sup>45</sup> ) and cost ~60-80M total.
  - **Addy platebodies** at anvil from 88 – around 240k xp/hr <sup>53</sup> , possibly up to 300k/hr at 99 with stamina potions <sup>53</sup> . Actually, OSRS smithing got reworked slightly in 2022 with Foundry, but direct platebody smithing is still fast and can even turn profitable at addy platebodies (because high alch of addy plates can be profit with coal bag use). It says at 88-99, addy plates can *earn* ~147k gp/hr <sup>54</sup> , surprisingly.
  - **Giant's Foundry** – doing Rune/Adamant swords can yield ~200k xp/hr at max, and you profit or break even. This is a relaxed way to 99 over maybe 100 hours.
  - **Cannonballs** – not really feasible for 99 unless you want to AFK for months (would take ~370k cannonballs to 99 from 35, which at 27k xp/hr is ~700 hours!). But it could make you rich if you did.

Given you have moderate funds: one strategy is to do Blast Furnace gold to, say, 85 (which is quick), then do addy platebodies from 88 to 99 which might recover some money. Or do Foundry whenever you feel like a slower pace.

**Important Unlocks:** - Complete **Family Crest** quest to get **Goldsmith Gauntlets** (double XP for smelting gold) – essential for BF method <sup>45</sup> . - Get a **Coal Bag** from Motherlode Mine (100 golden nuggets) or from Giant's Foundry (costs some points). Coal bag lets you carry more coal which is useful if you do any regular

smelting or Blast Furnace for steel etc. - If doing Blast Furnace: remember to pay the foreman or use the Blast Furnace world where the fee is split. Always use ice gloves (or just have bucket of water to cool bars). - If you do Foundry, purchase the **Smithing Outfit** pieces if you want (each piece gives XP boost, full set 100% gives +20% XP but I think that's RS3? Need to verify OSRS – OSRS has *Varrock armor* which gives chance of extra bars smelted, not XP).

Smithing can be one of the fastest 99s (with money) or a chill one (with Foundry). Choose what suits your playstyle and bank account.

## Mining

Mining is a slower skill but recent updates introduced alternatives like Motherlode Mine and Amethysts to make it more AFK or profitable.

- **Quests:** Do **Doric's Quest** (1300 XP) and **Digsite** (~2k XP) early. Also, the **Bone Voyage** quest to unlock Fossil Island is important (for Ammonite crabs and the Volcano mine). *Plague City* gives 2.4k mining XP (level 10 to 18 boost!). *Motherlode Mine* doesn't need quest, just 30 Mining.
- **Level 1-30:** Easiest is to just do **Copper/Tin ore** in the Lumbridge Swamp mine or Varrock until 15, then **Iron ore** from 15 onward. Power-mining iron (dropping ores) is fastest (~35k xp/hr at low levels). But you can be more chill: mine **Essence** after Rune Mysteries from 1-20 (slow ~5k/hr but afk-ish). Or use **Digsite pendant** teleport to the digsite and mine iron there, dropping.
- **30-72 (Motherlode Mine):** At 30, you unlock **Motherlode Mine** (MLM) in Falador. This is a semi-AFK mini-game where you mine pay-dirt, deposit in a hopper, and collect cleaned ores. It's **AFK-friendly** and yields lots of coal, gold, mithril, etc as byproducts, as well as **Golden Nuggets** currency. The XP is moderate (~20k/hr at 30 rising to ~50k/hr by 70+). It's much slower XP than power-mining, but you get profit and **unlock the Coal Bag and Gem Bag** with nuggets. I recommend doing MLM at least until you have 100 nuggets to buy the Coal Bag (very useful for Smithing) and possibly full Prospector outfit (180 nuggets for full set, which gives 2.5% more mining XP when worn, and is needed for Falador hard diary). Many players stay at MLM from 30 all the way to 99 because it's relaxing and you profit a bit. It would take a while though (maybe 300 hours).
- **Alternative 3-tick Power Mining:** For maximum XP, from 45 Mining you can do **3-tick Granite** in the Desert Quarry. This yields up to **90k-100k XP/hour** but it's extremely click-intensive (tick manipulation with swamp tar and herb or knife logs). Not AFK at all – likely not your style given AFK preference.
- **Level 60+:** If not doing MLM, at 60 you unlock the **Mining Guild** resource area (nice for iron mining with less competition and +7 invisible boost making iron 100% one-hit often). At 70, you can enter the **Volcanic Mine** (mini-game) – if you have a team, VM can give ~60-80k xp/hr and some points to trade for ores. It's semi-intensive but a change of pace.
- **Level 72-99:** At 72 Mining, **Amethyst** becomes available (in the Mining Guild extension). Mining amethyst is **ultra-AFK** – you get ~20k xp/hr but literally can click a rock and wait a minute or more for an ore. Amethyst is valuable (used for arrows and bolts), so you make money. Many players after 92 Mining (when you one-shot iron always) switch to Amethyst till 99 as a cool-down method. If you



don't mind the slow pace, you can do that – you'll profit a few mil and can do other stuff while mining.

- Alternatively, **Concentrated Gold** at 80+ (in MLM upper level) gives decent xp and gold ore.
- Or go back to **Granite** occasionally if you want to push faster.

**Efficient path suggestion:** Do Motherlode Mine from 30 to 72 (you'll get coal bag, prospector outfit). Then perhaps do 72-80 power mine Iron (fast) or Granite 3-tick if you can stand it for a bit to boost XP. Then 80-99 either continue with faster mining like Granite or Volcanic Mine, **or** chill out at Amethyst from 92-99. Since you value AFK, I'd say: get 85 Mining at least for Rune ore and diary, then do amethysts to 99. It's slow but easy.

**Profitability:** Mining can be profitable if you mine high-level ores (Runite ore at 85 is good money if you world-hop, but those are contested), or amethyst as mentioned. Motherlode yields a tidy sum from all the ores too. So it's fine to take the slower path if you want profit.

**Diary Note:** For Kandarín Hard diary you need 72 Mining (coal in Ardy), for Falador hard you need full Prospector (hence MLM importance), for Lumbridge elite you need 85 mining (runite in hero guild). So hitting certain mining levels has diary benefits.

## Fishing

Fishing is another AFK-friendly skill. It pairs well with Cooking (you can cook the fish for XP/profit). "Max XP and AFK" for fishing suggests something like **Barbarian Fishing** (fast XP) vs **AFK fishing like Monkfish**.

- **Quest Boosts:** Do **Sea Slug** quest at low level – it gives **7k Fishing XP**, jumping you straight to level 24 <sup>55</sup>. Also *Fishing Contest* (2.4k xp, easy quest) and *Temple of Ikov* (some xp) help. After Sea Slug, you can basically skip to fly fishing.
- **Level 1-20:** After Sea Slug you're 24. If you didn't do it: just net fishing shrimp/anchovies at Lumbridge till 20 (slow), or powerfish at 15 with **Trout** in Barbarian Village (fly fishing).
- **Level 20-58:** The fastest method early is **Fly Fishing** (trout/salmon) at River Lum or Barbarian Village. This is click-intensive because you should drop fish for best XP (~30-50k xp/hr). But you can semi-AFK by banking them (e.g. in Edgeville bank, though that's slower xp). Alternatively from 35, **Barbarian Fishing** at Otto's Grotto is excellent because it gives some Strength/Agility XP too. Barbarian fishing from 48 onwards gives leaping sturgeon (best XP). If you 3-tick manipulate (again, an advanced technique), you can get up to 100k xp/hr at 99, but without that it's ~50-60k xp/hr at high level, which is still good for fishing.
- **AFK Methods:** If you prefer AFK, at 40 you can do **Lobsters** (in Catherby or Guild) – ~20-30k xp/hr but set and forget until full inventory. At 62, **Monkfish** (after Swan Song quest) are great – around 35k xp/hr, good AFK and good profit (monkfish sell decently). At 76, **Sharks** can be fished (with lobster pot and cage at Fishing Guild), but they are very slow xp (~20k/hr) though profitable. More AFK: **Karambwans** at 65 (Tai Bwo Wannai Trio quest) can yield ~30k xp/hr with some attention (you have to use a vessel every few seconds, semi-AFK). However, the ultimate AFK fishing is **Minnows** at

82 (if you have Angler's outfit) – but that's clicky actually since you have to move spots often, skip that.

