**Chapter 1: Get to da ~~chopper~~ earth staves**

*This guide has three chapters, each of which is split into multiple sections. You can find the links to the chapters at the end of each chapter, along with a link to a sheet giving the stats and GP that you will have at each and every step. The full guide is very long and will progress your account to good stats for future progression in an efficient manner. If you are looking to start an ironman account but don’t want a very long guide, every section end(/start) is a very reasonable moment to pause your progression and divert.*

*Written by So Iron BRUH in collaboration with ParasailerOSRS*

[BRUHsailer](https://docs.google.com/document/d/1CBkFM70SnrW4hJXvHM2F1fYCuBF_fRnEXnTYgRnRkAE/edit?usp=sharing) overview document

**1.1: Tutorial island up to and including Wintertodt**

**Total time for section:** X hours, Y mins

1. Choose a swag look for your account (older guides will mention that you need to start as a female character - **this is no longer required**). Make sure you have two step authenticator enabled. For most of the guide it is assumed you carry your GP stack. All lamps, unless mentioned otherwise, go on Herblore until the end of Chapter 2 (Song Of The Elves completed). Grab a knife, jug and fill it with water, 2 buckets (hop once), cabbage, leather boots. Talk to Duke Horacio to start Rune Mysteries, burn logs to 15 firemaking, bank 5 ashes. Grab 110 logs and bank them.

**GP stack after step:** 25 gp

**Items needed during step:** none

**Skills/quests met to do step?:** yes

**Total time taken during step:** 35 minutes

1. Grab coins, a knife, 24 logs, your mind and air runes.Pickpocket men to 235 gp total, suiciding if you die (HCIM can grab cabbages by world hopping in the cellar). Fletch the logs into arrow shafts as you move. Talk with Hans to check your age for the diary step. Talk to Veos in The Sheared Ram pub to start X Marks the Spot. Drop your mind and air runes, talk with the magic tutor to get a set of starter runes, pick up your mind and air runes. Buy a spade, hammer and a chiselin the general store. Talk to father Aereck to start Restless Ghost. Buy a steel axe from Bob. Dig in the tile north of the north-western window of his house for X Marks the Spot. Don’t throw away your bronze axe from Tutorial Island.

**GP stack:** 0 gp

**Items needed:** 232 gp, knife, logs

**Skills/quests met?:** yes

Total time: 51 minutes

1. Fletching the logs into arrow shafts as you move, go south and do Misthalin Mystery. Head west to Father Urhney to get a ghostspeak amulet. Grab the leather gloves from his house. Run to Draynor village, grab and wear the forestry kit and buy 26 wines from Fortunato.

**GP stack:** 0 gp

**Items needed:** knife, logs

**Skills/quests met?:** yes

Total time: 1hr 18 minutes

1. Use the clan wars minigame teleport to go to Ferox’ enclave, restore your run energy if you wish (clan portal or northwest) and deposit all your items. Grab 7 iron bars (hop six times) and take the portal to Soul Wars (northeast, in the cave). *Optional: only grab 2 iron bars and get the rest on Aldarin later.* Bank your items, grab a knife, jug of water, bronze axe, steel axe, tinderbox, leather gloves, 5 wines and 18 logs, then exit the portal to Edgeville. Fletching arrow shafts as you move, head south and grab two nettles, then pull the lever to level 51 wilderness, then again to go to Ardougne, then again for the diary, then again to get back to Ardougne.

**GP stack:** 0 gp

**Items needed:** knife, logs, jug of water, bronze axe, steel axe, tinderbox, leather gloves

**Skills/quests met?: yes**

Total time: 1 hr 23 minutes

1. Fletch all but one logs into arrow shafts as you move south, talk to Ceril Carnillean to start Hazeel Cult. Grab two purple dyes (world hop to speed it up). Enter the cave east of the clocktower and talk to Clivet, side with Hazeel, exit the cave and run to the Monastery. Talk to Brother Omad to start Monk’s Friend.

**GP stack:** 0 gp

**Items needed:** knife, logs

**Skills/quests met?:** yes

Total time: 1 hr 27 minutes

1. *TL;DR: do Clock Tower, Monk’s Friend, Hazeel Cult and get level 35 woodcutting, burning the logs and swapping to oaks at 15. Eat your food if you take damage.*
   1. Run to the clocktower, talk to Brother Kojo to start Clock Tower. Go down the ladder and start the steps for the white cog (north-west direction), grabbing a second rat poison along the way. When you exit through the ladder head southwest to the stone circle and go down the ladder, run past the thieves (use prayer here, deplete the point) and grab the child’s blanket. Leave, run North and turn Valve 1 RIGHT, Valve 2 RIGHT, go to the basement of Carnilleans house and use the bottle of poison on the cooking range. Go upstairs and talk to Ceril. Return to Clivet. Turn Valve 3 LEFT, place the white cog in the clocktower (top floor). Return the blanket to Brother Omad, make sure to proceed the Monk’s Friend quest. Head to Valve 5 and turn it RIGHT, then Valve 4 and turn it RIGHT, then go to Brother Cedric, give him the jug of water and logs (if you accidentally fletched all chop some logs here). Grab the nearby bucket, fill it in the well, head down the ladder to the north-east and follow the path to obtain the blue cog. Climb up the ladder, place the blue cog in the clocktower (second floor), obtain the black cog (north-east direction downstairs) and place it (basement), obtain the red cog (south-east direction downstairs) and place it on the correct spindle (first floor). Talk to Brother Kojo to complete Clock Tower. Go to Clivet and board the raft, talk to Alomone. Head to the Ardougne Monastery and talk to Brother Omad to finish Monk’s Friend. Finish the rest of Hazeel Cult (Butler Jones, the chest key in the basement, the chest behind the fake wall to get the scroll, return to Alomone). Bank to gain inventory space, then cut and burn logs to level 35 woodcutting(level 39 firemaking, swapping to oaks at 15).

**GP stack:** 2500 gp

**Items needed:** jug of water, 1 normal log, steel axe, tinderbox

**Skills/quests met?:** yes

Total time: 3 hrs 25 minutes

1. Head to Ardougne general store (Aemad’s Adventuring Supplies), buy 3 ropes, 1 water-filled vial pack, 30 balls of wool, 7 papyrus. Restore your prayer at the East Ardougne church, check your insured pets at Probita, buy two silver bars from the Silver Merchant (hop worlds once). Steal cakes until you have at least 98 cakes and 14 bread *(more cakes optional - this will get you to thieving thresholds and 90+ firemaking at wintertodt. If you want to go to level 99 collect 150 total instead)*, then steal 84 silk.

**GP stack:** 1719 gp

**Items needed:** 781 gp, will need to bank while buying from Aemad and while stealing cakes/silk

**Skills/quests me**t?: yes

Total time: 4h30m

1. Do Sheep Herder while fletching more logs, bring a spade to dig up clue hunter gloves and boots (<http://i.imgur.com/sOD5Zhz.png>)

**GP stack:** 4719 gp

**Items needed:** 100 gp, knife, logs, spade

**Skills/quests met?:** yes

Total time: 5h06m

1. Take your gp, a small fishing net, knife and more logs (if you are running low: make sure to leave 10 in the bank for future quests), fletch as you move and take the boat to Brimhaven, buy a swamp paste, 7 soda ash, 7 buckets of sand, a cake tin and a glassblowing pipe from Trader Stan. Head to Kangai Mau in the Shrimp and Parrot to start Tribal Totem.Return to Witchhaven and do the Sea Slug quest. Fish a shrimp after the quest for Ardy diary. Buy a raw sardine, two fishing rods, a fly fishing rod, a harpoon, 10 fishing bait and a lobster pot from Lovecraft’s Tackle (Witchhaven). Continue Tribal Totem to the point where you collect the totem. Sell 73 silk back to the trader (leave 11 in the bank) for 60gp each and sell your oyster pearls to the general store.

**GP stack:** 9349 gp

**Items needed:** 290gp, knife, logs, fishing net

**Skills/quests met?:** yes

Total time: 5h48m

1. Bring your coins, ghostspeak amulet, a spade, 20 balls of wool, the tribal totem and treasure scroll. Head to Brimhaven and complete Tribal Totem. Teleport to Lumbridge (optional: minigame teleport to clan wars first to restore run energy), talk to the restless ghost. Go to the back exit of Lumbridge Castle and dig to progress X Marks the Spot. Run north, and complete Sheep Shearer, grab seven onions. Run to Draynor and progress X Marks the Spot (twice). Buy a Chronicle and three teleport cards from Diango. Go to the Wizards’ Tower with the air talisman, talk to Wizard Sedridor and trade the air talisman for a research package. Grab the ghost’s skull from the altar for Restless Ghost.

**GP stack:** 8629 gp

**Items needed:** 780 gp, ghostspeak amulet, spade, 20 balls of wool

**Skills/quests met?:** yes

Total time: 5h53m

1. Go back to Draynor bank. Buy the rainbow scarf from Diango. Read the notice board to start a Porcine of Interest, talk to Morgan to start Vampyre Slayer and take three garlic. Grab coins, a small fishing net andone empty bucket.Walk to Port Sarim and speak to Veos to complete X Marks the Spot (destroy the lamp and reclaim them later to put them on herblore). Start Pirate’s Treasure, and continue the quest. Fish at Musa point for the diary, then continue Pirate’s Treasure until you get the rum from the crate in Port Sarim. Buy a raw chicken, three raw beef, two cheese, eight redberries, one banana and three pots of flour, depositing items (not the raw meat!) in the deposit box near the Entrana monks if you need inventory space. Buy 16 feather packs from Gerrant one by one. Open the packs while running north to the range. Use your incredible skill to burnonebeef on the range (cook twice if needed), cook one and leave the last one raw. Buy an eye of newt from Betty. Talk to Frank to get the pirate’s key. Deposit all items except the bucket and coins in the deposit box. Head to Entrana and collect 10 planks (near the law altar) and two eggs (bank at deposit box). Speak with Captain Tock to start The Corsair Curse. Go to Sarah to progress A Porcine of Interest, buy 9 sacks, secateurs, seed dibber, rake, trowel, 3 plant pots, 1 watering can, 2 plant cures, then collect a bucket of milk from the dairy cow. Head to Falador, grab your coins, raw sardine and chronicle. Buy 2 woad leaves (offer 20gp to Wyson), start The Knight’s Sword and get told to talk to Reldo, start Black Knights’ Fortress.

**GP stack:** 5288 gp

**Items needed:** 3445 gp, fishingnet, bucket

**Skills/quests met?:** yes

Total time: 6h27m

1. Use your chronicle to teleport to Varrock (optional: clan wars teleport to restore run energy first). Start Gertrude's cat, pick up some doogle leaves, go to Varrock square. Talk to Aris Maye (formerly Gypsy Aris) to start Demon Slayer, Romeo to start Romeo and Juliet, Shilop and Wilough to progress Gertrude's Cat, Noah to start and complete Children of the Sun, Sir Prysin downstairs to progress Demon Slayer (and again), King Roald to start Priests in Peril, Reldo to progress The Knight's Sword and start Shield of Arrav (then check the book and speak with Reldo again), Captain Rovin to progress Demon Slayer, grab the pie dish in the kitchen, go upstairs and grab a bucket, go back downstairs and fill the bucket with water, use the bucket of water on the drain outside the kitchen to flush the Demon Slayer key, head east down the manhole and collect the key, go back out and north to the estate agent and collect a saw, start Daddy’s Home.

**GP stack:** 5187 gp

**Items needed:** 101 gp, Chronicle

**Skills/quests met?:** yes

Total time: 6h52m

1. *Optional but recommended: slap the combat dummies to get 5 attack so you can equip your steel axe later at wintertodt.* Go to the Varrock East bank, take the Pirates’ Treasure key, research package, hammer, saw, some runes for casting wind strike and coins. **Note: if you want to join the Phoenix gang, follow the instructions to complete Shield of Arrav in this guide step (yellow, italicized). However, it is recommended to postpone the quest and join the Black Arm Gang later (red, underlined), since that is usually in higher demand.** *Go to the Varrock center, talk to Baraek and pay him 20gp to progress Shield of Arrav (Phoenix clan) make sure to check all dialogue options.* **Make sure you have at least 3704 gp left after the next Aubury shopping trip.** Go to Aubury, give him the research notes and buy 100 mind, 100 air, 50 water, 50 earth, 20 fire runes *(no rune packs)*. Speak with Dimintheis in Varrock East to start Family Crest.Head to Old Man Yarlo for Daddy’s home and progress the miniquest to the point you collect the waxwood logs from the crates in the kitchen. Head *south to the Phoenix hideout and talk to Straven to progress Shield of Arrav then head* to the Blue Moon Inn, go upstairs and open the chest at the end of the hall, read the message (you can drop it after). *Go back downstairs and kill Johnny the beard (with magic) and pick up the report.* Talk to Dr Harlow to progress Vampyre Slayer, buy him a beer. Buy an extra beer for later. *Go back to Straven, give him the report to get the Weapon store key. Grab half of the Shield of Arrav. From now on every time you are in Varrock you may complete Shield of Arrav with a partner, at your own convenience (sooner is better).* Use clan chat “osrs soa” to find a partner.If you plan to join the Black Arm Gang: head southwest to Charlie the Tramp, speak with him, then enter the Black Arm Gang hideout to the west, speak with Katrine and progress the quest.

**GP stack:** 3983 gp (assuming Shield of Arrav is not completed)

**Items needed:** 1204 gp, key, package, hammer, saw, 30 air/mind runes

**Skills/quests met?:** yes

Total time: 6h58m

1. Go to the Varrock East bank. Grab a bucket of milk, raw sardine, doogle leaves, steel axe, chronicle, 3650 gp, waxwood logs, knife and all but 10 of your logs (if you have more than that remaining). Fletch remaining logs (of the original 100, so 1500 arrow shafts) into arrow shafts as you run to the east and speak with Regulus Cento to take the quetzal to Varlamore. Travel back to Varrock via quetzal and run north to the sawmill. Enter the Lumber Yard, proceed with Gertrude's Cat until the cat goes home. Chop down a dying tree. Make the logs into a plank, buy 5 bolts of cloth and 100 steel nails, turn the waxwood logs into planks. Head east and start Rag and Bone Man I. Teleport using the chronicle, speak to Gertrude and complete the quest. Speak with Juliet. Go to the bank and grab a saw, hammer, 10 planks, 5 bolts of cloth, 3 waxwood logs, Julia’s letter and your steel nails. Give the letter to Romeo. Go to Old Man Yarlo and fix his house. Go to Marlo and complete Daddy’s Home, enter the church and speak with Father Lawrence to progress Romeo & Juliet.

**GP stack:** 333 gp

**Items needed:** 3650 gp, Chronicle, bucket of milk, raw sardine, doogle leaves, steel axe, wax logs

**Skills/quests met?:** yes

Total time: 7h21m

1. Bank, grab your hammer, saw, steel nails, one POH tab, GP, burnt meat, eye of newt, onion, 18 planks, 5 noted bolts of cloth and 5 noted planks (so there are 3 planks left in your bank). Break the POH tab and use your planks to train construction (6 wooden chairs, unnote your planks and cloth at Phials, 1 crude wooden chair, 1 brown rug and 1 torn curtains). Talk to Hetty to start Witch’s Potion, kill a rat, then return to Hetty complete Witch’s Potion.