**Tempoross (Fishing Boss):** Consider doing **Tempoross** minigame from level 35 onward. It's a skilling boss like Wintertodt but for fishing. XP rates are decent (around 30-60k/hr scaling with level) and it's moderately AFK during phases. You also get reward crates that can give you loads of fish (useful or sellable) and the **Spirit Angler outfit** (which is like Angler but with added benefits). Tempoross is both fun and productive – you might do it intermittently to break monotony and maybe snag the pet or fish barrel.

- **Level 58-99 (Barbarian Fishing):** If you want max XP, do **Barbarian Fishing at Otto's** from ~58 all the way to 99. It's the meta for fastest fishing (without tick manipulation ~50-70k/hr). It's semi-AFK (you still have to drop fish unless using fish to cook with infernal axe or something). You'll also end up with ~~
- **Alternate 80-99:** At 80, you unlock **Infernal Eels** in the Sulphur Volcano (requires fire cape to access Mor Ul Rek). These are very AFK and give tokkul and onyx bolt tips, but XP is low (~25k/hr). More for profit.

**Recommendation:** If you like AFK and some profit: **Monkfish 62-80** then **Anglerfish 82-99** (Anglers give ~120k gold/hr but 20k xp/hr). If you like faster leveling: **Barbarian fishing 58-99** (no profit, but you gain some agility/strength XP). Maybe mix in Tempoross to 99 for variety and loot.

Also, get the **Angler's Outfit** from Fishing Trawler early if you plan to fish a lot – gives 2.5% bonus XP when worn. Fishing Trawler can be annoying, but it's only a few games typically.

## Cooking

Cooking is one of the quickest 99s and pairs with Fishing. It's very AFK since you just use "Cook X" on a range. With the cooking gauntlets (from Family Crest quest), you burn less food.

- **Levels 1-30:** Do **cooking quest** *Cook's Assistant* (basic XP). Then just cook whatever low-level fish you have from fishing. Or even faster, buy stuff like sardines or fish and cook them. You'll reach 30 in no time.
- **30-50:** Fly fish for trout/salmon, then cook them – you can effectively train both fishing and cooking in tandem. At 35, you can start making **Wines**. Wines are incredibly fast XP: you combine grapes and jugs of water to ferment wine (gives 200 XP each). You can get up to ~400k XP/hr making wines. However, until 68 Cooking you will create "bad wine" failures which give no XP, so maybe hold off until 68 for that (or accept some loss). Alternatively, from 40-50 just cook Lobsters (buy raw, cook on range with cooking gauntlets, drop or sell cooked).
- **50-99:** The staple is **Cooking Gauntlets + Range** (especially the **Hosidius Kitchen** which has a reduced burn rate). Popular fish to cook:
- **50-75:** Swordfish or Jug of wines (wines as mentioned are fastest but some waste). Tuna can be done 35+, but swordfish at 45+ or 50+ yields good xp and minor loss.

- **75-80:** Cook **Karambwan** (from Tai Bwo Wannai Trio quest, you can one-tick them for fast xp but that's clicky, or just normal cook which is fine). Karambwan give 190 xp each and at high level you barely burn any, plus they are profitable often.
- **80-99: Sharks** (with cooking gauntlets and at Hosidius, you stop burning sharks at 94 with gaunts). If you want profit, cook sharks or **Anglerfish** (at 84, but those burn until 98 so maybe wait). **Dark Crabs** at 90 are big xp and profit but rarer. Honestly, by 80+ you might just do **wines**: from 68 onwards, no wine fails, and XP is ~500k/hr. You could go 68 to 99 in under 30 hours of making wines – you'd spend money on grapes (~1k each) but each wine brewed is ~200 xp and you get the wine (though usually they can't be sold because they're untradeable while fermenting and often break even). It's a bit clicky (need to bank every 14 wines), but extremely fast.

**AFK approach:** Baking **Jug of wine** is not AFK because you have to bank frequently. The most AFK is cooking fish: e.g. buy 5k raw monkfish, click cook-all at range, wait inventory, bank, repeat. That's fairly relaxed. With minimal burning, you get ~150k xp/hr on monkfish, ~200k on sharks at high level. So even AFK, Cooking can be 99 in perhaps 50-60 hours.

**Tips:** Use **Hosidius Kitchen** for 5% reduced burn rate (need 100% Hosidius favor, which you should get anyway for farming). Or use **Cook's Guild** with elite diary, but Hosidius is easier. Also, always wear **Cooking Gauntlets** (from Family Crest) when cooking fish like swordfish, shark etc – it significantly lowers burn levels (for example, without gaunts you stop burning sharks at 99, with gaunts at 94 <sup>45</sup> ).

Cooking is so straightforward: you'll likely get it to 99 earlier than many other skills just because it's fast and useful (everyone likes to have a 99 cape early, and Cooking is often it!). The cost is usually minimal or even profitable because high-level cooked food sells well. Typically, you lose a bit on something like wines but then make it back if you cook high-level fish that profit.

## Firemaking

Firemaking is fast and relatively easy, especially thanks to **Wintertodt**, the Firemaking skilling boss. Many players get 99 FM early via Wintertodt because it's profitable and gives supply crates that help other skills.

- **Level 1-50:** You need 50 Firemaking to start Wintertodt (though you *can* start at 1, but you'll fail a lot and take damage). Quick way: just burn regular logs to 15 (very quick), then oak logs to 30, willow to 50. This would take maybe an hour or two and minimal GP (you can cut the logs yourself or buy).

Alternatively, you can do **Shades of Mort'ton** quest for some FM XP, but not needed.

- **50-99: Wintertodt.** This is a minigame on Zeah where you subdue a winter storm by burning logs. Each round of Wintertodt can give ~100k+ FM XP depending on level and activity, as well as **supply crates** with rewards (seeds, ores, burnt pages, the **Tome of Fire**, etc.). At level 50 FM you get about **160k xp/hr** at Wintertodt, scaling up to ~320k xp/hr by 99 <sup>56</sup> . So it's very fast training <sup>56</sup> (not as fast as simply burning expensive logs with tick manipulation, but far more engaging and profitable). Wintertodt is somewhat AFK – you follow a routine each round: fletch kindling, feed the brazier, heal pyromancer, etc., but you can relax once you get the hang of it.

Do about 300-500 Wintertodt games and you'll hit 99. In the process you'll receive *tons* of rewards: logs, cash, gems, **150k+ Cooking XP** from wines in crates, herbs, seeds – it's great for a starting account

resources. Just be sure to wear **warm clothing** (4 pieces) to reduce damage (e.g. Clue Hunter outfit, or warm items like monk robes top, etc.) 57 58 .

If you prefer not to Wintertodt the whole way (though it's recommended): from 60 onwards, burning **Yew logs** on a portable line is ~300k xp/hr (with 3-tick method, but normally ~150k/hr). Maple logs (cheap) from 45-99 can also be done, at ~135k xp/hr at level 90. So you could just buy 100k maple logs and burn them if you truly wanted AFK and mindless (light a log, click next, etc.). But Wintertodt is frankly more fun and profitable.

**By 99 Firemaking**, you'll likely have also high Woodcutting (if you chopped logs for it), but if you went Wintertodt route, note that it also gives some **Construction and Fletching XP** (small amounts, from fixing brazier and fletching kindling) and can get you 50+ in those skills for free.

You also might get the **Phoenix pet** or the **Tome of Fire** which is a useful magic offhand for fire spells.

Firemaking is quick, so it's often an early max for many.

## Woodcutting

Woodcutting is a straightforward gathering skill. It can be AFK (like chopping redwoods) or faster with more effort (teak 3-tick). We'll lean AFK.

- **Levels 1-15:** Chop **Normal trees** and then **Oak trees**. Very quick to 15.
- **15-30:** Chop **Oak trees** (Varrock, Draynor, anywhere). Oak logs are fairly quick XP and used for planks if you want to save for Construction.
- **30-60:** **Willow trees** are the go-to. At 30, willows (like in Draynor or behind Varrock palace) give great XP (~30-50k/hr) and are very AFK (each tree lasts a while). Do willows until at least 60. You can drop the logs or bank if you want them (but they're low value).

*(Alternatively at 35, Teak trees on Karamja or Prif (if unlocked) give better XP than willows, but until you can 3-tick, willows are fine. Some do teaks at 35 and just drop logs ("powerchopping") for ~55k xp/hr at 60+.)*

- **45+:** Consider doing **Trouble Brewing** quest to get access to the **Woodcutting Guild** at 60 with 75% Hosidius favor – actually no quest needed, just 60 WC and favor. The Woodcutting Guild (in Zeah) gives an invisible +7 level boost to woodcutting while inside, increasing your success rate.
- **60-75:** **Yew trees** become available at 60. However, Yews are slow XP (only ~35k/hr at 70 because the tree is slow to cut). They are profitable though. If AFK and wanting some cash, you can camp Yews at the WC Guild or in seers, but expect slow leveling.

A faster method is **Teak trees** (if you have access to Ape Atoll or castle wars teak). Teaks with dropping can give ~80-100k xp/hr at 70+ (if not tick manipulating), but that involves dropping logs periodically – semi-click intensive.

- **75-90: Magic Trees** at 75 are very slow (15k xp/hr!) but high profit per log. Not recommended for XP. Instead, many stick to **Teaks** or **Willows** or try **Sulliusceps** on Fossil Island at 65+. Sulliusceps (requires unlock via Fossil Island notes) can yield ~100k xp/hr at 75 with some movement – they are a bit clicky but high xp.

If you purely want AFK, you might suck it up with **Yews** (AFK but low xp) until 90.

- **90-99: Redwood trees** at 90 in the WC Guild. This is ultimate AFK woodcutting. A single redwood tree can be chopped for a long time before depleting, and they give decent XP (~60-70k xp/hr at 99). You can literally click a redwood, watch a show, and come back to full inventory of logs. This is highly recommended if you value AFK. Many players do 90-99 solely at Redwoods <sup>59</sup>. In fact, redwoods are so AFK that sometimes you can go minutes without needing to click again <sup>60</sup>. The XP is slower than teak powerchopping (which could be ~170k/hr with tick manipulation), but you get a few mil GP from logs and near zero effort.

**Summary:** to be efficient, do willows/teaks to 90, then redwoods 90-99 AFK. But if you want all AFK: do willows to ~60 (somewhat afk), yews 60-90 (AFK but slow, maybe ~200 hours), then redwood 90-99 (AFK ~130 hours). It's up to your patience. You could split difference: do some teaks when you feel like actively playing (to speed up leveling), then revert to AFK methods when doing other stuff.

Woodcutting isn't very useful except for getting logs for other skills and diaries (e.g., 75 WC for Magic logs for Kandarín diary). But the **Beaver pet** is a nice goal you might get randomly while training.

## Runecraft

Runecrafting is famously slow to train, but the **Guardians of the Rift** minigame (2022) has made it much more tolerable and even fun. Also, quest XP lamps can help bump early RC levels.

- **Quests:** Do **Rune Mysteries** to start RC. Then **Enter the Abyss** miniquest (1k RC XP). **The Eyes of Glouphrie** gives 6k RC XP (needs 5 RC). *Temple of the Eye* (quest to unlock Guardians of the Rift) gives a nice chunk of RC XP too. With these, you could get to ~level 27+ RC without any actual runecrafting. Also, *The Ascent of Arceus* and *Mountain Daughter* have small XP, and *Slug Menace* gives 3.5k RC XP.
- **Level 1-23:** After quests, you're likely ~9 or higher. Do **Air Runes** at the air altar (just outside Falador) until 9, then **Earth Runes** to 14, then **Fire Runes** to 23. It's a bit of walking but at low levels you craft multiple runes per essence after certain points which speeds it up.
- **Level 23-50:** At 23, do **Nature runes** via the Abyss (if you have 44 already from quest lamps skip to that) or just continue doing the highest you can. Honestly, many people hold off RC training until they can do **Guardians of the Rift (GotR)** at level 27 (with Wizard's mind bomb perhaps to boost for quest requirement if needed). *Temple of the Eye* quest unlocks GotR minigame – do that as soon as you hit RC requirement (10 I think). Then you can play **GotR** from maybe level 10 onward.

**Guardians of the Rift (levels 10/27 – 99):** This is by far the recommended way to train RC now. It's an activity where you collect fragments, craft guardian essence, and power up altars with a team. It yields around **40-60k RC XP/hr** depending on level and efficiency, which is *great* compared to old solo methods, and it's moderately AFK in parts. Plus, you earn **rewards** like the **Rift Guardian pet**, catalytic and elemental talismans, and pieces of the **Raiment of the Eye** outfit (which gives XP boosts up to 60% if full set!). GotR also gives random rune rewards, including lots of **blood runes** and **death runes** which are valuable, so you profit while training.

I would recommend doing Guardians of the Rift pretty much from whatever level you can (the minigame scales with your level for rune yield). It will take a while to 99 (maybe ~200 hours) but far less tedious than traditional RC.

- **Alternative Methods:**

- **ZMI Altar (Ourania)** at 60+: Medium XP (~30k/hr) but gives variety of runes (some profit).
- **Blood Runes** at 77+ using the Arceus blood altar: very AFK (crafting bloods via the dense essence mine can AFK ~1 min per essence mine) <sup>61</sup>, about 40k xp/hr and you make good money (blood runes). Many Ironmen do 77-99 here to stockpile runes, but for pure XP GotR is similar and also yields runes.
- **Lava Runes** with dueling rings and binding necklaces: fastest XP (~70k/hr) but extremely click-heavy (not AFK at all) and costly (uses a lot of runes).
- **Astral Runes** at 82: decent XP and some profit, plus can semi-AFK by using runelite GPU to click far <sup>62</sup> (not too important if doing GotR though).

Given your playstyle, **Guardians of the Rift** is your best friend. It's a bit like Wintertodt/Tempoross but for RC. Each game is ~10 minutes and you're constantly doing something, but it doesn't feel as grindy as old RC.

Also, once you can, do **Kourend library** minigame for Arceus favor – gives some runecraft XP books which help early on.

Runecraft diary requirements: 54 RC for Ardougne elite (laws), 75 for Lumbridge elite (bloods), 91 for Fremennik elite (double astrals). So you'll hit those on the way to 99.

## Hunter

Hunter is a skill of catching creatures. It can be done in short bursts (**birdhouse runs** and farming like approach) or intensive bursts (chinchompas) or a mix.