**GP stack:** 333 gp

**Items needed:** saw, hammer, 86 steel nails, POH tab, burnt meat, eye of newt, onion, 100 air/mind runes, 5 bolts of cloth, 5 noted planks, 50gp

**Skills/quests met?:** yes

Total time: 8h07m

1. Minigame teleport to Clan Wars, take the portal to Soul Wars. Chop teak logs on a forestry world and burn them to level 50 firemaking *(note: it would theoretically be faster to 2t, but the birds will actually just kill you at your current stats).*
   1. Alternatively, use 2t oak cutting to train your woodcutting, see e.g. [Getting Rats for 2t Oaks](https://www.youtube.com/watch?v=3ysPgln5qZ4&pp=ygUMb3NycyAydCBvYWtz), though keeping the rats in cycle while burning the logs may prove difficult.

**GP stack:** 333 gp

**Items needed:** steel axe, tinderbox, forestry kit

**Skills/quests met?:** yes

Total time: 10h10m

1. Minigame teleport to Fishing Trawler, grab your leather gloves, spade, hammer, saw, one beer, a house teleport, 1500 arrow shafts and 1501 feathers and head north. Complete the Tower of Life. Adding feathers to arrow shafts as you move, break another POH tab, walk to Port Sarim and talk to Veos to go to Zeah. Do the Client of Kourend quest up to and including the point where you activate the orb at the Dark Altar (use the mine cart system to move around). While visiting Jennifer, buy shears from her shop, then visit the Shayzien Styles directly west of her general store, buy a chef’s hat, grab an orange dye and a black wizard’s hat (spawn in the building), and do a lap of the Shayzien agility course for the diary. When leaving Shayzien dig up the Clue hunter garb along the way (just north of the bridge heading east, <https://oldschool.runescape.wiki/w/Clue_hunter_garb#/media/File:Crack_the_Clue!_-_Week_2_map.png>). Continue the quest until visiting the Dark Altar (use the mine cart to get there), then head to Wintertodt (again, mine card to Northern Tundras).

**GP stack:** 280 gp

**Items needed:** saw, hammer, 1500 arrow shafts, 1501 feathers, POH tab, beer, leather gloves, spade

**Skills/quests met?:** yes

Total time: 11h56m

1. Do Wintertodt for a long time. If you want to get max stats in the most efficient manner continue until almost 99 firemaking, using the banked cakes for food. Your four warm items are the clue hunter garb, gloves and boots along with the rainbow scarf. If you wish to leave earlier to save some time this is fine. It is most efficient to do ‘hoptodt’ - hopping to a game where the wintertodt is around 60-70% energy, then fletching logs to get (just over) 500 points barely in time, getting the crate and xp bonus, then hopping to the next world. This is highest firemaking xp *and* highest loot rolls/hr, but does require a plugin/stream/scout to find the wintertodt energy percentages on other worlds. **Shortly after this step** it is a goal to get to level 46 fletching, if you do hoptodt (instead of no-fletch single world or multiskilling in the bank between games) you will get most of this fletching xp from todt but if not you will need more gp for fletching supplies. *You may prefer to leave some firemaking gap for using an infernal axe at redwoods later (not efficient, but very low effort). Each infernal axe used this way gives 5.7m woodcutting xp and 875k firemaking xp. Levels 90-99 is 7.7m xp. If you want to take this strategy, stop training FM at level 98. Quests, random things, and 1.5 infernal axes at redwoods for 90-99 woodcutting will finish off 99 FM.* We strongly recommend getting as many as possible of the following while at wintertodt:
   1. 128k gp + 2.62 gp/xp for fletching (the goal is level 46, so 68k xp).
      1. While exactly 128k gp is enough, it is recommended to get a bit extra in case you unexpectedly need more runes or want to deviate.
   2. 60 woodcutting (higher is better, you will need 70 later and the rest will be trained with sulliusceps and 2t teaks outside Soul Wars). You can get this elsewhere too.
   3. Uncut rubies and emeralds, at least 50 each (more is better, you will have to buy up to ~120 rubies so if you go lower you need more gp down the line. They cost 1k gp each, and emeralds cost 500 gp each).
   4. 8 uncut sapphires (more is better).
   5. 16 magic logs (for Desert Treasure, Mourning’s End Part I and Monkey Madness II. If you do not get enough you will need 75 woodcutting instead of 70). *Note that you can only get magic logs by opening crates after level 50 woodcutting, so don’t open any crates before that point! Furthermore, the chance of getting them massively increases at level 60 woodcutting. It is therefore recommended to only open crates at level 60 woodcutting or higher. There is one more break point for opening the loot - after completing The Digsite quest, step 40 of chapter 1, getting better ores. Other skills and levels are not worth waiting for.*
   6. The following logs for bird runs: 13 oak, 24 willow, 52 teak, 44 maple.
   7. 10 willow logs and 20 mahogany logs for the Varrock medium diary, 11 yew logs for the Ardougne medium diary, 1 yew log for the Desert hard diary, 1 oak, willow and maple log for Enakhra’s Lament, 1 willow log for Icthlarin’s Little Helper. About 10 regular logs for assorted use. Extra mahoganies and teaks are very welcome for construction.
   8. Oak logs to cut into headless arrows, to make arrow shafts for 46 fletching (only as many as needed - you will get 190 fletching xp per oak log). 3 more oak logs for Sleeping Giants (do not cut these into shafts)
   9. 30 construction (more is better, 30 is essential)
   10. 2 iron ore
   11. 1 silver ore
   12. 1 grimy ranarr weed
   13. 3 willow seeds
   14. 15 harralander seeds (or more lower tier herb seeds for similar xp)
   15. ~200 pure essence
   16. A raw swordfish (you can get this from tempoross later).
   17. Some silver and gold ore (~50 silver, ~100 gold is sufficient, more is better. If you don’t get enough you may have to buy some at the blast furnace later).
   18. Some fletching levels along the way (the guide will assume level 31, 15,500 xp, after this step, if you are over/under you can adjust your future plans for making steel arrows to 46 fletching accordingly).
   19. *Optionally: do a small group kill on a separate world for 3000 or more points in one game for the Combat Achievement.*
   20. **Quite a few people worry about minmaxing the crate loot. It doesn’t matter that much, training skills up for better loot is not worth it. The optimal way to open crates is:**
       1. Wait until 60 woodcutting to open any crates. If you are not staying at todt until 60wc instead open them as late as possible (when you leave todt). If you do wait until 60wc, open all but 30-50 of them.
       2. If you have remaining crates after the above step, wait until you have completed the Digsite quest to open the rest.
       3. Do not wait for other levels (herblore, farming, etc.) with opening the crates. If you have more crates open them *as soon as you can use the rewards*. In particular, do not wait for ‘breakpoints’ in levels to increase your loot, just open them for money to reduce time spent blackjacking. You can optionally decide to wait for completion of step 93 (tithe farming) to increase the seed yield, but this is not best.
   21. After opening all of the crates, we assume that you have exactly 128k GP as a baseline, as well as the money for 46 fletching. HCIM will need a bit more (get 200k to be safe).

**GP stack:** 280 gp

**Items needed:** 4 pieces of warm clothing, steel axe, tinderbox, cakes

**Skills/quests met?:** yes

Total time: 2 days 10 hours

**1.2: Some fishing and thieving**

**Total time for section:** X hours, Y mins

1. Grab your pickaxe and a POH tab, break it, mine 10 clay and 4 copper in the Rimmington mine. Run to Draynor, have Aggie make you 3 yellow dyes and 1 blue dye (you can use the ingredients on Aggie to skip the dialogue). Buy 10 chronicle cards. Grab your pie dish, a bucket, three pots of flour and three redberries.

**GP stack:** 126465 gp

**Items needed:** 1545 gp, bronze pickaxe, POH tab, 3 pots of flour, 3 redberries, 6 onions, 2 woad leaves, pie dish, bucket

**Skills/quests met?:** yes

Total time: 2d10h

1. Walk to Port Sarim, make 3 pastry doughs in the northern house with the water icon and one by one try to make them into a cooked redberry pie. Buy 16k feathers from Gerrant (for fly fishing later. If you do not have level 46 fletching yet, also buy feathers to get that level. You will gain 6.33 fletching xp per steel arrow made from scratch, or 6 xp per arrow made with the headless arrows already banked). Speak with Thurgo to progress The Knight’s Sword. Run to Betty and buy 1500 mind runes (pack), 500 air runes (pack), 1500 water runes (pack), 500 earth runes (pack), 500 fire runes (pack), 200 body runes (manual), 100 chaos runes (manual, 9396 gp vs 9950 gp), 150 death runes for Desert Treasure (manual)***.*** Talk to Veos to go to Zeah, talk to Veos again and complete the Client of Kourend (destroy the lamps and reclaim them later to put them on herblore), talk to Veos *again* to travel to Land’s End, grab 1-3 bird snares, five box traps and a butterfly net (<https://imgur.com/a/bdU88Xo>). Speak with Captain Magoro to return to Port Piscarilius.
   1. *From here on out, whenever you are walking a lot add feathers to your arrow shafts while moving.*

**GP stack:** 35004 gp

**Items needed:** 95672 gp,3 pots of flour, bucket, pie dish, 3 redberries

**Skills/quests met?:** yes

Total time: 2d11h

1. Run to Piscarilius, grab wind strike runes and your stew, start The Queen of Thieves and continue the quest until you are asked to search Councillor Hughes’ home (browse the Warrens General Store in between for the diary). Head south and kill a Giant Rat northeast of Hosidius square for its meat and the giant rat bone, talk to the Estate Agent (this is needed to be able to move your POH to Kourend later). Buy a compost pack from Vannah. Pickpocket from the fruit stalls in the house on the east of Hosidius square to *a bit over* 42 thieving (46,512 xp!). Bank one jangerberry (optionally: bank two as it’s a possible Fairytale pt. 1 item), all the strange fruit and the golovanova tops (you will need at least 2 tops). Run west and dig up a saltpetre for the diary.
   1. You can run between the two fruit stalls for higher xp rates, but this depletes run energy. You can eat the papayas you get to restore some of that.
   2. Use the strange fruits for energy restoration anywhere you please, they are a budget alternative to energy potions at low level and are not required for anything in particular later.

**GP stack:** 33004 gp

**Items needed:** 8812 gp, stew, air runes, mind runes, hammer, spade

**Skills/quests met?:** yes

Total time: 2d13h

1. Use your chronicle to teleport to Varrock, buy one of each elemental staff from Zaff. Use clan chat “osrs soa” to find a partner. Collect the weapon store key from your Shield of Arrav partner and kill the Weaponsmaster to grab two Phoenix crossbows for Shield of Arrav (this fight may be tough, use magic and bread or cakes), take them to Katrine and collect the half of the Shield of Arrav. Finish the Shield of Arrav at the Varrock Museum (optional: do this earlier so you don’t make your partner wait). Grab your soda ash, sand, spade, leather gloves, strike runes and Falador tab. Take the quetzal to Varlamore, start and continue Ethically Acquired Antiquities until the step where you have to visit Port Sarim. Break your Falador tab, collect the portrait for The Knight’s Sword, speak with Sir Renitee for the diary, turn the soda ash and sand into molten glass.Kill a duck (with magic), complete Pirate’s Treasure. Now bank, grab raw beef, chicken and rat meat, an orange and blue dye (make the orange dye with red + yellow if needed), 2 iron ore, 4 copper ore, 6 clay, 2 cheese, your gp stack and a couple of food (3+ cakes or wines). *Optional: swap one cheese for one cake/wine for Witch’s House.* Run north, do Doric’s Quest. Go back east and start Below Ice Mountain at Wilow, safespot a bear on the trees north of Falador for the meat, fur and ribs. Complete Goblin Diplomacy, Witch’s House (there are safespots for all the forms of the Witch’s experiment!) and Druidic Ritual. Buy an eye of newt pack, an empty vial (not a pack) and a pestle and mortar from Jatix. Start Fishing Contest. Minigame teleport to clan wars and restore run energy at Ferox, bank and grab two iron bars, a POH tab, the portrait, a few (3-5) cakes and a pickaxe.

**GP stack:** 27748 gp

**Items needed:** 5856 gp,7 soda ash, 7 buckets of sand, spade, Falador tab, POH tab, wind staff, 1200 mind runes, raw bear meat, raw beef, raw chicken, rat meat, red dye, yellow dye, blue dye, bronze pickaxe, 2 iron ore, 4 copper ore, 6 clay, 2 cheese, 2 iron bars, leather gloves, cakes

**Skills/quests met?:** yes

Total time: 2d14h

1. Break another POH tab and return to Thurgo. Mine two blurite ore. Go back to Thurgo and make the sword. Run to a trader crewmember in Port Sarim for Ethically Acquired Antiquities, then talk to Betty to progress that quest. Run to Falador east bank. Grab your coins, ghostspeak amulet and skull. Pay to move your house to Pollnivneach at the estate agent. Complete The Knight’s Sword. Smelt the blurite ore into a bar.

**GP stack:** 20248 gp

**Items needed:** 7500 gp, bronze pickaxe, POH tab, ghostspeak amulet, ghost skull, two iron bars

**Skills/quests met?:** yes

Total time: 2d15h

1. Ferox teleporting for run energy if necessary, chronicle teleport to Varrock. Speak with Curator Haig Halen in the Varrock Museum and continue Ethically Acquired Antiquities until you have his confession, then take the quetzal to Varlamore and speak with Curator Herminius to complete Ethically Acquired Antiquities. Home teleport to Lumbridge, bank, grab items for the step below. Shear a sheep, complete the Restless Ghost. Cross the gate to Al-Kharid and start The Feud (buy the desert disguise). Run south and buy one of each mould in Dommik’s Crafting Store shop including tiara but not bolt, plus a second necklace mould, along with 3 needles and 10 thread, then some mithril platelegs. Go east, start and complete Sleeping Giants. Buy 9bronze bars in the Shantay Pass, along with two sets of desert clothes (one pair of boots only), 5 Shantay passes, 16 bucket packs, 20 buckets of water, 4 bowls of water and 10 waterskins. Make 4 soft clay while you’re at the bank chest. Make sure to bring 5 buckets for Ugthanki dung and wear leather gloves during the following quests. *Note: the following quests can be multiquested, but for the sake of inventory space and convenience it is fine to do Tourist Trap completely, then do The Feud after.*
   1. Do the Tourist Trap up to the step where you have Ana in a barrel **(Oziris has made the following guide for safespotting the Captain fight in that quest:** [**https://www.youtube.com/watch?v=VFxB4zWqrd8**](https://www.youtube.com/watch?v=VFxB4zWqrd8)**)**. Continue The Feud until the step where Ali the Mayor tells you to return to Ali Morrisane (last step) (pick up extra Ugthanki dung, 3 extra beers and 3 vodkas during the quest). Both the Mercenary Captain and Tough Guy can be safespotted. *The Tough Guy fight takes some RNG, if your hits are poor he will despawn and you have to try again. If you have enough poor rng to hit 17 or higher magic you can use bolt spells to improve your chances.* ***Carry chaos runes for bolt spells here!*** Complete The Tourist Trap, put both xp rewards on agility. Return to Ali Morrisane and complete The Feud.
   2. Take the carpet to Pollnivneach and blackjack to 31k gp (total) and 49 thieving on bearded bandits, whichever comes last (this should be the thieving level). Note: blackjacking has a high fail rate at low level, and this step is unpleasant. It gets much better around level 55-60, so hang in there. [OSRS blackjacking (270k xp/h)](https://www.youtube.com/watch?v=6wuG8IvxHbM)this is the general method, only slown on the higher level bandits here but the setup is the same. At lower thieving level the fail rate is significant, you just have to drink a bunch of wines (bought at the local shop) and power through the early levels.

**GP stack:** 34189 gp

**Items needed:** 12200 gp, shears, 3 oak logs, 10 steel nails, hammer, chisel, bucket, leather gloves, 50 feathers, Shantay pass, 3 waterskins, bronze pickaxe, knife (to slash cacti), wind strike and bolt runes, chaos runes

**Skills/quests met?:** yes

Total time: 2d18h

1. Clan wars minigame teleport, take the portal to Castle Wars. Withdraw 3 planks, 1 bronze bar and one molten glass. Run north, grab an inventory of superantipoisons (84 doses - 21 pots (4)-dose) by hopping, then start and complete the Observatory quest.

**GP stack:** 34189 gp

**Items needed:** 3 planks, 1 bronze bar, 1 molten glass

**Skills/quests met?:** yes

Total time: 2d18h

1. Use the Fishing Trawler minigame to teleport to Port Khazard. Charter a ship to Land’s end. Buy1600 soda ash and 10 buckets of slime (if it is competitive or bought out, charter to Catherby and buy them there), 10/world at a time. Charter a ship to Catherby. Buy steel arrowtips to round out 46 fletching (if you don’t have that level yet). We recommend buying 250 tips/world to save hopping but if you are low on gp you can buy 100/world instead to save some cash here.Take out a knife from the bank and a light source (grab a candle along the way and light it with a tinderbox if you don’t have any). Grab insect repellant, collect two buckets of wax and five flax (diary) and speak with Sherlock (diary). Enter the Temple of Ikov and grab some Boots of Lightness, then leave again. Start Merlin’s Crystal up to the step where you need to visit Arhein. Run to Seers, grab the fishing pass and other items for fishing contest from the bank. Continue Fishing Contest to the step where you get the trophy. Fly fish north of Seers bank to 35 fishing, banking the fish. Complete Murder Mystery while training (start the quest, get all relevant clues in the mansion, fish an inv, bank, do the relevant steps in the village, resume the quest etc.). Home teleport to Lumbridge, cross the gate to Al-Kharid (costs 10gp), run south and speak with Hassan to start Prince Ali Rescue, then Osman to resume the quest. Run south and board Ferryman Sathwood’s ferry. Train fishing at mass world Tempoross to level 56. It is most efficient to cook the harpoonfish instead of using them raw. *Make sure to only cash in the reward permits after you have hit level 50 fishing - this is a significant boost to your loot!*
   1. *From here on add steel arrowtips to your headless arrows as you move, to get level 46 fletching.*
   2. You can make a fire underneath yourself to tick manipulate cook-fish fly fish (<https://streamable.com/90mz74>), but beware that you want to bank some trout for quests and salmon for food for later. ***Note that you need at least 15 cooking for this, so you will need to train some cooking on the side, for example buying raw fish from Gerrant in Port Sarim, to make this work.***
   3. If you went all the way to 99 firemaking, and therefore also made at least 99000 gp in excess of the amount you needed at WT, make a detour to Ignatius Vulcan when picking flax and buy the Firemaking cape. This has some uses both as a light source and for defensive stats, but mostly it is just iconic.
   4. Tempoross will also give random amounts of planks, nails, raw fish, gold bars, gems and other loot that will be useful later. None of these are required but all of them will help down the line.
   5. There are several Combat Achievement tasks for Tempoross. It is recommended (but fine if you don’t) to complete as many of the easy and medium tier as you can during this Tempoross grind.
   6. Optionally you can stay for the fish barrel. It is a good item for barbarian fishing and for buying karambwans (Brimhaven POH method <https://www.youtube.com/watch?v=zDkz186YgME>), some people also use it to fish karambwans (lowering the rate in exchange for longer trips, i.e. making it more afk). Staying for a fish barrel is not recommended.
   7. Solo methods for Tempoross exist, but they are difficult at low level and not recommended.

**GP stack:** 18579 gp

**Items needed:** 15600 gp, 2 buckets, knife, light source or tinderbox, fishing rod, fly fishing rod, feathers, empty pot, garlic, spade

**Skills/quests met?:** yes

Total time: 3d4h

1. Fishing trawler teleport, do the fishing trawler minigame for a complete Angler’s outfit (48 games average, you can use an axe+hammer instead of needing swamp paste, bailing bucket optional for more activity. Chopping at tentacles/repairing railings is usually competitive so stay close to the railing and spam click). Make sure to collect a rusty sword along the way, and have the Tindel Marchant identify it. Also save polished buttons (if you get them). Note that once you hit 50 activity inside the minigame it will not go back down, so you can afk for the rest of the game and you will get the reward rolls. Buy two swamp paste, a hammer and four tinderboxes at the general store. Clan wars minigame teleport to get to Edgeville, speak with Marley for Below Ice Mountain. Cut 8 sapphires. Make a sapphire necklace and a silver sickle. Bring a knife and go to the Mage Arena, buy 200 cosmic runes (you won’t need these until later, so if it is very crowded you can stop at just 20). Enchant the sapphire necklace into a games necklace.

**GP stack:** 8579 gp

**Items needed:** 10000 gp, steel axe, hammer, chisel, necklace mould, sickle mould, knife, sapphire, gold bar

**Skills/quests met?:** yes

Total time: 3d9h

1. Teleport to the barbarian outpost with your games necklace. Unlock the minigame teleport (start the teleport animation to confirm it worked, then just click away to cancel it), start Alfred Grimhand’s Barcrawl, go south and do the Waterfall quest until the step where you need the pebble (bring your rope). Buy a greenman’s ale from Rasolo. Start Dwarf Cannon up to the step where you need to find Lollk.

**GP stack:** 8575 gp

**Items needed:** 9 gp, 1 rope, 6 logs, wind strike, barcrawl card, food

**Skills/quests met?:** yes

Total time: 3d10h

1. Minigame teleport to Fishing Trawler, complete Fight Arena and enter the Tree Gnome Village maze. Collect Glarial’s pebble along the way (don’t drop it after the quest). Start and complete Tree Gnome village.

**GP stack:** 9570 gp

**Items needed:** 5 gp, 6 logs, wind strike, barcrawl card, food

**Skills/quests met?:** yes

Total time: 3d11h

1. Take the spirit tree to the Gnome Stronghold, start the Grand Tree. For the next shopping trip, make sure to leave 2586 GP. Buy dwellberries, 2 buckets of milk, 1 pineapple, 10 potatoes, 3 pots of flour, 4 cheese, 1 orange, 1 gnome spice and 120 produce items (all of onion, potato, cabbage, tomato, cheese, lime, orange, lemon, pineapple and dwellberries work, cheapest in red) and 130 chocolate dust (2 for quests, 128 for energy potions) from the Grand Tree Groceries. Visit Blurberry’s bar for the barcrawl, buy a premade blurb’ sp. Collect two swamp toads and take off their legs.
   1. If you have more gp than required at this step, buy premade gnome food (all choc bombs, veg balls, ttl’s, worm holes and all battas) from the gnome waiter, banking the food for quests/generic use. This food only delays your attack by two ticks, as opposed to the 3 ticks delay from most food, so it is superior in many situations despite not healing as much. [OSRSRecklessLadHowDoesFoodWorkV2.png](https://drive.google.com/file/d/1Xn4YfME8C4Gqm5A5qh-T9f0-XHN4_2CQ/view?usp=share_link)

**GP stack:** 9008 gp

**Items needed:** 562 gp, barcrawl card

**Skills/quests met?:** yes

Total time: 3d11h

1. Minigame teleport to the barbarian outpost, grab a rope, Glarial’s pebble, some food, water strikes and the runes for Waterfall quest *(optional: already bring your feathers)*. Complete Waterfall quest (you have to juggle some gear at Glarial’s Tomb) and kill a Fire Giant in the west room for the diary. Barb fish to 32 agility, keep your heavy fishing rod. Minigame teleport to Port Khazard, charter a ship to Aldarin, start and complete Death on the Isle. Collect the costume needle and the icon after the quest, using the icon to unlock the teleport on the pendant of ates. *If you only collected 2 iron bars earlier, collect 5 more upstairs in the Shields of Mistrock store.* Minigame teleport back to Barbarian Assault and resume barbarian fishing to level 50 agility. Also start barbarian farming (if possible). Knife-log teak logs to tick manipulate.
   1. It is recommended to cut-eat (or cut-drop) the fish for free cooking xp. If you do not cut the fish for cooking xp you will need to train it at the mess hall (Hosidius) to level 70 later.

**GP stack:** 6708 gp

**Items needed:** rope, Glarial’s pebble, trout, water strikes, all your feathers, 6 air runes, 6 earth runes, 6 water runes, 1 knife, 1 teak log

**Skills/quests met?:** yes

Total time: 4d9h

1. Minigame teleport to Burthorpe, buy 5 Asgarnian ale, 39 Wizard’s mind bombs and 12 Dwarven stouts. Collect the Rogues outfit and crack a wall safe in the main area for the diary. Buy 75 lockpicks and 25 ropes. Cook fish (salmon, trout and all raw fish from tempoross) between the games to replenish run energy (you can 2t cook it), make sure you have at least 10 trout for Death Plateau and 15 salmon for In Aid of the Myreque. Grab your GP, blackjack and a POH tab (equip full rogues), run south and complete Fishing Contest.

**GP stack:** 4162 GP

**Items needed:** 2546 gp, willow blackjack, POH tab

**Skills/quests met?:** yes

Total time: 4d13h

1. Break your last POH tab, enter your house for the diary, blackjack to 1.25m GP (level 77 thieving, lower if you did more wintertodt). [OSRS blackjacking (270k xp/h)](https://www.youtube.com/watch?v=6wuG8IvxHbM). At lower thieving level the fail rate is significant, you just have to drink a bunch of wines (bought at the local shop) and power through the early levels. The progression is bearded bandits to level 55, unbearded bandits to level 65 and menaphite thugs at level 65 and up.
   1. *Whenever convenient past 750 total level, which will likely happen around this step or soon after (you gain a lot of levels in step 35 as well) depending on how much wintertodt you did, do Last Man Standing for points for a rune pouch (the recommended strategy is to play games for 1 def pures, either outskilling your opponents or bum rushing the closest player with dds specs at the start of the game into manual casting barrage from a distance while wielding a crossbow to confuse bots). Optionally also collect the magic shortbow imbue scroll.*
   2. The guide information uses 1.25m instead, which is technically enough but not recommended. Staying for an extra 100k will help speed up buying battlestaves later and is highly recommended.

**GP stack:** 1,250,091 GP

**Items needed:** POH tab, willow blackjack, an initial set of wines (buy in Pollnivneach from Faisal the Barman)

**Skills/quests met?:** yes

Total time: 5d0h

With 371 GP left you should hit 1.25m GP at (approximately) **1,471,755 XP**, which is at level **76.**

We will now assume that you have **1.25m GP** cash stack as a baseline when moving forward. Regardless of what your cash stack *actually* was (due to WT variance) at all of the steps listed above, you can stop blackjacking at 1.25m, so that will be your nominal cash stack value for everything in Section 1.3.

**1.3: Unlocking bird runs**

**Total time for section:** X hours, Y mins

1. Clan Wars teleport to Soul Wars to Edgeville, bank your money. Grab a knife and go to the Mage Arena. Buy 1250 nature runes, 700 law runes, 500 chaos runes (100 nats 50 laws 50 chaos per world, stop with chaos after 10 worlds) and all cosmics per world while you’re at it (best case: 20/world with 18 hops).

**GP stack:** 777349 gp

**Items needed:** 784932 gp, knife

**Skills/quests met?:** yes

Total time: 5d0h

1. Grab a fly fishing rod, 10 feathers and 10gp. Home teleport to Lumbridge, catch a salmon for the diary, run to the Mage Training Arena. Grab 200 nature runes, 400 water runes, a staff of earth and six food (make sure to have at least 20 empty inventory slots). Collect 211 Graveyard points. An easy way is to grab and drop 4 bones once, then after that repeatedly grab a set of 8 bones (20 bananas) and deposit all, eating your food and later your bananas as needed while moving to stay alive. Go to the bank, grab 1050 nature runes, 500 law runes, 400 cosmic runes, a staff of air, a staff of earth, a staff of fire and 10 wizard mind bombs. Collect 211 telekinetic points, then using low alchemy collect 311 alchemist points (only alch the 30gp items, even if others are free). Optionally use the wizard mind bombs at levels 52-54 to gain access to high alchemy earlier. Collect 2165 enchantment points (lvl-4 enchant in the corner, using a wizard mind bomb as necessary, just drop the shapes after). Buy a mud rune, 10 mist runes, and unlock bones to peaches (this requires boosting to 60 magic with a Wizard’s Mind Bomb). At some point cast Bones to Peaches in the Al Kharid palace for the diary. Runes lost at MTA: 1140 nats, 473 laws, 382 cosmics, 272 waters. Runes gained at MTA: 66 earths/deaths/bloods.

**GP stack:** 777339 gp

**Items needed:** 10 gp, 1650 nature runes, 600 law runes, 5 cosmic runes, 492 water runes, air staff, earth staff, fire staff, fly fishing rod, 10 feathers

**Skills/quests met?:** yes

Total time: 5d3h

1. Grab desert clothes, Varrock teleport runes, a small fishing net, coins, some (3-5 cakes, drop excess later) food and the barcrawl card from the bank. Charter a ship to Brimhaven, visit Dead Man’s Chest for the barcrawl, run south and pick up a seaweed and drop it 5 times (west of Jiminua’s shop) for the diary, keep it for later. Do Jungle Potion. During the quest collect 3 extra snake weed, 3 extra ardrigal, 1 extra volencia moss and 1 extra rogue’s purse.
   1. Go to the shop and buy 7 charcoal (DT, RFD/Goblins, The Dig Site, Shilo Village, Zogre Flesh Eaters, possible Ft Pt 1 item, used but not used up in Legends’ and Darkness of Hallowvale) and 5 antipoisons.
   2. Start Tai Bwo Wannai Trio, run south and fish at least 23 karambwanji (it is recommended to collect several hundred extra for growing cats).
   3. Teleport to Varrock and run to the bank, grab coins, home and camelot teleport runes (air, earth, law), fire strikes, a spade, a steel axe and four soft clay (unnoted).

**GP stack:** 775697 gp

**Items needed:** 4840 gp, desert clothes, air/earth runes, law runes, 4 soft clay, barcrawl card, trout, steel axe, small fishing net, staff of fire, spade, cakes

**Skills/quests met?:** yes

Total time: 5d4h

1. House teleport (spell) to Pollnivneach, run to the ruins of Uzer, start The Golem up to the step where you need to visit the Dig Site. Get 2 black mushrooms as mentioned on wiki. Chop some teak logs for the diary.

**GP stack:** 772499 gp

**Items needed: a**ir/earth runes, law runes, 4 soft clay, steel axe

**Skills/quests met?:** yes

Total time: 5d4h

1. Teleport to Camelot and continue Merlin's Crystal up to the step where you need to visit the Lady of the Lake (use fire bolt or flinch, see <https://youtu.be/yWmvm8ukssU?t=523>, Sir Mordred. You cannot flinch with magic), buy two candles from the candle maker, buy a big net and fish two raw cods for RFD/Pirate and a raw mackerel for the diary and a bass when you’re in Catherby (you only need one cod if you’ve collected xp outside this guide and are at least 62 cooking) and cook the bass. Collect all the fish for Caleb and progress Family Crest to the step where you need to visit Avan. Make sure to kill two Giant Bats for their bones and one wing during Merlin’s Crystal. Train herblore in the bank to at least 1,170 xp or more (level 10). Buy a plant pot pack from Vanessa’s farming shop and open it.