- **Early Boost (Level 1-9):** Do **Natural History Quiz** in Varrock Museum basement – gives 1k Hunter XP, enough to jump to level 9. That's easy and quick.
- **Level 9-15:** Set up **Bird House runs** on Fossil Island ASAP. After Bone Voyage quest, you can do birdhouses. At level 5 Hunter you can do **Oak birdhouses**, at 14 Willow, etc. Birdhouses are phenomenal passive XP: every 50 minutes you harvest one for a chunk of XP (and bird nests). From level 9 to 99, you should always be doing your birdhouse runs when possible. It's minimal effort and free XP. For example, a yew birdhouse at level 59 gives ~714 XP each, and you do 4 of them in 1-2 minutes, that's ~2860 XP per run, potentially every hour. This adds up over time and also gives you nests (which yield tree seeds for farming!).

So definitely do birdhouses concurrently with any other training.

- **Level 15-29:** You can catch **Ruby Harvest butterflies** or do **Copper Longtails** (bird snaring) around Piscatoris. Frankly, you might just do a couple of birdhouse cycles until 19 then do **Swamp Lizards** at 29.
- **Level 29-43: Swamp Lizards** (net trapping) in Morytania swamp. 29-43 goes fairly quick with 3 traps at 40.
- **Level 43-59: Falconry** – catch **Spotted Kebbits** (43) then **Dark Kebbits** (57). Falconry is click-intensive but decent XP (~60k/hr at 60s). If you want more AFK, you could also do **Spotted Kabbit until 59**.

Alternatively at 44 you can do **Spotted chinchompas** in Feldip (but they are slow XP, better to wait for red chins).

- **Level 59-67: Red Salamanders** in the desert (net trap). These are decent XP (80k/hr at 59 going up). Use waterskins. At 60 you can have 4 traps, boosting XP.
- **Level 63-99 (Chinchompas):** At 63, the iconic **Red Chinchompa** hunting begins. Red chins (box trapping in Feldip) are around **160k XP/hr** at 80+ Hunter if doing efficiently, plus extremely profitable (each chin is ~1.3k gp, and you catch hundreds per hour). It is moderately clicky (checking traps, resetting), but you can get into a rhythm. Red chins from 63 to 99 would make you tens of millions GP and it's among the faster XP methods after 80. At 80, **Herbiboar** on Fossil Island becomes available – that's ~120k xp/hr and gives herbs (profit) and is more relaxed (running between herb patches following tracks). That's an option if you get bored of chins. At 73, **Black Chinchompas** (in Wilderness) are unlocked – they yield more XP and money, but it's high-risk (PKers can kill you for chins). Only do blacks if you're comfortable with the risk; they can be up to 250k xp/hr at 99, but most stay at reds to be safe.

**Birdhouse runs** continue to supplement all through this – they alone could easily get you from 9 to ~60 Hunter over time with minimal effort while you do other stuff.

- **Level 80-99 (alternative): Herbiboar** (80+) is loved by some. It's semi-AFK (short bursts of running to track, then clicking). ~120k xp/hr as said, plus chance of **Herbi pet** and loads of herbs for Herblore. It's not as fast as red/black chins at high level, but more chill and profitable in a different way.

**Efficient suggestion:** Do conventional hunting (salamanders, falconry) until 63, then do red chinchompas *and* birdhouses. You'll gain money and XP. If you get bored, switch to Herbiboar at 80 or even Maniacal Monkeys at 60 (with Monkey Madness 2 you can hunt maniacal monkeys passively like chins which Theoatrix mentioned as very AFK ~1k xp per catch <sup>63</sup>, but that requires MM2).

Also, consider getting **Hunter potion** to boost for earlier unlocks if needed. And do **Eagle's Peak** quest for free 27 Hunter and box traps!

## Construction

Construction is the ultimate money sink skill – you literally spend GP to build in your POH (player-owned house). It's very fast to train if you throw money at it, but there are slower, cheaper methods too.

- **Early Boost:** Do **Daddy's Home** miniquest in Varrock. It gives a supply crate of planks and ~4k Construction XP, pushing you from 1 to about 20 Construction for almost free. Great start.
- **Level 1-33:** If you did Daddy's Home you're ~20. Use the reward planks to make crude chairs or whatever as instructed. From 20 to 33, make **Oak Chairs** using oak planks (at a kitchen table or parlour). At 33 you unlock **Oak Larders** – a staple for training.
- **33-52:** Build **Oak Larders** in the kitchen. Each larder uses 8 oak planks and gives 480 xp. Using a **Demon Butler** (needs 50 Construction to hire, before 50 use a regular Butler at 40 or a Cook), you can get a steady supply. Oak Larders can yield ~240k xp/hr with optimal speed. From 33 to 52 is only ~, which is about 1,150 oak planks (~1.3m GP cost). Very fast.

If you want cheaper: you could do **Teak planks** at 35 making teak bed or something, but oak larder is tried and true.

- **52-74:** At 52, you can make **Mahogany Tables** (6 mahogany planks each, 840 xp). Mahogany planks are expensive (~1.5k each). But XP is huge – you can get over 400k xp/hr. From 52 to 74 (for oak dungeon doors) you could do mahogany tables if rich. Otherwise, you can continue with oak larders a bit longer, or do **Oak Dungeon Doors** at 74.

Alternatively, consider **Mahogany Homes** minigame (introduced 2020): This is a slower but cheaper way. You do contracts building furniture in NPC houses. XP ~150k/hr at best, but you spend fewer planks and get rewards like the Carpenter's outfit (+2.5% xp when full) and the **Hosidius recolor** for POH. If you want to save money and not mind slower pace, Mahogany Homes from 70-99 is an option – maybe ~70 hours and 50m cost vs normal method 20 hours and 150m cost.

- **74-99: Oak Dungeon Doors** (requires 74 Construction and dungeon room). These use 10 oak planks for 600 xp, slightly more efficient than larders. XP ~300k/hr with Butler. Many do 74-99 with oak doors as the cheapest fast method (oak planks are ~500gp each, so cost per xp about 1 gp/xp, so ~130M from 1-99). If money truly isn't an issue, do **Mahogany Tables** or even **Gnome Bench** at 77 (uses mahogany plank + gold leaf, very expensive but huge xp per item, not worth the cost generally).

**With 14M**, you cannot get 99 Construction outright (cost likely >100M). So you might train to, say, 82 for max POH utility (82 allows ornate rejuvenation pool, with boosts from tea), or 83 for max +8 boost to 91 to build anything). Many people train to level needed for all useful house features (~83) and hold off 99 until they have spare cash.

**Useful House Upgrades:** As you train, be sure to build useful things: - At 50, you can mount a **Glory amulet** in your house for teleports. - At 50, build **Portal Chamber** for teleports to various cities (and/or use a **Teleport Nexus** later at 85). - At 75, build an **Eagle lectern** for crafting any teletabs (law runes needed). - At 65, **Prayer altar** + **Mahogany Eagle lectern** for guilded altar if you plan to use it (or do at 75 the incense



burners + guilded altar). - At 69, build a **Teleport to House portal** in your house (if you boost). - At 72, **Superior Garden** stuff like Spirit tree or Fairy ring if you have requisite quests/levels. - At 80, **Ornate Jewelry Box**, **Ornate Rejuvenation Pool** (needs 82 with boost) – restores run/prayer/spec etc, extremely useful for bossing, definitely aim for this. - At 90+, **Portal Nexus** can hold all teleports in one room, etc.

To save cost, you can train with **Oak ladders** to 74, build all necessary stuff with boosts, and not push to 99 immediately. Or use **Mahogany Homes** to chip away daily.