**GP stack:** 772373 gp

**Items needed:** 26 gp, air runes, chaos runes, law runes, fire staff, bucket of wax, barcrawl card

**Skills/quests met?:** yes

Total time: 5d5h

1. Chronicle teleport to Varrock, buy a rune shortsword, green d’hide chaps, green d’hide vambraces from Scavvo in the Champions’ Guild, if you joined the Black Arm Gang during Shield of Arrav also buy black platelegs and a black full helm from Valaineand start Dragon Slayer I. Visit the Blue Moon Inn for the barcrawl learn how to make a steak sandwich from the cook for Below Ice Mountain. Do a lap of the Varrock Rooftop Course for the diary. Buy priest gown (bottom and top), a brown apron and a pink skirt from Thessalia, a newspaper from Benny, a black platebody from Horvik and a rotten tomato from the chest. Make a steak sandwich for Below Ice Mountain. Steal a cup of tea, bring ~10 food. Continue The Golem and start The Dig Site (only the very first step where you get the letter), continue Priests in Peril (kill the Temple Guardian with melee, accurate recommended, finish the dialogue at the temple), teleport back to Varrock, speak with King Roald, then visit Curator Haig Halen for both The Dig Site and The Golem, and proceed to complete The Dig Site (if you get polished buttons while digging save them for Animal Magnetism).

**GP stack:** 745173 gp

**Items needed:** 27313 + 7708 (Black Arm Gang) gp, Chronicle, barcrawl card, air runes, law runes, rune sword, 3 ropes, leather gloves, leather boots (from Step 1!), pestle/mortar, vial, charcoal, tinderbox, cup of tea (stolen)

**Skills/quests met?:** yes

Total time: 5d5h

1. If you still have unclaimed rewards from Wintertodt, open those now to get 8-12 coal. Teleport to Camelot, if necessary run to the Coal Trucks and mine 8 coal (12 if you wish to own your own mind shield). Return to Seers Village and do Elemental Workshop I. Kill one of each elemental for the diary, but 3 earth elementals instead of 1 to save time for Elemental Workshop II later (these are some tough fights - take your best food and gear, or flinch the elementals as needed). Make 3 elemental bars, only make one elemental shield to complete the quest.
   1. If you don’t want a mind shield you only have to kill 2 earth elementals (and make 2 bars) total.

**GP stack:** 737352 gp

**Items needed:** air runes, law runes, rune sword, knife, bronze pickaxe, needle, thread, hammer, 12 coal

**Skills/quests met?:** yes

Total time: 5d6h

1. Teleport to Varrock and move your POH to Rellekka at the estate agent. Grab chisel, GP, earth runes from the bank along the way. Show your Level 3 certificate to the museum curator and claim ‘something to drink’ (make sure to go through the dialogue carefully!), take the museum quiz. Do NOT claim XP lamp from Historian Minas – this is for herblore later but has a level 20 requirement. Clean finds to get the following:
   1. 50 (more) kudos
   2. The ability to make digsite pendants
   3. At least one cut jade (chance of breaking an uncut jade is around 45-50% at this crafting level, keep crushed gems in case you need one for Ft Pt 1). You may already have plenty of these from Tempoross.

**GP stack:** 707352 gp

**Items needed:** 10000 gp, fire staff, air runes, earth runes, law runes, chisel

**Skills/quests met?:** yes

Total time: 5d6h

1. Teleport to Lumbridge, make a necklace of passage and two rings of dueling at the furnace. If you have extra gold/silver bars and the corresponding gems (from Tempoross), make as many more as you want (focus on rings of dueling and a few necklaces of passage). Hop to PVP world to rebank for all items while standing in the middle of the castle courtyard, then hop back (or just go to the top of the castle).***From now on you are always assumed to wear a ring of dueling. Whenever you teleport, if you are low on run energy instead teleport to Ferox Enclave, restore your run energy, then teleport where you were going.*** *If you run out of gold bars before you complete Forgettable Tale…, tough luck.* Start and complete Cook’s Assistant, then start and complete RFD/Cook. Start RFD/Goblin, RFD/Dwarf and RFD/Pirate (talk to the cook again after starting this last one to learn the recipe!). Buy two spice, three pots of flour, two buckets of milk, two eggs from the chest. Prepare two uncooked redberry pies (buy ingredients in the Culinaromancer’s Chest if needed) and a bread dough. Cook the bread for the diary and the redberry pies on the range, add both nettles to two bowl of water and cook it to make two nettle tea. *Leave one redberry in the bank.* Run to the Al-Kharid gate and kill 20 goblins for their bones (attack training with your rune shortsword recommended) and the Goblin skull. If you get a bronze spear, keep it. Kill three cows or cow calfs for the bones and cowhides. Bank them at castle wars.

**GP stack:** 726537 gp

**Items needed:** 815 gp, air runes, earth runes, law runes, silver bar, 2 gold bars (Digsite reward), ring mould, necklace mould, eye of newt, greenman’s ale, rotten tomato, fruit blast, ashes, rune sword

**Skills/quests met?:** yes

Total time: 5d7h

1. House teleport, fill a bucket at the well, start The Fremennik Trials with Manni, start working on getting his vote, continue with Olaf and get sent to collect a lyre - this is the **wiki order**, not the RuneLite plugin order. Regrettably these are not the same. Continue questing for Olaf’s vote up to the step where you cut a branch from the swaying tree (**YOU DO NOT NEED 40 CRAFTING**). Chop some oak logs and burn them for the diary and kill the unicorn for the unicorn bone and horn as you pass it, start and continue Mountain Daughter until you have spoken to Svidi, house teleport and speak to Askeladden (Fremmy Trials) and Brundt (Mountain Daughter), get the golden fleece (Fremmy Trials) and get half a rock (Mountain Daughter), continue Mountain Daughter until you need to get the white pearl seed, run back out of the camp and do The Giant Dwarf (right-click open the Stonemason’s shop at the start for the diary) to the step where you need to visit Thurgo. Steal from the crafting or baker’s stall, and then from the gem stall, for the diary. While in Keldagrim, buy a rune pickaxe from the store in the eastern section.
   1. Optional: also buy an adamant pickaxe if you are not planning on tick manipulating your sandstone mining, or if you want to f2p 2t Shooting Stars.

**GP stack:** 675321 gp

**Items needed:** 51012 gp, air runes, earth staff, law runes, 1 coal, 1 log, tinderbox, steel axe, 3 cut sapphires, rope, 1 plank, bronze pickaxe, empty bucket, beer, knife, rune sword, leather gloves, staff of fire, mind runes

**Skills/quests met?:** yes

Total time: 5d7h

1. Teleport to Falador and pay Emily in the Rising Sun Inn to progress RFD/Dwarf, continue the barcrawl and speak to Burntof for Below Ice Mountain while you’re here. Pickpocket a guard for the diary. Move your POH to Taverley at the estate agent. Buy 8 woad leaves from Wyson the gardener (offer to pay 20gp to get two at a time). You should have at least 3,170 Herblore experience by now (level 17) – if not bankstand some herblore with Wintertodt herbs. Complete a lap of the Falador rooftop course for the diary. Make sure you are wearing leather gloves and collect all items in advance for the next steps, and that you have at least 12 empty inventory spaces.

**GP stack:** 670171 gp

**Items needed:** 5334 gp, 4 Asgarnian ales, water staff, air runes, law runes, barcrawl card

**Skills/quests met?:** yes

Total time: 5d7h

1. Use your necklace of passage to Eagle’s Eyrie, catch a golden warbler (bird snare), get the phoenix feather, mine (and keep, do not drop) six clay and complete The Golem. Make sure to collect the gems as mentioned on the wiki.

**GP stack:** 670171 gp

**Items needed:** necklace of passage, bronze/adamant pickaxe, bird snare, statuette, papyrus, strange implement, phoenix feather, chisel, hammer, 1 black mushroom, pestle/mortar, vial (should get your vial back after emptying the chemical compound during Dig Site)

**Skills/quests met?:** yes

Total time: 5d14h

1. Teleport to your POH (bank in between, for example with Ferox minigame teleport or games necklace, if you don’t have enough inv space/don’t have all the items on you), collect the white pear for Mountain Daughter, teleport again, enter the dwarven tunnel under White Wolf Mountain, collect two rock cakes from An old dwarf (Rohak, make sure you complete the dialogue or you’ll have to get new asgoldian ales). Teleport a third time, speak with the Lady of the Lake for Merlin’s Crystal, chop and burn some willow logs for the diary, go to Doric and smith Blurite limbs on his anvil, run north and telegrab a wine of zamorak for the diary, run to the Goblin Village and continue RFD/Goblin to get a Slop of compromise.

**GP stack:** 670151 gp

**Items needed:** air runes, earth staff, law runes, 2 eggs, 2 pots of flour, 2 buckets of milk, 2 bowls of water, steel axe, tinderbox, hammer, bread, 1 orange, knife, purple dye, spice, 1 bucket of water, charcoal, 1 fishing bait (from Step 9!), 1 blurite bar, 4 asgoldian ales, 200 gp

**Skills/quests met?:** yes

Total time: 5d8h

1. Teleport to Ferox Enclave with a ring of dueling (already equipped), make 6 soft clay in the bank (leave in bank), grab a necklace of passage (equip), research notes (Rune Mysteries), a steel axe, a rune shortsword (equip) and fill your inventory with bones (make sure to leave one in the bank). Use your necklace of passage to teleport to the Wizards’ Tower. Give the bones to Wizard Traiborn, kill the chicken in the basement for the rest of the bones (if needed) and obtain the key for Demon Slayer. Complete Rune Mysteries, have Wizard Sedridor teleport you to the rune essence mine. Run to Draynor Village, start the Lost City quest (until you have to go to Entrana) and continue Prince Ali Rescue until you have the key imprint (rebank at Draynor). Have Aggie make you four blue dyes (you can use the woad leaves on Aggie to skip the dialogue). Pickpocket Martin the Master Gardener for the diary.

**GP stack:** 670151 gp

**Items needed:** ring of dueling, necklace of passage, notes, adamant/bronze pickaxe, 25 bones, steel axe, 3 balls of wool, 1 rope, 1 yellow dye, 1 redberries, 1 ashes, 1 bucket of water, 1 soft clay, 8 woad leaves, pot of flour

**Skills/quests met?:** yes

Total time: 5d8h

1. Grab 15 compostable items, fill the bin at the Falador patch. Run to Port Sarim, claim your previously destroyed XP lamps from Veos (one in Port Sarim, one in Piscarillius!) and put them all on Herblore (level 20). Give the bread to the beggar at the jewellery shop (Merlin’s Crystal). Visit Thurgo and complete The Giant Dwarf (if you get a bars task you can’t do you can refuse it by clicking out of the dialogue and logging out and back in, at the risk of having to go back to the secretary. You can join any consortium you prefer though the Purple Pewter is more efficient if you have full HAM robes - the ones on the east side tend to be fastest to buy ores at the blast furnace). Use the Blast Furnace (costs 2500 gp per 10 minutes) or Superheat Item to make the bars where needed. It is probably best to use the Blast furnace for larger tasks and Superheat for smaller tasks. Start Forgettable Tale… and get a kelda seed from the drunken dwarf. Find out what random item is required for another one (Rowdy Dwarf in the Laughing Miner pub). Figure out how to obtain the item and weave it into the steps below if you wish. Take the train cart to the pub under the White Wolf Mountain and get (the second) kelda seed from Khorvak.
   1. All items should be easy to obtain, although it may be smart to reroll the item (by going through the dialogue again after a few minutes) if you roll a steel dart, anchovy pizza or vampyre dust.
   2. If you wear full HAM robes and join the Purple Pewter you get to skip one task, making this the most efficient consortium to join. Furthermore, if you complete three ore tasks and then ask for another one you will get a bars task, but if you prefer you can instead go for another ores task by unequipping the outfit.

**GP stack:** 645048 gp

**Items needed:** 25103 gp, dwarven battleaxe, exquisite clothes, exquisite boots, 1 bread, various ores/bars (bought with the gp), 1 redberry pie, 1 iron bar, 2 beers (buy), dwarven stout. *If you get asked for a bar that you cannot smith you can reset them. If you do this too often you will be sent back for more ore tasks, but it is still the fastest way of progressing this quest.*

**Skills/quests met?:** yes

Total time: 5d10h

1. Teleport to the Ferox Enclave (minigame teleport), run south to the Mage of Zamorak and start Enter the Abyss. Teleport to Varrock, complete Demon Slayer (you can use magic for the fight as long as you equip silverlight as a weapon, but melee is fine as well). Give a dog a bone. Speak with the Mage of Zamorak to obtain the scrying orb and progress Enter the Abyss. Have Aubury teleport you to the Rune Essence mine with your scrying orb (first scrying orb charge), check the Zamorakian temple’s altar for the inscription (Merlin’s Crystal). Buy a studded body, studded chaps, iron chainbody, two steel chainbodies, a steel platebody and a mithril platebody from Horvik, make 7 bronze wires at Horvik’s anvils, buy an oak longbow and a willow shortbow from Lowe (optionally also buy 200 mithril arrows), move your POH to Pollnivneach at the estate agent, visit the museum and collect the XP lamp from Historian Minas, put them on herblore. You now have 103 kudos. Grab the information clerk xp bonuses, start Bone Voyage.

**GP stack:** 615270 gp

**Items needed:** 17010 gp, Demon Slayer keys, scrying orb, 7 bronze bars, hammer

**Skills/quests met?:** yes

Total time: 5d10h

1. Use your ring of dueling to teleport to Al-Kharid, speak with the gem trader and Avan for Family Crest, mine iron ore in the Al-kharid mine for the diary, give the items for Prince Ali Rescue to Osman. Do a lap of the agility course, rebank to grab quest items, then run south and fish some anchovies south of the bank for the diary, then start The Shadow of the Storm until you have the sigil mould and tome (take the carpet to Uzer the first time for a diary step) using your necklace of passage when convenient.

**GP stack:** 615070 gp

**Items needed:** 200 gp, addy pickaxe, bronze bar, small fishing net, Silverlight, 1 black mushroom, empty vial, pestle and mortar, black wizard hat, black priest gown top/bottom, necklace of passage, key print

**Skills/quests met?:** yes

Total time: 5d11h

1. You should have level 46 fletching by now from your steel arrows. Use your dueling ring to bank in Ferox (keep equipped), grab your desert clothes, pickaxe, teak logs, knife, house teleport runes, GP,1600 noted bucketsand 5 waterskins. Teleport to your house, run to the quarry, deposit your buckets and mine sandstone to level 43 mining. Buy 1600 buckets of sand (but not the rest) from the grinder.
   1. [Setting up gravestone with waterskins for low-level sandstone mining](https://www.youtube.com/watch?v=rb5BKbVXuBo) shows how to use a gravestone method to have access to more waterskins during mining. By keeping the gravestone interface open the timer doesn’t run down. This method shouldn’t be necessary for just 1600 sand though.
   2. [3 tick sandstone mining at new spot (easier method)](https://www.youtube.com/watch?v=hPQ-6aZdydI)this is the modern spot for sandstone mining, [Lazy 3t4s test](https://www.youtube.com/watch?v=ezql5TmeCCg)shows an example.
   3. From here on, at your convenience, hunt for T4 or lower shooting stars using <https://osrsportal.com/shooting-stars-tracker>, collecting 2k stardust in total (or more). You can spread this activity out but will need to have completed it by Ch2St11. If you want to tick manipulate it (1.5t or 2t) it is recommended to use an adamant pickaxe. If you want to afk it instead, it is recommended to use a rune pickaxe instead.