**Tips:** Use a **Butler** from 40 onwards (40 Butler, 50 Demon Butler). They dramatically speed up building by fetching planks from bank. Use **Phials** in Rimmington or **note planks** to un-note if not using butler at first.

Construction is one of the fastest skills when spending money – you can 99 it in under 10 hours if you have everything ready and click fast. But doing it that way costs a lot. So manage it according to your bank.

## Farming

Farming is a unique skill: it's trained through planting seeds and waiting (in real-time). It's best done via **farm runs** over weeks rather than grinding in one sitting. With that said, we'll maximize XP (trees) and also mention some profitable methods (herb runs) and the tithe minigame.

- **Starting Off:** Do **Fairy Tale I** to unlock farming if you haven't (or just start at level 1 with potato seeds). Also do **Goblin Generals subquest of RFD** (gives some farming xp), and **Varrock Museum quiz** (some XP). The main early bump is *Fairy Tale I* reward (3.5k farming xp if I recall, boosting low levels).
- **Level 1-15:** Plant the highest level crops in allotments and always use compost. E.g., potatoes (1), onions (5), cabbage (7). Use the allotment patches in Catherby, Ardougne, Falador, etc. However, the XP from allotments is low and many skip to doing trees as soon as possible.
- **Trees for XP:** The bulk of farming XP comes from **Trees and Fruit Trees**, done as daily runs. As soon as you can, start planting **Oak Trees** (level 15) in tree patches. An oak tree gives 467 xp which is more than many allotments. At 30 farming, do **Willow trees** (1.4k xp each), at 45 do **Maple trees** (~3.4k xp), 60 **Yew trees** (7k xp), 75 **Magic trees** (13k xp). Similarly for fruit trees: 27 **Apple** (1.7k xp), 33 **Banana**, 39 **Orange**, 42 **Curry**, 51 **Pineapple**, 57 **Papaya** (6k xp), 68 **Palm** (10k xp), 81 **Dragonfruit** (17k xp).

Always pay the farmers to protect these trees (so they don't die) – use the payment (like 5 baskets of apples for oak, etc.) because the XP is too valuable to risk losing. The cost of seeds and payments can be high (Magic seed ~100k each, Palm ~130k, etc.), so if money is tight stick with cheaper ones like papaya and yew until you can afford magics and palms.

Do **tree runs** once or twice a day. This is how most people get 99 farming relatively passively. With all tree patches unlocked (including farming guild etc.), one full run of highest trees can be ~200k XP in a few minutes at high level.

- **Herb runs (money and XP):** Start planting **Herbs** at level 9 (Guam) but more effectively at 32 (Ranarr) or 38 (toadflax) etc. Herbs only take ~80 minutes to grow, so you can do many per day. They give decent XP (~125 xp per herb for ranarr for example) and good profit (Ranarr seeds cost ~30k, yield maybe 6-12 herbs which at 8k each is profit). Always use **Ultracompost** on herb patches to maximize yield (get volcanic ash and regular compost to make it). With 5 herb patches (after My Arm's quest, etc. you get a disease-free patch too), each run can net a few thousand XP and 100k+ profit depending on herb price. Make it a habit to do herb runs while playing – it's great money and supplements XP.

- **Useful Unlocks:**

- Do **Fairy Tale Part I & II** to get **Magic Secateurs** (+10% herb yield) and **Fairy Rings** (for quick transport between patches).
- Complete **My Arm's Big Adventure** for a disease-free herb patch on top of Troll Stronghold (very useful for snapdragons or torstols).
- Do **Morytania Diary** (medium) for chance of double fungus if you do fungus runs, and **Kourend Hard Diary** for +5% yield on herb patches in Weiss and Hosidius.
- Build **Amulet of Nature** or use **chrono seeds** to monitor patches (or use RuneLite notifications).
- Unlock Farming Guild at 45, it has additional patches (including a special **Redwood tree patch at 90**, and contracts for rewards).
- **Tithe Farm:** At 34 Farming, you can do the **Tithe Farm** minigame (in Hosidius) which is an instanced farming game. It's somewhat click-intensive (plant and water 100 seeds in a timed manner), but it can yield about 100k xp/hr at higher farming levels. It also gives **points** to buy the **Farmer's outfit** (+2.5% xp full set) and **Seed box** (holds seeds, very useful) and **Auto-weed** unlock. If you enjoy minigames, consider doing enough Tithe to get the Seed box and maybe outfit. It can break monotony of waiting for trees.

**Speed to 99:** With consistent tree and fruit tree runs, you can get 99 in a few months easily. For example, doing 2 magic tree + palm tree runs per day from 75 onwards could give ~200k xp/day, hitting 99 in about 40-50 days. If you supplement with Tithe or lower trees earlier it might take longer. But farming is not meant to be grinded in one go.

**Profit vs Cost:** Tree seeds are expensive. If you are wealthy (from bossing or such), investing in the best seeds will speed up XP a lot. If not, you can do cheaper trees (willows, maples are often gotten from bird nests or kingdom, etc.). Herb runs should fund a lot: e.g. Ranarrs, Snapdragons, and later Torstols (85) can make significant profit per run. Use that to buy tree seeds.

**Don't forget:** do **regular compost or ultracompost** on all patches to reduce death chance. And when a tree is done, use a **spade** to dig it up and replant (don't forget to pay again each cycle).

By maxing Farming, you likely will have also gathered resources for Herblore (from herb runs) and made good money. Farming cape at 99 is nice with unlimited teleports to farming guild.

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## Essential Quests and Unlocks for End-Game

Throughout the guide we've touched on many quests that provide XP or unlock content. Now, let's compile a list of **recommended quests** that you should complete on your journey to max and why they're important. These quests will not only make leveling faster but also unlock critical abilities, items, and end-game content.

### Early Game Quests (Huge XP and Basic Unlocks)

- **Waterfall Quest:** *No requirements.* Gives **13,750 Attack & Strength XP** – the #1 starter quest for members <sup>2</sup>. Gets you to 30 Attack/Str instantly. *Do this first! (Location: Baxtorian Falls; bring runes for Galore, follow a guide to avoid moss giants.)*
- **Fight Arena:** *No requirements (combat lvl ~40 recommended).* **12k Attack XP** (level 1-29 Attack) and **2k Thieving XP** (1-14 Thieving) <sup>40</sup>. Also some GP reward. *Safe-spotable bosses.* Quick quest near Yanille.
- **Tree Gnome Village:** *No requirements (just kill a lvl 112 warlord, can safe spot with magic).* **11k Attack XP** (1-28 Attack) and access to Spirit Trees teleport network <sup>64</sup>. Needed for Grand Tree & Monkey Madness. *(Bring mage/range for warlord.)*
- **The Grand Tree:** *Requires 25 Agility (use Tourist Trap trick). Involves defeating a Black Demon (safe-spot with magic).* Rewards **18,400 Attack XP, 7,900 Agility XP, 2k Magic XP** <sup>5</sup>. Gets you ~33 Attack and 31 Agility. Also unlocks gnome glider travel. *(Do after Tree Gnome Village. Safe spot demon with ranged/magic.)*
- **Vampire Slayer (F2P quest):** *No requirements except to kill a lvl 34 vampire.* Gives **4,825 Attack XP** (level 1-20 Attack) <sup>65</sup>. Easy and fast.
- **Holy Grail:** *Requires Merlin's Crystal done (and 20 Attack). Moderate combat vs Black Knight Titan (can flinch).* \* Rewards 11,000 Prayer XP\* and some Defense XP. Boosts Prayer from 31→37 or so – great early prayer levels.
- **Priest in Peril:** *No requirements (just combat).* \* Unlocks Morytania and gives 1.4k Prayer XP\*. Must do to access Canifis and Slayer Tower.
- **Dragon Slayer I (F2P quest):** *Harder fight vs Elvarg (lvl 83).* \* Gives 18k Strength and Defense XP\* – useful to skip some training. Also allows wearing Rune Platebody and Green D'hide body <sup>66</sup>. Worth doing before training Defense beyond 40.
- **Druidic Ritual:** Unlocks **Herblore** skill. Do this at low combat, it's a short quest.

- **The Dig Site:** *No requirements beyond some items.* Rewards **2k Mining XP** and access to Digsite Pendant (very handy teleport). Also needed for Desert Treasure later.
- **The Tourist Trap:** *No combat required if you use throwing knives trick.* Gives two **reward lamps of 4650 XP** each that can go into Agility or Thieving (recommended: use both on **Agility** to go 1→26) <sup>32</sup> . Also unlocks desert mining camp access.
- **Fairy Tale I – Growing Pains:** *Requires Nature Spirit (for Magic Secateurs later, do Lost City too). Some combat vs Tanglefoot.* Rewards about 3.5k Farming XP (get from 1→17). More importantly, it unlocks **Fairy Rings** in part II (even without finishing Part II, you can start it to use rings with a dramen staff). *Do Part I and start Part II ASAP for travel convenience.*
- **Monkey Madness I:** *Tough fights (Jungle Demon), but can be safe-spotted.* Rewards **20k XP to Attack & Defense, and 20k to Strength & HP** if you choose the balanced reward (or 35k to Attack/Def if focus those). Also unlocks you to wield the **Dragon Scimitar**, a top-tier weapon for mid-game. *Do this around 60s combat. Brings you to Ape Atoll (for Ape atoll agility later) and access to D scim at completion.*
- **Recipe for Disaster (Partial and Full):** This multipart quest is crucial to unlock the best gloves in game:
  - Complete subquests as you can. Each gives decent XP in various skills (e.g., Goblin subquest = Cooking XP, Evil Dave = Cooking/Herblore XP, etc.).
  - Aim to get at least **Adamant or Rune gloves** early on, and eventually **Barrows Gloves** (best offensive gloves).
  - RFD has high requirements for final boss (175 QP, defeating tough bosses), but it's an ultimate goal. Do a bit at a time as you unlock skills/quests required.
  - Notable subquest unlocks: Monkey Ambassador subquest requires Monkey Madness completed and gives you **Monkey Grigri (can access Ape Atoll easily)**.
- **Hero's Quest:** Allows purchase of **Dragon Battleaxe** and **Dragon Mace** (decent spec weapons early). Also needed for RFD and allows use of Hero's Guild (fairy ring nearby).
- **Family Crest:** Rewards **Goldsmith Gauntlets** (essential for fast Smithing) and **Cooking Gauntlets**. Do this by mid-game so you have those gauntlets for training <sup>45</sup> .
- **Animal Magnetism:** *Requires Ernest the Chicken, Priest in Peril, and 18 Slayer (or completion of Wanted! to bypass Slayer req)* <sup>67</sup> . Rewards the **Ava's device: Accumulator** at 50 Ranged (or Attractor at 30). This is a must for training Ranged – it saves ammo <sup>10</sup> .
- **The Fremennik Trials:** Unlocks **Fremennik Helmets (Berserker helm)** and the Fremennik area (Jatizso etc). Also needed for Lunar Diplomacy later.
- **Lost City:** Unlocks **Dragon Longsword and Dragon Dagger (dds)** via access to Zanaris. Very short quest – do early.

- **Ghosts Ahoy:** *Requires 25 Agility, and some small quests.* Rewards **Ectophial**, an unlimited teleport to the Ectofuntus (Morytania). Very handy teleport near a fairy ring, and helpful for farm runs in Morytania. Also needed for Morytania hard diary (for bonecrusher etc).
- **Bone Voyage:** Unlocks **Fossil Island** (for Birdhouses, Ammonite crabs, Herbiboar, etc.). Critical to do early to start using birdhouse runs for Hunter and ammonite crabs for Combat.

## Mid-Game Quests (Important Unlocks & Prerequisites)

- **Desert Treasure:** *Requirements: 53 Thieving, Digsite, Tourist Trap, Temple of Ikov (42 Thieving), Troll Stronghold (for ice diamond), and 50 Magic recommended.* Rewards **Ancient Magicks spellbook** (with burst/barrage spells, very useful for training and bossing). This quest is also required for Recipe for Disaster final boss and for many other quests. Definitely complete by mid-game. The bosses are somewhat tough (bring good food and gear, use safespots).
- **Lunar Diplomacy:** *Req: 61 Crafting, 49 Firemaking, 65 Magic, Frem Trials.* Rewards **Lunar spellbook** (useful utility spells: Vengeance, Plank Make, etc.) and some Magic/Runecraft XP. Also unlocks *Dream Mentor* quest (more Lunar spells). Do this for Vengeance spell which is great for bossing (especially KQ, KBD, PvP, etc).
- **Haunted Mine:** Grants **Salve Amulet**, which after Lair of Tarn Razorlor can be enchanted (Salve (e)i) giving 20% damage boost vs undead – key for things like Barrows, Slayer Tower creatures.
- **Shilo Village:** Grants access to Shilo Village (for gem mining, Duradel Slayer Master at 100 combat). Also needed for One Small Favour quest.
- **One Small Favour:** Long but rewards two **20k XP lamps** for any skills >30. Use these on a slow skill (maybe Runecraft or Herblore). Also unlocks the Radimus note for Legends later.
- **Fairy Tale Part II – Cure a Queen:** *Req: 57 Herblore (boostable), started Fairytale I.* Completing unlocks usage of **Fairy Rings without a dramen staff**. Even if you don't finish (if Herblore too low), at least progress up until the point you can use rings with staff. Finish later to get XP reward and no staff requirement.
- **The Great Brain Robbery:** *Req: 50 Smith, 50 Craft, completion of Cabin Fever, etc.* Rewards **Barrelchest Anchor** weapon and needed for unlocking the Chapel in Morytania diary.
- **King's Ransom:** *Req: 65 Def, 45 Pray, Black Knights' Fortress, etc.* Completing plus the Knight Waves Training unlocks **Piety** (level 70 Prayer) <sup>68</sup> and Chivalry (60 Prayer). This is vital for melee combat boost. Do at 70+ Prayer.
- **Heroes' Quest & Legends' Quest:** These unlock guilds and are reqs for RFD subquests. Heroes allows you to charge glories. Legends gives big XP in multiple skills.
- **Dream Mentor:** *After Lunar Diplomacy, higher combat required.* Unlocks **Spellbook Swap** and other high-level Lunar spells (like Plank Make for training, and Vengeance Group).

- **Slug Menace:** Rewards **Proselyte Armor** (great prayer bonus melee armor) and some Runecraft XP. Useful to do for when you need prayer gear.
- **Smoking Kills:** Upgrades Slayer task system (gives Slayer reward points). Must do once you start Slayer seriously.
- **Family Crest:** Mentioned earlier: Goldsmith & Cooking gauntlets – ensure it's done before major Smithing/Cooking training.
- **The Fremennik Isles:** Unlocks **Helm of Neitiznot** (an excellent helm with prayer + strength bonus, basically best helm until late game). Must do around mid-game.
- **Throne of Miscellania & Royal Trouble:** Enables **Managing Miscellania** minigame – your kingdom gathers resources for you. This can supply you with herbs, logs, etc., for training skills. Highly recommended to do and invest some cash (like keep 750k in coffer) for passive income/resources.
- **Tears of Guthix:** Unlocks weekly Distraction where you get free XP in your lowest skill. Always do this minigame every week for some free XP.