**GP stack:** 535070 gp

**Items needed:** 80000 gp, 1 air/earth rune, 1 law rune, 1 knife, 1 teak log, rune/addy/bronze pickaxe, desert clothes

**Skills/quests met?:** yes

Total time: 5d12h

1. Dueling ring teleport to Ferox, take the portal to Soul Wars, then to Edgeville. Give the steak sandwich to Marley to progress Below Ice Mountain. Speak with Oziach to progress Dragon Slayer I. Make 1600 molten glass at the furnace. Cut all your sapphires, emeralds and rubies. Make all minus one of your gold bars into digsite pendants (note: this is 0-1 gold bars, unless you got extra from Tempoross. Don’t worry if you can’t make any pendants here). Make two fishbowls.

**GP stack:** 535070 gp

**Items needed:** 1600 soda ash, 1600 buckets of sand, chisel, uncut sapphires/emeralds/rubies, matching gold bars for the gems, glassblowing pipe

**Skills/quests met?:** yes

Total time: 5d14h

1. Grab a digsite pendant (equip), rune sword (equip), a staff of air, chaos runes, a bucket and an inventory of pure essence. Use the digsite pendant to teleport to the digsite, run to the Paterdomus Temple and continue Priest in Peril until you are asked to hand over the pure essence. Teleport to the digsite, run south and start Elemental Workshop II. Teleport with the pendant again, continue Bone Voyage to the step where you need to visit the Woodcutting guild. Teleport to Ferox, bank (bank chaos runes, rune sword, food, grab ghostspeak amulet, spade, law runes), grab 25 pure essence and return to Drezel, repeat this for a second inventory to complete Priest in Peril. Start the Nature Spirit quest.

**GP stack:** 535070 gp

**Items needed:** 1 digsite pendant, air staff, empty bucket, chaos runes, 50 pure essence, ghostspeak amulet, spade, law runes

**Skills/quests met?:** yes

Total time: 5d14h

1. Enter Morytania. Do the Creature of Fenkenstrain up to the step where you need to visit a furnace, chopping a hollow tree for bark along the way. Grab 15 compostable items, fill the bin at the Morytania patch along the way. Buy 7 raw chickens and a raw shark. Rebank. Do the Nature Spirit and Shades of Mort’ton (when you need to make the oil hop the official world, 377. It is recommended to do the rest of the quest on other worlds to avoid raggers) quests (make sure you have all the items on you for the last two before heading into the swamp, and take your best food in the rest of your inventory) and restoring your prayer at the end of Nature Spirit for the diary. Buy 13 planks from Razmire.

**GP stack:** 529829 gp

**Items needed:** 5241 gp (set aside 5k for Shades of Mort’ton materials, let’s say), ghostspeak amulet, spade, law runes (telegrab), needle, 5 thread, silver bar, hammer, rune sword, druid pouch, 2 vials of water, steel axe, tinderbox, 2 ashes, 3 bronze wires, salmon

**Skills/quests met?:** yes

Total time: 5d15h

1. Teleport to Camelot, complete Merlin’s Crystal (black candle, bat bones, Excalibur) and start Holy Grail up to the step you need to visit Entrana. Run to Seers, play the church organ (diary), spin your golden fleece on the spinning wheel, pay the estate agent to move your POH to Kourend, do the Elemental Workshop II quest, make a mind helmet for the diary, talk to the Poison Salesman to continue Fremmy Trials. Buy 10 stews for later (also completes a diary task), speak with the bartender to progress the barcrawl.
   1. Optional: make a mind shield if you want one (clue item).

**GP stack:** 520861 gp

**Items needed:** 8968 gp, black candle, bat bones, Excalibur, golden fleece, rune pickaxe, hammer, 8(/12) coal, battered key, slashed book (for mind shield), 2/3 elemental bars (from Step 40), barcrawl card

**Skills/quests met?:** yes

Total time: 5d16h

1. Teleport to your POH, enter your house for the diary step. Start The Depths of Despair to the step where you are sent to Galana. Grab 20 mahogany logs. Run to the Woodcutting Guild, continue Bone Voyage. Use your Digsite pendant to teleport to the digsite, continue Bone Voyage until you need to go to Port Sarim. Make all mahogany logs into planks at once for the diary.

**GP stack:** 490861 gp

**Items needed:** 30000 gp, air runes, earth staff, law runes, digsite pendant, sawmill agreement, 20 mahogany logs

**Skills/quests met?:** yes

Total time: 5d16h

1. Fishing Trawler minigame teleport to Port Khazard and make a fishcake for RFD/Pirate (take food with you underwater). Grab a knife, charter a ship to Musa Point, visit the Karamja Spirits Bar for the barcrawl. Then take the ship to Port Sarim, speak with Jack Seagull in the Rusty Anchor Inn to progress Bone Voyage. Continue the barcrawl as well. Take the boat to Entrana (bank everything besides runes/knife at Port Sarim), speak with the High Priest to progress Holy Grail, enter the tunnel and collect several dramen branches for Lost City. As many as can fit in your inventory; do NOT convert them just yet.
   1. Optional: grab a banana from the bank before going to Musa Point, buy a karamjan rum, slice the banana and use the slices on the rum. Then minigame teleport to Pest Control or Port Khazard to bank the karamjan rum (sliced banana) instead of taking the ship to Port Sarim, then take a ship and resume the step as stated.

**GP stack:** 489246 gp

**Items needed:** 1615 gp, barcrawl card, 2 raw cods, pestle/mortar, bread, knife, empty fishbowl, 3 bronze wires, needle, chaos runes (for Crumble Undead), earth runes, air runes, trout/salmon

**Skills/quests met?:** yes

Total time: 5d16h

1. Optional: clan wars teleport to Edgeville, make two rings of recoil for the Koschei fight (using a dwarven stout to smelt gold ore). Teleport to Camelot, pay the estate agent to move your POH to Rellekka. Bring food along with the items needed below (check the list below!). Run to Galahad’s house and obtain the holy table napkin (Holy Grail) and have him make you a cup of tea (diary). Cross the coal truck log shortcut and mine a coal for the diary. House teleport, buy a workshop and build a crafting table 2, make five clockworks. Drop your dramen branch, knife, recoil rings, dueling ring, food, have Peer the Seer bank the rest of your items, pick it all up, do the Thorvald/Koschei fight converting one of the dramen branches into a staff **during** the fight (using the aggressive style), then do the Peer the Seer step (juggle dueling or home teleport after), teleport to castle wars with your dueling ring/Lumbridge, rebank and teleport to your house, complete The Fremennik Trials. Mine a coal and then a silver in the mine, smelt it into a bar and make it into a tiara for the diary. Browse Yrsa’s Shoe Store for the diary, steal from the fish stall, collect a pet rock, take the boat to Waterbirth Island and collect 5 snape grass for the diary (can pick up and re-drop one, but collect at least 2).

**GP stack:** 469246 gp

**Items needed:** 20000 gp, rune pickaxe, air runes, earth staff, law runes, saw, hammer, 4 oak planks, 1 molten glass, 5 steel bars, 1 raw shark, salmon, tiara mould, dramen branch, knife, lyre, tankard, talisman(?)

**Skills/quests met?:** yes

Total time: 5d17h

1. Teleport to Lumbridge, complete the three RFD quests started earlier. Buy steel gloves. Pick up a second knife for later. Make all your Golovanova fruit tops into botanical pies (cook them right away), prepare five more pie shells. Do The Lost Tribe up to the step where you need to visit Reldo, buy 10 bronze axes from Bob along the way. Cut and burn some oak logs for the diary. Finish Lost City (can convert all but one branch now), bring items to go down the Lumbridge swamp caves.

**GP stack:** 468420 gp

**Items needed:** 176 gp, air runes, earth staff, law runes, steel axe, tinderbox, 1 dwarven rock cake, slop of compromise, fishcake, dramen staff, 1 rope, 1 candle or bruma torch/FM cape, rune pickaxe, 1 lockpick

**Skills/quests met?:** yes

Total time: 5d18h

1. Enter the Lumbridge Swamp, collect 5 swamp tar for quests. Enter the Lumbridge swamp caves and kill a big frog for the big frog leg and a cave bug for the diary step (do not go north with the candle as a light source, you will die). Catch a raw slimy eel. Run to Draynor, chop some willow logs for the diary. Buy 35vinegar,2000seeds (buy all seeds in every world, they’re for bird runs in the future) along with 10 cabbage and 10 onion seeds and 5 marigold seeds, start Fairytale I. Do a lap on the agility course and go into the sewers and kill a zombie for the diary. Complete Vampyre Slayer, grab two whistles from Draynor Manor for Holy Grail, dig up the grave outside to collect the skull for Fairytale I. *Optional: visit the Falador patch for compost.* Run to Port Sarim, speak with Frizzy Skernip (spirit tree patch) along the way for Fairytale I.

**GP stack:** 462299 gp

**Items needed:** 6297 gp, rune sword, 1 rope, 1 candle or bruma torch/FM cape, fishing rod, fishing bait, trout/salmon, steel axe, garlic, stake, hammer, spade, holy table napkin

**Skills/quests met?:** yes

Total time: 5d19h

1. Charter a ship to Brimhaven (speak with Praistan Ebola at the spirit tree patch and Garth at the fruit tree patch), kill a monkey for a monkey paw and buy an inventory of food from Alfonse (only lobsters and better, hop as needed, leave 2 inv spaces). Take the rope swing to Moss Giant Island for the diary, run to the horseshoe mine, mine a gold ore for the diary and blow the whistle, continue Holy Grail (kill the Black Knight Titan, bring your rune shortsword and Excalibur. You can flinch with the rune shortsword for the full kill except the last hit).
   1. Save a cooked karambwan in case you burn the one you need to prepare for Tai Bwo Wannai Trio later - *this doesn’t actually work?*

**GP stack:** 456006 gp

**Items needed:** 6293 gp, rune pickaxe, rune sword, Excalibur, trout/salmon, magic whistle, strike runes

**Skills/quests met?:** yes

Total time: 5d19h

1. Teleport to Camelot, talk to King Arthur to get the feather for Holy Grail.

**GP stack:** 456006 gp

**Items needed:** air staff, law runes

**Skills/quests met?:** yes

Total time: 5d19h

1. Chronicle teleport to Varrock, speak with Dreven at the bush patch and the Guildmaster to progress Dragon Slayer I (go through all dialogue options, get the maze key). Run south and speak with Vasquen at the hops patch. Plant barley in the patch (make sure to pay the farmer with 3 regular compost, also use compost on the patch itself. Keep the weeds.). Run around and hop over the fence for the diary, kill a ram in the for the ram skull. Grab two cadava berries and mine an iron ore in the southeast Varrock mine for the diary. Grab the Rag and Bone Man I items (including axe and tinderbox, no logs because of inv space - put the bones in the vinegar while bankstanding), 4 oak logs, saw, hammer and an iron bar. Use a digsite pendant, speak with the Lead Navigator for Bone Voyage. Turn around, go to the sawmill and make the logs into planks, buy 250 steel nails. Visit the Odd Old Man for Bone Voyage and complete Rag and Bone Man I, start Rag and Bone Man II. Teleport to Varrock (chronicle), speak with the Apothecary for Bone Voyage and Romeo & Juliet and give him the Diary of Herbi Flax, show The Lost Tribe brooch to Reldo. Pay the estate agent to move your POH to Kourend. Grab a saw, hammer, 2 oak planks, 5 steel nails, 1 iron bar. Continue and complete Bone Voyage at the boat north of the Digsite.
   1. If you already have 4 oak planks and steel nails from Tempoross you can skip the sawmill step.

**GP stack:** 445506 gp

**Items needed:** 10500 gp, Chronicle, barley seeds, 4 compost (from Step 21), rake, seed dibber, rune pickaxe, brooch, diary, digsite pendant, axe, tinderbox, 4 oak logs, saw, hammer, iron bar, Rag and Bone Man I bones, jugs of vinegar, marrentill potion(unf), 2 vodkas, cadava berries

**Skills/quests met?:** yes

Total time: 5d19h

1. Build the camp on Fossil Island (then rebank to get new items), unlock the mushtree system, mine 1,000 volcanic ash while in the area, set up your first bird run.
   1. *From here on out do a bird house run with the best possible logs for your hunter and crafting level whenever convenient until you are at least level 49 hunter or you are down to your last digsite pendant, whichever comes first. Bird runs have a cooldown of 50 minutes.*
   2. For an example of a good bird run, see [Bird house run including banking](https://www.youtube.com/watch?v=zK4L2aDUneg). A lot of guides get the pathing (in the valley) wrong or do not use a fifth clockwork!
   3. Optional: after you’re done on Fossil Island, POH teleport with 15 compostable items and run north to make a load of compost.
   4. Important: save the first two teak seeds you get (from either bird runs or farming contracts) for future woodcutting.
   5. *For the near future: if your hunter is at least level 46 always chase earth implings, you will need an earth talisman!*
   6. *For the distant future: if your hunter is at least level 65 always chase magpie implings, along with the Taverley crystal chest they are the best way to get a runite bar for Song of the Elves down the line.*

**GP stack:** 445506 gp

**Items needed:** saw, hammer, 2 oak planks, 5 steel nails, 1 iron bar; **rest after creating bank:** rune pickaxe, steel axe, ~~4~~ clockworks, 4 logs, hammer, chisel, 40 barley seeds, 5 planks, 8 oak planks, 20 steel nails, 3 soft clay, empty bucket, tinderbox, 1 rope, 1 iron bar, 2 logs

**Skills/quests met?:** yes

Total time: 5d20h

**1.4: 62 farming, Desert Treasure, earth battlestaves**

**Total time for section:** X hours, Y mins

1. Bank at Ferox, do the entire Death Plateau and Troll Stronghold quests (use minigame teleports whenever possible, or your games necklace when it is not). If you get the troll bone for Rag and Bone Man II at any point during the troll quests, keep it. Buy 5 extra pairs of climbing boots. Make sure to free Eadgar and unlock the secret south entrance to the stronghold.

**GP stack:** 445386 gp

**Items needed:** 120 coins, 10 bread, 10 trout, 1 iron bar, 1 asgarnian ale, 1 premade blurb’ sp, wind strikes/bolts

**Skills/quests met?:** yes

Total time: 5d21h

1. Teleport to Falador. Smelt the conductor rod for Creature of Fenkenstrain, the demonic sigil for Shadow of the Storm and make an unstrung symbol (holy mould). String it. If you are not level 27 herblore yet, make serum 207’s, compost potions and energy potions in the bank using your wintertodt herbs. Grab a botanical pie and run north. If you haven’t spoken with 5 farmers yet for Fairytale I speak to Alain. Boosting your herblore, speak with Sanfew to start Eadgar’s Ruse. Head to the Goblin Village and progress Holy Grail and The Lost Tribe.