## Late-Game Quests (Grandmaster quests and End-Game Content)

- **Monkey Madness II:** *Very high reqs: 70 Craft, 70 Slayer, 60 Hunter, etc.* Rewards access to **Demonic Gorillas** (for Zenith drops) and the **heavy ballista** weapon. Also a massive XP reward in combat. Unlocks a new area (Kruk's dungeon) and maniacal monkey hunting for insane xp. Do this if you aim for end-game cash (zenyte shards) and training methods. Also required for Completionist (quest cape).
- **Dragon Slayer II:** *High reqs: 75 Magic, 70 Smith, 68 Mining, etc.* Rewards access to **Vorkath** boss (great money, drops assembler upgrade for Ava's). Also gives **Mythical cape** teleport and Guild. Huge XP rewards in skills and a truly epic quest. Do in late-game for boss access and a sense of accomplishment.
- **Song of the Elves:** *High reqs: multiple 70+ skills.* Unlocks the city of **Prifddinas** – which contains **Zalcano skilling boss**, **Gauntlet** minigame (Crystal armor and bow, great rewards), new slayer creatures, and more. Also unlocks access to crystal tools (pickaxe, harpoon) and the Eternal teleport crystal. This quest is needed for the very end-game content in the elf lands. Also yields some XP and the ability to train at the Prif agility course etc. Highly recommended if you want Gauntlet (which is great solo boss content for money).
- **Sins of the Father:** *Req: 70 Craft, 70 Slayer, etc.* This is part of the Myreque series (Morytania). Rewards **access to Darkmeyer** (new city) and **Vampyre Slayer boss**. Also unlocks the **Blisterwood tree** (to make blisterwood weapons) and allows you to upgrade your Ivandis flail to **Verac's flail**. Additionally unlocks the **Drakan's Medallion** for quick teleports around Morytania. Important for end-game because it leads to...

- **A Taste of Hope:** Predecessor to Sins; gives **Drakan's Medallion** (unlimited teleports to Ver Sinhaza, near Theatre of Blood, and Burgh de Rott). Must do earlier in Myreque series.
- **A Kingdom Divided:** *Req: all Kourend quest series done (favor quests).* Rewards the reworked **Arceuus spellbook** including **Resurrection spells (Thralls)** which are extremely useful summons in boss fights for extra DPS. This quest essentially powers up your bossing capability significantly. Also lots of lore for Kourend. Do this to maximize use of Thralls at bosses like Callisto, KQ, etc.
- **Desert Treasure II - The Fallen Empire:** (Released 2023) *Req: Desert Treasure, 75+ in multiple skills.* Unlocks **4 new bosses** in the Kharidian desert (each drops one of the powerful **Rings of the Herald** and other uniques). Also as a reward, the **Ancient Sceptre** upgrade. This is very end-game, but completing it gives access to extremely high-level bosses (the Leviathan, Whisperer, etc.) for top-tier loot. Also yields new prayers if Ruinous Powers (new prayer book) gets unlocked in future (was polled around release). Consider this a final goal after maxing if you want to challenge the newest content.
- **Night at the Theatre** (miniquest): Unlocks **Hard Mode Theatre of Blood** access after doing normal ToB, and some lore. If you plan to do ToB, do this miniquest to get story and maybe a teleport or music unlock.
- **Inferno (Fight Caves Hard) – not a quest but a challenge:** Completing the Inferno yields the **Infernal Cape** (best melee cape). This requires max combat and gear and is a final PvM challenge. Not required for maxing skills, but a goal as a player. Prepare by mastering Fight Caves (Jad) first for the **Fire Cape**, which you should definitely get early for +4 strength bonus on cape.

**Diary Quests:** Certain quests are needed for Achievement Diaries (which give huge QoL perks). For example: - *Lumbridge Elite*: needs Dragon Slayer (for anti-dragon shield) and 76 Fishing/Cooking. - *Ardougne Elite*: needs Legends' Quest, 94 Magic (for Ardougne teleport, can boost), etc. - *Varrock Hard*: needs What Lies Below (to craft wrath runes maybe). Focus on diaries after you've leveled up because their rewards (like Ardougne cloak, desert amulet, etc.) are very helpful for bossing.

In summary, by following these quest recommendations, you will gain tons of free XP and unlock nearly every important feature OSRS has to offer. Always try to do the quest that unlocks something before grinding that thing (e.g. do Ghost Ahoy before lots of Morytania visits, do Animal Magnetism before training Ranged heavily, etc.). This will ensure you are "ready" for end-game both in stats and unlocked content.

## Preparing for End-Game Bossing and Item Farming

With your skills on the way to 99 and key quests done, the final step is preparing for **bossing** – challenging PvM content that yields valuable loot (and fun!). End-game bossing prep involves **maximizing your combat effectiveness**, acquiring good gear, and learning boss mechanics gradually.

### Gear Progression and Essentials

By the time you max combat stats, you should aim to have the following gear (or better): - **Helmet:** Helm of Neitiznot (mid-game) -> Serpentine Helm or Slayer Helm (i) for specific uses. Neitiznot is great general

melee helm with prayer and strength. - **Body/Legs:** Barrows armor sets (like **Verac's Brassard + Skirt** for prayer, or **Dharok's/Guthan's** for Str/defense). Eventually, obtain **Bandos chestplate and tassets** for max melee strength in bossing. - **Weapon:** **Abyssal Whip** (70 Attack) is a staple for melee. Also get a **Dragon Defender** <sup>7</sup> if not already. For crush, maybe **Elder Maul** or **Saradomin sword** early. Aim for **Godswords** (Bandos or Saradomin GS) or **Abyssal Bludgeon** for certain bosses. - **Shield:** **Dragon Defender** for offensive melee, **Crystal Shield** or **Dragonfire shield** for tanking dragonfire. **Arcane Spirit Shield** or **Mage's book** for magic if you can afford later. - **Range:** **Blowpipe** (toxic blowpipe) is a game-changer for ranged DPS – ensure you get one (from Zulrah or GE) before high-tier bossing. Also, **Armady ICrossbow** or **Twisted Bow** are end-game range weapons (tbow being extremely expensive though). - **Armor (Range):** **Black D'hide** is minimum; upgrade to **Blessed D'hide** then **Armady armor** pieces as you can. Also **Void Ranger** set via Pest Control is great for certain bosses (like strong static damage, e.g. Zulrah). - **Magic Gear:** **Full Ahrim's** (Barrows) is excellent for magic offense. **Occult Necklace** <sup>69</sup>, **Imbued God Cape** (Mage Arena II), **Kodai Wand** <sup>70</sup> if possible (or **Master wand**) for autocast. **Ancient Staff** from DT for casting ancients early on. - **Jewelry:** **Amulet of Fury** (solid all around) -> **Amulet of Torture** (best melee, though no defense), **Necklace of Anguish** (best range), **Occult** (magic). **Berserker Ring (i)** (imbue at NMZ) is best melee ring, **Archers Ring (i)** for range, **Seers (i)** for mage. **Ring of Suffering (i)** for tanking (like Zulrah). - **Cape:** **Fire Cape** from Fight Caves is a must for melee. For range, upgrade Ava's Accumulator to **Ava's Assembler** (after Dragon Slayer II, from Vorkath) for better stats. Mage, get **Imbued God Cape** (MA2). - **Gloves:** **Barrows Gloves** (from RFD) – best in slot for most combat styles until you get specific Zeah spellbook wrist (not out yet fully) or ferocious gloves for melee (Hydra drop). - **Boots:** **Dragon Boots** (70 Slayer drop or GE) for melee until you can get **Primordial Boots** (via attaching Primordial crystal from Cerberus to d boots). **Pegasian Boots** for range (need Peg crystal + ranger boots). **Eternal Boots** for magic (Infinity boots + crystal). - **Prayer Gear:** For bosses where you need prayer duration, have **Proselyte armor** (from Slug Menace) or Monk's robes. Also **Holy Wrench** (from Rum Deal quest) to slightly boost prayer restore from potions. - **Inventory staples:** Always have **Super combat potions** (or individual Super sets), **Ranging potions**, **Stamina potions** (especially if running a lot), **Prayer potions** and/or **Super restores**. For difficult content, **Saradomin Brews + Super Restores** for tanking.