**GP stack:** 445386 gp

**Items needed:** water runes, air staff, law runes, chaos runes, two magic whistles, magic gold feather

**Skills/quests met?:** yes

Total time: 5d21h

1. Grab your scrying orb and a pickaxe. Use your necklace of passage to teleport to the Wizards’ Tower. Have Wizard Sedridor send you to the rune essence mine (second scrying orb charge) and leave again. Run to Draynor and continue Fairytale I (and enter Zanaris) up to the step where you need to visit Zandar Horfyre. Teleport to Lumbridge and finish The Lost Tribe. Give Mistag the brooch for a mining helmet. Start Death to the Dorgeshuun (also Mistag), only the very very first step. Buy a bone crossbow and 2000bone bolts (from Nardok, in packs) *(buy 3000 if HCIM)*.

**GP stack:** 434986 gp

**Items needed:** 10400 gp, necklace of passage, dramen staff, air runes, earth staff, law runes, brooch

**Skills/quests met?:** yes

Total time: 5d22h

1. Teleport to Falador. Get a haircut from the hairdresser and fill a bucket at the pump for the diary. Continue Fairytale I (by climbing over the western Falador wall) until you have the list of three items needed to make the magic secateurs, stop by the crafting guild along the way and mine a gold ore for the diary and turn two cowhides into soft leather and one into a hard leather (so three hides total). Complete Melzar’s Maze for the map piece to progress Dragon Slayer I. Collect the three Fairytale items. Most items are not too difficult to obtain, see below for some suggestions for the harder ones. Use the Shades of Mort’ton minigame teleport to get to the Nature Grotto, killing a snail for thin snail meat and crafting its shell into a snelm along the way, and make the magic secateurs.
   1. Clean avantoe/irit leaf: have Zahur in Nardah clean their grimy equivalent that you got from Wintertodt, or do Sorceress’ Garden minigame for them.
   2. Clean snapdragon: Brimhaven agility arena to buy one for 10 tickets.
   3. Nature talisman: kill abyssal leeches in the abyss. Probably the most difficult item. At least you can pick up the RC pouches that they drop as well, which will be useful later.
   4. White berries: the wilderness Lava Isle spawn, or cave crawlers/chaos druid warriors.

**GP stack:** 434981 gp

**Items needed:** 5 gp, water runes, air staff, law runes, rune pickaxe, brown apron, maze key, wind strike runes, rune sword, salmon/trout, secateurs (from Step 11), symptoms list, Draynor skull, amulet of ghostspeak, three cowhides

**Skills/quests met?:** yes

Total time: 5d23h

1. Complete The Shadow of the Storm (you can flinch the demon with a rune shortsword just like during Holy Grail, and deal the last hit with darklight. Just don’t run away when you deal the last hit! **Oziris recommends the northwest torch** [**https://i.imgur.com/kvn6Mf5.png**](https://i.imgur.com/kvn6Mf5.png)), put the xp on ranged. After the quest is done bank at Ferox, POH teleport and run north with 15 compostable items and a noted stack of buckets, volcanic ash and a compost potion to collect optional ultracompost and make a new batch (unnote the buckets by storing them with the leprechaun).

**GP stack:** 434981 gp

**Items needed:** rune sword, Silverlight, “evil gear” (Step 50), air runes, earth staff, law runes, trout, demonic sigil, demonic tome

**Skills/quests met?:** yes

Total time: 5d23h

1. *You should be at least level 11 hunter by now from bird runs (you didn’t forget, did you?).* Teleport to Lumbridge, collect a few anti-dragon shields from the Duke. Enter Zanaris and complete Fairytale I *(make sure to take the low level agility shortcut to the cosmic altar for the diary)* **(Oziris recommends this safespot for flinching:** [**https://i.imgur.com/2Ejgx0h.png**](https://i.imgur.com/2Ejgx0h.png)**)**. Leave Zanaris and run to Draynor, start Fairytale II (bank shields, withdraw the other items). Free Prince Ali with your key, do A Porcine of Interest, buy a mirror shield, rock hammer, two facemasks, earmuffs, nose peg, spiny helmet, unlit bug lantern, insulated boots, boots of stone, bag of salt, slayer gloves, 30 ice coolers and as many enchanted gems as you can carry, grab 10 grain. Return to Martin the Master Farmer (rebank), continue Fairytale II until you have access to fairy rings. Go to ring CIR (diary step), ALS (McGrubor’s Wood, diary step, run out and plant jute seeds for the diary, return to the fairy ring), BIS (Ardougne zoo, diary step), AIR (diary step), DIS (diary step), AJP (Varlamore) and do The Ribbiting Tale of a Lily Pad Labour Dispute in full and include this fairy ring in future hardwood tree farming runs, also grab a sweetcorn for Recipe for Disaster, *optional: also do Twilight’s Promise here, this requires some combat*, fairy ring BJR (Fisher Realm) to continue Holy Grail (grab the holy grail, don’t blow the whistle), fairy ring to Hazelmere for The Grand Tree (CLS), fairy ring DKS to start Olaf’s Quest, kill 5 rock crabs for the diary, catch a cerulean twitch for the diary.

**GP stack:** 432461 gp

**Items needed:** 7500 gp, air runes, earth staff, law runes, dramen staff, pink skirt, paste, wig, 3 beers  
*After banking:* 3 jute seeds, seed dibber, rake, ultracompost, magic secateurs, trout, 2 ropes, knife, rune sword, steel axe, bronze key, magic whistle, bark sample, bird snare

**Skills/quests met?:** yes

Total time: 6d0h

1. If you have not collected the item for Forgettable Tale… by now, go get it. Continue Forgettable Tale…, get the third kelda seed from the Rowdy Dwarf in the Laughing Miner (also pick up a beer to get an empty glass) and the fourth from Gauss, then continue the quest until you have planted your kelda hops. Bank and grab items for the next steps. Return to fairy ring AJR and complete Mountain Daughter. Take the secret entrance to the Troll Stronghold (speak with Burntmeat to save walking) and continue Eadgar’s Ruse to the step where you have to collect the parrot. Start Troll Romance up to the step where you need to collect the flower (after you have the sled).

**GP stack:** 432461 gp

**Items needed:** 4 kelda seeds, rake, seed dibber, spade, the Forgettable Tale… item (if not delivered yet), white pearl seed, a cake tin, iron bar, swamp tar, a bucket of wax, rope, maple logs, a plank, climbing boots, games necklace, steel axe, leather, needle, thread, air runes, fire staff, law runes, chronicle, at least 6693 gp, earth runes, mind runes

**Skills/quests met?:** yes

Total time: 6d2h

1. Chronicle teleport and harvest your barley, cook it along the way in the Tree Gnome Stronghold steps below. Run south and craft a coif in the Lumbridge cow pen for the diary. Continue The Grand Tree (Varrock teleport for spirit tree), then go up the stairs and buy 4 inventories of food from the Gnome Waiter (each inventory consists of 3x Premade veg batta, 3x Premade w’m batta, 3x Premade t’d batta, 3x Premade fr’t batta, 3x Premade c+t batta, 3x Premade worm hole, 3x Premade ttl, 3x Premade veg ball, 3x Premade choc bomb). At the Karamja Shipyard step of this quest charter to Port Sarim, speak with Veos and go to Kourend, then take the ship to Land’s End. *You should have at least 15 hunter by now from bird runs, level 35+ will help speed up the Kourend diary.*
   1. The gnome food is 2t and combo food, meaning it is better than most other food available at this level (and only outclassed by karambwans later), and you can also combo-eat it if you want.
   2. The chocolate bomb and tangled toad’s legs (“premade choc bomb” and “premade ttl”) heal 15 each, the worm hole and vegetable ball heal 12 each, and all the battas heal 11 each.
   3. There is a myth about the tangled toad’s legs being slower to restore your health - this is not correct.

**GP stack:** 416061 gp

**Items needed:** 6693 gp, Chronicle, spade, leather, needle, thread, air runes, earth runes, fire staff, law runes

**Skills/quests met?:** yes

Total time: 6d2h

1. Zeah:
   1. Take the minecart to Shayzien and start Tale of the Righteous. Buy 20 Lizardkickers in the Cloak and Stagger. Run on to Lovakengj, sniping a lizardman kill along the way (just tag one that’s in combat, be careful with poison and health). Speak with Lady Vulvana Lovakengj to star the Forsaken Tower. Mine and bank one sulphur.
   2. Run to Arceuus, speak with Ganala and find The Envoy To Varlamore for The Depths of Despair and read it and find Soul Journey along the way. In there, hand in a book for the diary (XP on magic). Speak with Mori to start The Ascent of Arceuus. Run south, pick the lock on the chest in Councillor Hughes’ home to find the letter for The Queen of Thieves. Head to the castle, speak with Councillor Andrews to progress Ascent of Arceuus, pray at the altar for the diary. Grab your willow shortbow with steel arrows, wind strikes, a rune shortsword, some food, a games necklace and your coin stack.
   3. Run to Mori to progress Ascent of Arceuus, buy 200 soul runes at Regath (50 per world). Run the Arceuus library.
   4. Progress Ascent of Arceuus and Tale of the Righteous, swap to the Arceuus spellbook, progress the Bear Your Soul miniquest.
   5. Use a games necklace to teleport to Wintertodt and progress the Forsaken Tower. Grab a rune pickaxe, fly fishing rod and 10 feathers, keep your quest items on you. Grab runes for Arceuus teleports. Battlefront teleport, progress Ascent of Arceuus until after the Mount Karuulm Step (mine an iron ore in the Mount Karuulm mine while you’re up there and buy a steel spear from Leke quo Keran. Also fish a trout from the River Molch for the diary and do Getting Ahead while you are near the farming guild), progress the Forsaken Tower, games necklace Wintertodt teleport and progress the Forsaken Tower. Getting Ahead items are around the area. Teleport to Fenkenstrain and complete Creature of Fenkenstrain.
   6. Home teleport to Dark Altar to progress Ascent of Arceuus, swap back to the normal spellbook, head northeast and take the boulder leap shortcut for the diary. Bank at Ferox, grab 15 compostable items. House teleport, fill the compost bin. Head south and kill a sand crab (e.g. with magic) for the diary in the crabclaw cavern and complete Depths of Despair. Run north to Piscarilius, repair a crane for the diary and complete the Queen of Thieves. Take the mine cart to Lovakengj, complete the Forsaken Tower.
   7. Run south, bank in the Shayzien Encampment and grab food and an antipoison (along with the quest items you were carrying). Progress Tale of the Righteous by speaking with Lord Shayzien until he gives permission for the Mount Quidamortem expedition. Go to the campsite south of the lizardman settlement to start The Garden of Death, exploring the cave below until you have enough words to be sent to Lake Molch. Instead keep going to Mount Quidamortem and resume Tale of the Righteous to the step where you have spoken to Duffy and Gnosi near the unstable altar. Make sure to also unlock the quick transportation by speaking with the Mountain Guide.
   8. Take the cart back to Shayzien, complete Tale of the Righteous. Run west to Lake Molch and take the boat onto Lake Molch Island. *If you have 35 hunter catch a bluegill for the diary.* Continue the Garden of Death quest at Lake Molch Island and then Xeric’s Shrine. Kharedst’s memoirs teleport to the Graveyard of Heroes (Shayzien), run southwest and complete the Garden of Death at the Ruins of Morra. If you are not cut-eating all of your barbarian fishing, Kharedst’s memoirs teleport to Hosidius, run to the mess hall and train to level 70 cooking (if you are cut-eating the whole way you will get this level later passively). Either way, next enter the woodcutting guild and buy an iron, mithril and a rune axe. Run north and complete Ascent of Arceuus.
      1. If you obtained a dragon axe from wintertodt you don’t need the rune axe (but you will need the other two).

**GP stack:** 293361 gp

**Items needed:** *Each segment has its own item requirements, bank as needed.* 202224 gp, rune pickaxe, ranged gear plus arrows, wind strikes, rope, tinderbox, law runes, earth runes, fire runes, games necklace, dramen staff, face mask, 3 planks, 100 steel nails, Getting Ahead items can all be found in the region.

**Skills/quests met?:** yes

**Total time:** 6d10h

1. Blast Furnace minigame teleport, harvest the kelda hops, start the brewing/fermenting process. Teleport to Camelot and complete Holy Grail.

**GP stack:** 293136 gp

**Items needed:** 225 gp, 2 barley malt, 2 buckets of water, holy grail, air runes, law rune

**Skills/quests met?:** yes

Total time: 6d10h

1. Train woodcutting to 70, 2t teaks at the trees north of Soul Wars is recommended. If you want/need more rewards from forestry instead do this on a forestry world - you likely can’t 2t there as people kill the birds. Use fairy ring BJP to get there - either using a necklace of passage to the wizards’ tower, or swapping to the Arceuus spellbook (once) then using the Salve graveyard teleport spell. You can also keep doing hourlies and returning to the teak trees this way. If you did not get 16 magic logs from Wintertodt keep going to level 75 instead. You can also go to 75 regardless if you want, it’s ~EHP. Remember to swap to the normal spellbook on completion if you chose Arceuus during this step.
   1. Wear armour and take a few food to survive the birds and stay for a long time.
   2. When doing bird runs, do sulliusceps to get 5 sulliuscep caps (note: this can take a long time, long enough to cover multiple bird run timers). Take food, a rake and antipoison. Note: you may be able to get away with fewer than 5 caps and save some time here, but this is a bit of a gamble.
   3. Optional: train to 75 woodcutting (if you haven’t already) and on a future tree run collect magic roots to make an amulet of nature to improve your farming contracts and herb runs on kronos.
   4. [2t Woodcutting Prif with moving](https://www.youtube.com/watch?v=klCxgZrmVe8) shows how to move between trees without messing up the 2t setup. The same strategy works at Soul Wars.
   5. Alternatively, use 2t oak cutting to train your woodcutting, see e.g. [Getting Rats for 2t Oaks](https://www.youtube.com/watch?v=3ysPgln5qZ4&pp=ygUMb3NycyAydCBvYWtz), though keeping the rats in cycle while burning the logs may prove difficult.
   6. At your own convenience (recommended: right now) chop 300 oak and willow logs and purchase the log basket from the forestry shop.

**GP stack:** 293136 gp

**Items needed:** rune axe, forestry kit

**Skills/quests met?:** yes

Total time: 6d13h

1. Complete The Grand Tree (Varrock teleport again for the spirit tree), speak with King Narnode Shareen again to start Monkey Madness I. Mine a gold ore in the mine under the Grand Tree for the diary. Leave and right click teleport with Brimstail to load the scrying orb (third scrying orb charge) and start The Eyes of Glouphrie to the step where you need to speak with Hazelmere. *If you need magic logs, chop them on the tree in the southeast of the Gnome Stronghold.* Return to the tree and take the glider to Gandius, go north and progress Monkey Madness I until you need to return to King Narnode. Use your Kharedst’s Memoirs to Arceuus and swap to the Arceuus spellbook. Mine a dense essence block and make it a dark essence block.

**GP stack:** 293136 gp

**Items needed:** lumber order, rune sword, scrying orb, kharedst’s memoirs, rune pickaxe, chisel, (rune axe), wind strike runes

**Skills/quests met?:** yes

Total time: 6d14h

1. Blast Furnace minigame teleport when the brewing is done and complete Forgettable Tale… Chronicle teleport, run north and give Juliet the cadavaberry potion to progress Romeo & Juliet. Head to Varrock centre and speak with Romeo to complete the quest. Start Garden of Tranquillity. Next speak with the Mage of Zamorak to complete Enter the Abyss.

**GP stack:** 293136 gp

**Items needed:** 3 gp,Chronicle, beer glass (blow one molten glass?), 1 kebab (buy), 1 beer (buy), cadava potion, scrying orb

**Skills/quests met?:** yes

Total time: 6d14h

1. Draynor Manor teleport, speak with the Wise Old Man to progress Garden of Tranquillity. Wear your ring to cut the charter costs. During the steps below, bring a compost potion and volcanic ash and make sure you have buckets in the leprechaun (can be brought noted) to obtain ultracompost. Leave one bin as supercompost (instead of upgrading to ultra) and collect 15 buckets for My Arm’s Big Adventure later, store them with the leprechaun when they’re ready. Also bring more compostable items to start a new batch wherever possible.
   1. Speak with Elstan (Falador patch), plant marigolds and harralanders.
   2. Buy 14 watering cans, 4 sacks and two spades from Sarah and spin a strip of cloth from 4 balls of wool at her loom.
   3. Fishing Trawler minigame teleport, charter a ship to Catherby, plant some harralanders, obtain a pet fish from Harry for the diary (requires seaweed and a fishbowl with water) and speak with Dantaera (allotment patch).
   4. Charter a ship to Brimhaven and grab a raw swordfish and raw chicken. Visit the Tower of Life and summon and kill a swordchick, go to Ardougne, get the parrot for Eadgar’s Ruse, do Plague City and visit the Flying Horse Inn for the barcrawl along the way (keep the gas mask for Desert Treasure), start Biohazard up to the step where you have the three vials. Have Wizard Cromperty teleport you to the Rune essence mine for the diary.
   5. Have captain Barnaby take you to Rimmington, get the touch paper and give the right vials to the right people, speak with Captain Tock and continue and complete The Corsair Curse. Return to Rimmington, have captain Barnaby take you to Ardougne. Rebank.
   6. Grab your iron chainbody, lobster pot, one silk, a wizard’s mind bomb, a fly fishing rod, 20 feathers, two soft clay, your cash stack, a cabbage, an axe, secateurs, a trowel, a rake, a plant pot, a watering can, 2 harralander seeds, 6 cabbage seeds, 6 onion seeds, two earth runes, two law runes, a soul rune, a water rune, an unblessed symbol, some food, climbing boots (or boots of lightness) and your rune shortsword. Pickpocket a master farmer for the diary, then run to the farming patch and speak with Kragen. Plant a harralander and the cabbages. Run northwest and find Lollk in the cave for Dwarf Cannon. Run back to Captain Lawgof and continue Dwarf Cannon. Teleport to Fenkenstrain, run to Lyra. Plant the harralander and onions and speak with her to progress the quest.

**GP stack:** 290836 gp

**Items needed:** 11716 gp, earth runes, water staff, law runes, soul runes, ring of charos, seaweed, fishbowl (with water), 1 marigold seed, 3 harralander seeds, seed dibber, rake, fly fishing rod, 20 feathers, 2 soft clay, 1 cabbage, rune axe, magic secateurs, 1 gardening trowel, 1 plant pot, 6 cabbage seeds, 6 onion seeds, compost, spade, iron chainbody, watering can, raw swordfish, raw chicken

**Skills/quests met?:** yes

Total time: 6d16h

1. Teleport to Draynor Manor, run north to Barbarian Village. Make an unfired bowl on the pottery wheel, fire it for the diary. Make another unfired bowl for Dragon Slayer I. Speak to Checkal the Strongman for Below Ice Mountain and continue to progress that quest. Catch some trout, buy a mithril full helm, steel full helm and two bronze med helmets from the Helmet shop, then enter the Stronghold of Security and complete all four levels, then perform all four emotes for the diary. *Optional: also kill some minotaurs, flesh crawlers, catablepon and ankou for the four pieces of the skull sceptre.* Run to the Ice Mountain and speak with the Oracle to progress Dragon Slayer I, use secateurs on the white tree to obtain a shoot, put it in your plant pot and water it. Speak with Nulodion to progress Dwarf Cannon. Go downstairs and collect the Dragon Slayer I map piece. Go south, squeeze through the crevice for the diary, speak with Boot to progress Family Crest. Run back outside, go west and complete Below Ice Mountain. Run to the Black Knights’ Fortress and continue the quest to the point where you have to return to Sir Amik Varze.

**GP stack:** 300808 gp

**Items needed:** 1454 gp, fly fishing rod, feathers, bronze bar, hammer, iron chainbody, 1 cabbage, salmon, magic secateurs, plant pot, watering can, rune sword, earth runes, water staff, law runes, 2 soft clay, lobster pot, silk, wizard’s mind bomb

**Skills/quests met?:** yes

Total time: 6d17h

1. Run to the Edgeville Monastery, grab a set of monk’s robes (you can collect extras if you want). Speak with Brother Jered to bless your unblessed symbol. Speak with Brother Althric to continue Garden of Tranquillity. Continue the quest until you have his rose seeds and your ring of charos (a) again. Grab a pickaxe, a teleport to a bank and an inventory of pure essence and one empty inventory slot (bank everything else). Run to the Mage of Zamorak in the wilderness and mine an iron ore, then enter the abyss and exit through the water rift, craft an inventory of water runes for the diary. Teleport to the bank. Grab climbing boots from the bank if you aren’t wearing those already. Use a games necklace teleport to Burthorpe and continue Garden of Tranquillity to get the vine seeds.

**GP stack:** 300808 gp

**Items needed:** ring of charos(a), fishing rod, games necklace, pure essence, pestle/mortar, 2 plant cures, hammer

**Skills/quests met?:** yes

Total time: 6d17h

1. Salve teleport, take the fairy ring to AJR and continue Eadgar’s Ruse until the step you need to visit Taverley. *Visit Elnock Inquisitor once a day to buy 10 impling jars (we most likely only need 27 – aka 7 free + 2x10 – or even 17).* Take fairy ring CLS to Hazelmere to progress The Eyes of Glouphrie.

**GP stack:** 260808 gp

**Items needed:** 40000 gp, rune axe, tinderbox, spade, drunk parrot, earth staff, law runes, soul runes, rune sword, salmon, dramen staff, climbing boots, good food, pickaxe, secateurs, water runes

**Skills/quests met?:** yes

Total time: 6d17h

1. Fenkenstrain teleport, harvest your harralanders and plant new ones and speak with Lyra to progress Garden of Tranquility. Fishing Trawler minigame teleport. Bank, grab combat gear (including mithril armour, your gnome amulet and an antidragon shield), an axe, a tinderbox, a knife, money, pickaxe optional, runes optional and charter a ship to Brimhaven. Go south to the general store near Tai Bwo Wannai village, buy a machete, a few bread and a few antipoisons. Using the snake boxing method (<https://oldschool.runescape.wiki/w/Gout_tuber/Strategies>), chop dense jungle to get a gout tuber for the medium diary, when you get your first sticks repair the fence and speak to Murcaily then resume chopping. If you get a gout tuber before you reached 100% favour kill jungle spiders (north of the calquat farming patch) to get to 100%. Also prepare and cook a spider on a stick along the way for the diary. If you are taking too much damage, buy more bread from the general store.
   1. When done, go to Ardougne and bank, grabbing a pickax, harralander seeds, Draynor manor teleport runes, a dramen staff and your farming tools if needed. Head to the Witchhaven dungeon and mine two ‘perfect’ gold ores for Family Crest. Head back out and harvest your harralanders and plant new ones and speak with Kragen to progress Garden of Tranquillity. Lastly Draynor Manor teleport, run to the Falador allotment patch, harvest your harralanders and plant new ones and speak with Elstan to progress Garden of Tranquillity. Run to Taverley and collect the dirty robes for Eadgar’s Ruse. Salve teleport, fairy ring AJR, continue Eadgar’s Ruse. Boost your herblore using a botanical pie to make the truth serum. Make sure to collect 3 goutweed. Home teleport, pray at the Dark Altar to return to the normal spellbook. Teleport to Varrock, plant all the seeds in the garden and continue Garden of Tranquillity. Go to southeast Varrock and continue Biohazard.

**GP stack:** 260138 gp

**Items needed:** 5203 gp, earth staff, law runes, soul runes, axe, tinderbox, knife, pickaxe, gnome amulet, mithril armour, seed dibber, spade, 5 compost, 3 harralander seeds, watering can, fire staff, air runes, water runes, rake, plague sample, touch paper

**Skills/quests met?:** yes

Total time: 6d23h

1. Blast furnace minigame teleport, make three inventories of steel bars and an inventory of iron bars. Alternatively you can enchant a ruby ring from a bird run), buying the ores in the shop if needed. Smelt 50 silver ore at the Blast Furnace, buying ores if necessary. If you have more silver ore, smelt it here. Using your dwarven stouts make 108 gold bars, taking you (well) past level 40 smithing. Make sure to use the ring of charos(a) when paying the foreman. Leave 27 gold bars in the dispenser - you will only take these out at level 99 smithing. Having bars in there speeds up the smelting.

**GP stack:** 237988 gp

**Items needed:** 22150 GP (10k for the foreman plus gold ore costs, estimated), 27 iron ore, 27 coal, silver ores, 108 gold ores, ring of charos(a), more GP if you actually need to buy ores (but maybe WT covers it all)

**Skills/quests met?:** yes

Total time: 7d0h

1. Teleport to Lumbridge, continue Garden of Tranquillity and smelt the two ‘perfect’ gold ores into perfect jewelry (BE CAREFUL NOT TO MAKE TWO RINGS/NECKLACES). Make mushroom pies (1-4 pies are recommended, depending on how many uncut gems you got from wintertodt. If you went for the minimum amount of wintertodt you will need up to 4, while 1 pie is enough if you went to level 97+) on the Lumbridge range. Teleport to Falador, continue Garden of Tranquillity. Make jewelry (40 rings of dueling, 45 digsite pendants, 10 games necklaces, 8 bracelets of clay, 2 sapphire amulets, turn one into an amulet of magic, 1 ruby amulet with the pie boost and turn it into an amulet of strength, 1 binding necklace).
   1. You should have some spare sapphire and emerald rings by now from your bird runs. Enchant those too.
   2. The amulet of strength will be the BiS for a long, long time (until Chapter 3, when you upgrade it to an amulet of torture).
   3. Keep doing poor man’s harralander herb runs (skip forward to step 93 to check a more detailed explanation of these) (make ~10 compost potions and ~120 energy potions to get to 16,224 herblore xp, almost level 32. The potions will be useful for turning entire compost bins into supercompost). Make sure to leave one harralander in the bank for Heroes’ Quest. You will buy water-filled vials a few steps down in the guide.

**GP stack:** 237988 gp

**Items needed:** 41 emeralds, 51 rubies, 16 sapphires, air/earth runes, water staff, fire staff, 108 cosmics, law runes, half a mushroom pie

**Skills/quests met?:** yes

Total time: 7d1h

1. Complete the Garden of Tranquillity (the statue teleports you to Varrock). Shoo your cat/kitten and get a new one from Gertrude (can teleport with chronicle), pick the colour for the diary. Run to the spirit tree and finish The Eyes of Glouphrie and enchant the crystal saw seed at the bowl. Grab a spare bucket of sap for Icthlarin’s Little Helper later.
   1. Whenever you have the chance, plant teak trees in the Fossil Island hardwood tree patches, in particular the two westernmost ones.

**GP stack:** 237888 gp

**Items needed:** 100 gp, ring of charos(a), fire staff, air runes, law runes, bucket of sap, mud rune, maple log, oak log, hammer, saw, pestle/mortar

**Skills/quests met?:** yes

Total time: 7d1h

1. Plant willow saplings in at least two places (three for insurance is better. Varrock, Falador and Lumbridge are recommended). Pick a white tree fruit from the white tree for the diary. Games necklace teleport to Burthorpe, run south and complete Eadgar’s Ruse. Buy 25 water-filled vial packs.
   1. If you collect(ed) one limpwurt root at any point you can now finish the Kourend & Kebos easy diary. Do so at your own convenience and put the lamp on herblore.

**GP stack:** 231054 gp

**Items needed:** 6834 gp, 3 willow seeds, 3 plant pots, watering can, 3 compost, air runes, earth staff, water staff, fire staff, law runes, spade, seed dibber

**Skills/quests met?:** yes

Total time: 7d1h

1. Dueling ring to the duel arena, give the pieces of perfect jewellery to Avan for Family Crest. Dueling ring to Clan Wars, go through Soul Wars to Edgeville, enter the Edgeville dungeon and get a slayer task from Vannaka (for the diary), cross the obstacle pipe into the sewers (for the diary) and collect ~7 red spider’s eggs (for diary steps, restore potions for Desert Treasure and a guthix balance potion against vampyres). Return to Edgeville bank, grab 50gp, a pickaxe, axe, a ring of dueling and fill your inventory with pure essence (you only need 1 really, but free xp). Make a waka canoe (but don’t use it), then run into the wilderness and buy a team cape from Richard and equip it for the diary, get sent to the Abyss by the Mage of Zamorak. Exit through the earth rift and craft an inventory of earth runes for the diary.

**GP stack:** 231004 gp

**Items needed:** ‘perfect’ necklace, ‘perfect’ ring, 50 gp, bronze axe (Step 2), bronze pickaxe (Step 43), ring of dueling, 25 pure essence, rune sword, salmon

**Skills/quests met?:** yes

Total time: 7d2h

1. Use the willow shortbow to get 28 ranged on imps outside the Tower of Life (Fishing trawler minigame teleport, use a Lizardkicker) to collect beads. At 28 range swap to a bone crossbow and keep training until you have all beads. After killing the imps use the fairy ring to Zanaris to buy jars from Elnock if you haven’t yet, then fairy ring DIS to start and complete Imp Catcher. After that use the bone crossbow to get 37 ranged at sand crabs or on whatever slayer task you got earlier if it’s convenient (use more Lizardkickers to stay boosted by +2 or more while training). If you are killing enemies that drop any form of bones, bank at least 8 to save a bit of time later. *If you are a HCIM leave as soon as you have the imp items, you will get all your ranging XP from the extra dragons in the next step.*

**GP stack:** 231004 gp

**Items needed:** willow shortbow, mithril/steel arrows, bone crossbow, bone bolts, dramen staff,

**Skills/quests met?:** yes

Total time: 7d3h

1. Check the willow trees when they’ve grown (probably in the middle of this step). Kill green dragons with ranged for 43 prayer (70 green dragons, games necklace to Corporeal Beast then run east, bank the hides with a looting bag. Alternatively, use a safespot in the green dragon room in the wilderness slayer cave, in the northeast of the room. It’s probably smart to finish 80 dragons instead in case of bad RNG at the Wilderness altar. *Make sure to bank at least one spare set of dragon bones.* This should give you level 43 ranged (51,012 xp). Use your remaining Lizardkickers for a slight dps increase. For using the bones up, run from Ferox Enclave). After this step, the game is safe. :)
   1. Optional: train melee with organised crime and other activities. Kill a lizardman for the diary during/after the organised crime if you haven’t already.
   2. ***HCIM:*** *There are three options for HCIM, and they are all bad:*
      1. *Do the above step but kill more dragons, using the ectofuntus to turn them in. Ghosts Ahoy is only in Ch2St22, so either you do this without an ectophial (fairy ring ALQ on Arceuus book, dueling rings to rebank), or you reroute to complete the quest early. There are no significant requirement for doing the quest early.*
      2. *Instead of killing green dragons, you can safespot blue dragons in the Isle of Souls. They are way tankier and this takes considerably more time, but it means you don’t have to go into the wilderness. Taverley Dungeon is not viable right now with 51 agility. The extra bone bolts you bought previously were for the extra tanky blue dragons.*
      3. *Varlamore mining: mining calcified rocks gives blessed bone shards, which can be turned in at the liberation bowl with blessed wine (made from regular wine) starting at level 30 prayer - which you have. The downside is that this method scales significantly with mining level, so it’s lousy right now (but it is completely safe). Later, when going for 70 prayer, this is a reasonable alternative for HCIM to wildy green dragons, though it is still recommended to train mining more as much as possible before doing this method.*
   3. You can find an [example setup here](https://drive.google.com/file/d/185mln9zPD6VOIi8ksJ3oVVGaEGBkul4C/view?usp=drive_link).