Don't worry if you can't get all of these immediately; this is just the target loadout. Use your 14M plus money from skilling (and early bossing like Barrows or Slayer monsters) to buy upgrades progressively. Selling high-level skilling outputs (like excess herbs or fish) can fund gear.

## Bossing Progression

Start with easier bosses to practice mechanics: 1. **Barrows Brothers** – Great mid-level “boss” (really a set of NPC fights). Teaches prayer switching (each brother weak to different style) and movement (dodge Karil etc.). Barrows can be done with just prayer potions and basic gear. Drops Barrows pieces which are useful and profitable. 2. **Giant Mole** – Very easy boss in Falador Park. Mechanics: uses dig and reappear, teaches you to use Falador Hard diary reward (mole locator) and bring light source. Good for learning to pray melee and chase a boss. Drops mole claws/skins to trade for nests. 3. **King Black Dragon (KBD)** – Simple dragon boss, but in wildy (though you can safe instance via burning amulet). Teaches anti-dragonfire usage and positioning for multi-attacks. Good to try with a team initially. Drops visage, dragon pickaxe. 4. **Obor** (Hill Giant boss) & **Bryophyta** (Moss Giant boss) – These are free-to-play style bosses requiring keys. They're quite easy and good for absolute beginners to boss mechanics (safe spot Bryophyta's minions, etc.) <sup>71</sup> <sup>72</sup>. 5. **Sarachnis** – Medium Spider boss in Forthos Dungeon (req 30 Agility shortcut ideally). It's a mid-level boss focusing on prayer flicking (protect melee), dealing with minion spawns. Drops lots of red spider eggs (valuable) and decent cash. Good practice for melee DPS and food management. 6. **Corporeal Beast** – High



defense boss, usually a group boss. As a learner, you can join masses. It teaches teamwork and patience (very high HP). Drops Spectral/Arcane/Elysian sigils (very rare). 7. **God Wars Dungeon bosses** (General Graardor, Commander Zilyana, K'ril Tsutsaroth, Kree'arra): These are classic bosses requiring 70 in a stat to enter and some killcount. Typically group content for learners. You'll need to learn to prayer flick (especially Zilyana – protect from magic and flick range to reduce damage) and to dodge attacks (Kree'arra knocks you back, etc.). GWD bosses drop parts of Bandos, Armadyl sets, hilts for godswords, etc. Great money and a rite of passage for PvM. Start in teams until confident to try solo. 8. **Dagannoth Kings** – Three bosses at once, each weak to a style. Teaches you to tri-swap gear and pray accordingly. Good for learning style rotations. They drop Berserker/Archers rings etc. Use **Safe spot luring** to separate them in solos or go with trio team. 9. **Zulrah** – A solo snake boss (req Regicide). **Mechanics-heavy** but pattern-based. You'll use ranged and mage, swap prayers and avoid toxins. Zulrah is one of the most profitable solo bosses (drops Zulrah's scales, tanzanite fang for blowpipe, serp visage, etc.). Expect to die a few times learning, but it's very worth mastering. 10. **Vorkath** – Unlocked after DS2. A solo dragon boss that tests your reaction (dodge acid phase, prayer swap for dragonfire, use crumble undead on spawn quickly). With max range and dragonfire ward, it's consistent kill profit. Great for practicing high-damage output and strict mechanics (the acid walk). 11. **Theatre of Blood (ToB)** – High-end group content (5 man raid). Requires teamwork, high combat proficiency, and high-end gear. Not something to jump into until you have good experience because death penalties are harsh. But yields top-tier rewards: Scythe, Justiciar armor, Avernic defender, etc. 12. **Chambers of Xeric (CoX)** – The first raid. More forgiving than ToB (you can die and teammates can continue). Good to start raiding here, possibly in learner teams or entry mode. Rewards include Dragon Hunter Crossbow, Dinh's bulwark, Ancestral armor, and the ultra-rare Twisted Bow. Raids involve puzzle rooms and bosses – test of wide skills (farm, herb, thieving, etc. inside raid). 13. **Tombs of Amascut (ToA)** – A newer raid (2022) with scalable difficulty. More accessible at entry level than ToB, so a great raid to learn mechanics. Unique drops like Osmumten's Fang (melee weap), Lightbearer ring, Masori armor (best range armor), etc. Very profitable and popular. 14. **Wilderness Bosses** (Callisto, Venenatis, Vet'ion, Chaos Ele, new variants): These were reworked in 2023 to have safer caves for solo instances (for a fee) to avoid PKers. They drop unique rings and weapons (e.g. Voidwaker pieces). They often require some kiting mechanics and high combat stats. 15. **Inferno (TzKal-Zuk)** – The ultimate solo PvM challenge (requires fire cape to attempt). 69 waves of brutal monsters ending in a boss fight that requires perfect prayer switches and movement. This is truly end-game; attempt it once you have max gear (Tbow or harm orb etc for best chance) and a lot of practice in other content. Reward is **Infernal Cape**, best melee cape with a proud cosmetic look.

**Pro Tips for Bossing:** - **Use your Thralls** (after unlocking via A Kingdom Divided) at bosses – free DPS increases kill speed by up to 15% <sup>73</sup>. - **Prayer Flicking:** Practice flicking Protect prayers on and off to conserve points <sup>74</sup> – crucial for longer fights if you don't have infinite restores. - **Learn Tick Eating:** Using Anglerfish or Brew to go above max HP or timing eats to survive big hits (especially for Inferno or PvP scenarios). - **Keep DPS high:** Always use your boosts (piety, rigour, pots) and highest-tier weapon. Small differences matter in boss DPS races. - **Study Mechanics:** Watch guides or practice in safe environments (for Jad, use Fight Caves; for prayer switch practice, try the Combat Achievements tasks vs mimics). - **Slayer Helm (i) on tasks:** Do boss tasks via Slayer (Kraken, Hydra, Cerberus etc.) to use your Slayer helmet bonus. Konar and others can assign boss variants. - **Loot and Supplies:** Many bosses drop valuable **clue scrolls** – do them for extra rewards (you could get 3rd age or gilded items). Also they drop **elite treasure trails** which you can stock up.

As you gear up and get experience, you'll find bossing becomes easier and very lucrative. Always start with entry-level bosses and move up as your confidence and gear improves <sup>75</sup>. Joining a PvM clan or a group of friends is also helpful for team content and learning.

Finally, **maintain your account**: do your daily farm runs, herb runs, birdhouse runs even when bossing to keep resources flowing. Use the **Kingdom of Miscellania** for passive logs/herbs (for supplies). Consider going for the **Quest Cape** and **Achievement Diary Cape** eventually – they provide many teleports and perks that make bossing logistics easier (like quick teleports to herb patches, noted drops, etc.).

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By following this guide, you will gently but surely guide your account to **max stats in all skills** and be well-prepared for the thrills of end-game boss hunting. Remember to enjoy the journey – OSRS is vast, and while maxing is a great achievement, the knowledge and experience you gain along the way (and the friends you make) are just as rewarding. Good luck on your path to 99 all and may your drops be ever in your favor!

## Happy Scaping!

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