**GP stack:** 230380 gp (don’t bother wasting inv slots on GP at dragons)

**Items needed:** rune pickaxe, dueling ring, 1 pure essence, air runes, earth staff, water staff, fire staff, law runes, bone crossbow, bone bolts, anti-dragon shield, salmon, amulet of accuracy (from Imp Catcher), coif/green d’hide chaps/vambraces

**Skills/quests met?:** yes

Total time:7d8h

1. Collect 12 willow branches (6 per tree, 5 minutes to grow, only starts growing after checking health). If you had 3 trees grown, collect 18 instead. Buy 26 garden pies from Romily Weaklax in the Cooks’ Guild in Varrock along the way (or chronicle teleport to get there). *Optional: buy a second inventory, they are useful.* Do Enlightened Journey. If you only collected 12 branches earlier, collect 6 more now. Digsite teleport to the digsite, do A Soul’s Bane and re-enter the dungeon after completing it.
   1. Note: After Ch2St72 you can instead buy these at Yarnio’s Baked Goods in Cam Torum.

**GP stack:** 230880 gp

**Items needed:** magic secateurs, 3 papyrus, 1 ball of wool, 1 sack of 10 potatoes, 8 empty sacks, black candle (from Step 38), tinderbox, 10 silk, 10 logs, 12 willow branches

**Skills/quests met?:** yes

Total time: 7d11h

1. Do arteglass to make 1580 unpowered orbs: Kharedst’s teleport to Piscarilius, do arteglass (Ferox every inventory to restore run energy, Shayzien teleport on the Kharedst’s to restore Kharedst’s charges) to make unpowered orbs. This also completes a diary task.
   1. Optional but not recommended: bankstand it instead.
   2. *If you are not yet level 78 thieving, consider staying here for level 78 (pickpocket a dorgesh-kaan rich chest). Alternatively, collect a temporary boost (for example, Sq’irk juice) at your own convenience.*
   3. Here is the best arteglass guide [Stealing Artefacts + Multiskill Guide 2023/2024](https://www.youtube.com/watch?v=StgC4H2eN6s), with a low level alternative here [Early game Arteglass Thieving & Crafting](https://www.youtube.com/watch?v=VfilJ8ktOc8)

**GP stack:** 230880 gp

**Items needed:** Kharedst’s memoirs, lockpick, GP stack, glassblowing pipe, molten glass, dueling ring

**Skills/quests met?:** yes

Total time: 7d13h

1. Swap to Arceuus spellbook (games necklace to wintertodt into minecart). Teleport to the Arceuus Library, run east and progress Bear Your Soul to get the Damaged soul bearer. Do My Arm's Big Adventure up to but not including the final fight. When in Ardougne after the Tai Bwo Wannai section, complete Biohazard (bring a lockpick), run north and enter the Combat Training Camp for the diary, return to king Lathas and start Underground Pass and steal from the chest for the hard diary. Do the entire Watchtower quest, using fairy ring CIQ to speed up the quest when possible (bring ranging gear for the Gorad fight). While in Yanille start Hand in the Sand at Bert, visit the Dragon Inn for the barcrawl and Hand in the Sand, check Aleck’s Hunter Emporium for the diary, buy a butterfly net, 5 butterfly jars, a noose wand, teasing stick and a rabbit snare, continue Hand in the Sand until you need to visit Sandy in Brimhaven. Collect a cave nightshade for the diary. When Watchtower is completed, home teleport, swap to the normal spellbook,use a Wizard’s mind bomb to boost for Trollheim teleport. Complete My Arm’s Big Adventure.
   1. *Optional alternative, not recommended: instead stay on Arceuus spellbook and melee the Giant Roc fight.*
   2. *After this quest you should have level 40 herblore, including the potions made from e.g. harralanders.*
   3. *From here on out it is worth growing cats at your own convenience whenever on the Arceuus spellbook, using the West Ardougne teleport to hand them in for death runes. Karambwanji (the bait) are a popular food for growing cats since it stacks, fish some at your convenience.*
   4. On your first cat hand-in, bring a rune shortsword and kill zombies for Rag and Bone Man II, collect the Ardougne Easy Diary reward before handing in the cat and put the lamp on Herblore.

**GP stack:** 235737 gp

**Items needed:** 143 gp, games necklace, amulet of accuracy, fire staff, rune sword, fire staff, chaos runes (buy more?), gold bar, dragon bones, pickaxe, 2 ropes, guam leaf, vial of water, light source, tinderbox, pestle and mortar, 8 supercompost (note that ultra doesn’t work), spade, rake, seed dibber, plant cure (buy it in Trollheim), 3 Ugthanki dung, empty bucket, jangerberry

**Skills/quests met?:** yes

Total time: 7d15h

1. Do tithe farming until you have level 62. This should give you the points to buy herb sack, autoweed and the seed box points. Level 62 is perfect for starting boosting (garden pies from the chef’s guild, and later in Cam Torum) medium farming contracts. This level may be enough to get you seed box as well, and if not you could choose to stay a bit longer to buy that item as well. Go to the farming guild (games neck to wintertodt into minecart), get your first contract and preplant all other patches (if necessary go pickpocket master farmers for seeds). Maintain farming contracts as much as possible. You will need a whiteberry soon, so make sure to grow a whiteberry bush.
   1. While your farming is level 51-53 you can use garden pies to boost for Bologano seeds (takes approximately 6-7 pies total for these levels depending on the method) to significantly increase your xp. If you ever run out of garden pies, buy some more.
   2. *Farming contracts begin here. The fastest and most efficient way to get to the farming guild is using the Kourend library teleport on the Arceuus spellbook or games necklace to wintertodt into the minecart to the farming guild, blowing glass or fletching arrow shafts/headless arrows as you move. On your first trip to the Farming guild, first travel to the North side outside the guild and chop mahogany logs for the diary step.*
      1. *If you downgrade into a farming contract you do not have the seeds for the best way to get some is by pickpocketing master farmers.*
      2. *Preplanting and skipping contracts that take a long time (>3 hours for medium tier) to complete is an extremely good strategy to increase your contracts completed per day, see also the (hard contract, but applicable to medium contracts as well) flow chart in the contracts section of the farming guide below.*
   3. The first time you go to the farming guild, grab six yellow dyes and seven red dyes from the shelves in the Getting Ahead farm. Mix one yellow and red dye to make an orange dye.
   4. *Amateur herb runs begin here - meaning herb runs where you only visit the herb patches that are easy to access. Right now that is just the Morytania patch (Fenkenstrain teleport) and Varlamore patch (fairy ring AJP - though it is also completely fine to disregard this patch entirely), and soon you will add the Falador patch (Explorer’s ring teleport). Make sure to farm as soon as reasonably possible:*
      1. *22 limpwurt roots (one is for the strength potion easy Kourend diary step, complete it at your convenience using the Kharedst’s teleport and then complete the easy diary, putting the xp on Herblore. Another is for the Varrock medium diary step. Make sure to plant at least one in Catherby for the diary)*
      2. *Whiteberries (in either the Champions’ Guild, the Farming Guild patch or the Ardougne Monastery patch).*
      3. *Two toadflax for agility potions (for Tai Bwo Wannai Trio and Making Friends with My Arm).*
      4. *On one of your (future) herb runs plant strawberries in Ardougne for the diary (both patches recommended).*
      5. *You will need some prayer potions soon, so make sure to plant a set of ranarrs and snape grass early as well.*
      6. *Plant watermelons to harvestfill for making more compost.*
      7. *Growing harralanders for making energy potions is very reasonable, and they will come in handy.*
      8. *Grow at least 20 nightshade for the Seren fight in Song of the Elves. You won’t need this for a long time, but you may as well grow them early! If you worry you might not one-shot the fight, get 30-40 of them instead.*
      9. *Note: until you get to Chapter 2, Step 66 you will be stuck with ‘amateur’ herb runs as the best herb run option. It is recommended to postpone herb runs until that step, while maintaining farming contracts and other hourlies. If you find you need herblore levels, potions or want to do herb runs anyway, check the farming guide linked below and ignore patches that are difficult to reach (on the Arceuus spellbook), doing runs with fewer patches instead. This means, for example, only visiting the Falador farming patch as many times per day as you have explorer’s ring teleports. Until Chapter 2, Step 66 all mentions of herb runs refer to optional, low efficiency herb runs.*
   5. *When you get palm tree seeds, make sure to plant your first in Brimhaven and second outside the Tree Gnome Village.*
   6. *When you get yew tree seeds, make sure to plant one in Varrock after level 68 farming and 60 woodcutting, to dig up for two yew roots for the diary.*
   7. ***Based on our estimates you will need to complete around 200-250 farming contracts (starting with medium, downgrading if you roll something slow) to bank the herbs for level 70 using Barblore later. Even if you aren’t ready to farm the herbs yet it is worth collecting the seeds.***
   8. *If you are asked to complete a contract that you would like to do but for which you don’t have the seeds it is worth to pickpocket master farmers for a bit (for example in Draynor or north of Ardougne) to get it. The loot scales with your farming level (and the failure chance with your thieving level), but according to this Mod Ash tweet the farming scaling only has an impact on the ranarr, snapdragon and torstol rates so the other seeds are fine.* [*https://twitter.com/JagexAsh/status/1400868684474765314*](https://twitter.com/JagexAsh/status/1400868684474765314)
   9. *Save 6 spirit tree seeds to plant across the world and in your POH (also keep in mind that they can get diseased and die while growing), trade all others in for t5 farming contracts.*
   10. *Once you hit level 85 (boostable) farming you can plant Celastrus saplings, and harvest them for bark which makes battlestaves. If you want a bit more leeway with GP you can harvest and replant these at the end of the day/when you won’t be doing farming contracts for the next 13 hours or so even if you’re not on a contract. You should typically have a ton of seeds by the time you can plant them.* ***If you are ever low on money you can alch the staves from celastrus harvests ‘raw’, or blow and charge more orbs for them****.*
       1. This is particularly relevant for HCIM, who might ~~chicken out of~~ wish to avoid killing green dragons in the wilderness later and then lack green d’hide bodies gp.
   11. *Once you hit level 58 herblore, go back to Tithe farm to buy the herb sack.*
   12. The best method to do Tithe farming at this level is [25x4 Half-Replant Gricoller's Tithe Farm! Fastest XP (~120k xp/hr)](https://www.youtube.com/watch?v=FJxLs_-SR9g)but using regular watering cans - no need to buy Gricoller’s can. Also **you can left click to water the plants, it is not necessary to manual click water except on the first lap, immediately after planting**. This may use energy potions at your agility level, despite the agility rework making it much more doable. As an alternative there is 20x5: [Tithe Farm Updated (100 fruits in 19min 24sec - No Stams/Energy potions)](https://www.youtube.com/watch?v=AImGJepWbkw).
   13. ***You can find a complete farming guide here:*** [***20220622FarmingGuide***](https://docs.google.com/document/d/1rAnKmezSQmnqFOCti4RWze-kvMoW8i4Kyk5xswJ-9Qc/edit#)***. It is more accurate and complete than the farming advice scattered throughout BRUHsailer. Please use this to plan your farming methods going forward. This guide also has videos and resources on tithe farming.***

**GP stack:** 235737 gp

**Items needed:** seed dibber, spade, 15 watering cans, dramen staff, glassblowing pipe, molten glass, rune axe, ultracompost

**Skills/quests met?:** yes

Total time: 8d6h

1. Travel to Port Sarim (Pest Control minigame teleport) with 2k gp, a hammer, wind strikes, telegrab runes, varrock teleport runes, 90 steel nails, 3 planks, 10 willow logs (noted), 2 regular logs (noted) and 11 yew logs (noted) and 6 willow branches. Speak with Klarense and repair the Lady Lumbridge to progress Dragon Slayer I. Get the jailed goblin map piece, collect the security book from the Security Guard (upstairs) for the diary. Run to the Falador farm loom and craft a basket for the diary. Deposit your combat items, then take the boat to Entrana, unlock the balloon transport to Varrock (deposit the noted logs in the storage to use them). Take the balloon back to Entrana. Unlock the transport to Castle Wars, take the balloon back to Entrana and head to Castle Wars again for the diary.
   1. If you want to complete some diaries, kill hobgoblins for a limpwurt root/grow them, then complete and collect the Varrock medium diary.

**GP stack:** 233737 gp

**Items needed:** 2000 gp, 1 hammer, 90 steel nails, 3 planks, 2 logs, 11 yew logs, 10 willow logs, staff of air, mind runes, law runes

**Skills/quests met?:** yes

Total time: 8d6h

1. *You should be at least level 42 hunter by now.* Go to Puro Puro, camp a Young impling spawn for a yew longbow (keep a bow string) and catch an essence or eclectic impling for the diary. **Note: there is a bug where you can do Temple of Ikov without a yew bow, using darts or other thrown weapons (of any kind) with ice arrows equipped. If you can’t stand hunter and consider this legitimate gameplay instead, as opposed to bug abuse, you could opt for that.** Grab a lockpick. Do Temple of Ikov, enter the Ranging guild for the diary and buy 10 rune thrownaxes, steal from the Hemenester chest for the diary, do Desert Treasure (kill a shadow hound in the Shadow Dungeon for the diary, also start Curse of the Empty Lord and finish Dwarf Cannon during that diamond, and collect trollweiss after the ice diamond step/after killing 5 trolls behind the ice gate, your choice) from start to finish. Use your death runes and prayer potions here.
   1. *If you did not get at least 12 magic logs from Wintertodt chop a magic tree (for example in the Tree Gnome Stronghold) to get enough logs.*
   2. Using the minigame teleport to Tithe(/Chronicle to Varrock, but mind your charges), mine 4 full inventories of soft clay (one bracelet of clay each) before/between the steps of Desert Treasure.
   3. Dessous is harmless if you alternate between ranged and melee protection prayer every tick (<https://gyazo.com/c91fa68cc527f21bcfbe882cf5e68cb9>). Catch a swamp lizard along the way for the Morytania medium diary.
   4. Fareed can be kited inside the room, bringing energy potions.
   5. Damis can be safespotted on a rat in the northeastern part of the room.
   6. Kamil is a tough fight and requires restore potions. Make sure to bring fire **bolts** and two rings of recoil.

**GP stack:** 227287 gp

**Items needed:** 650 gp, dramen staff, butterfly net, several impling jars, rune pickaxe, swordfish, karambwans, knife, 20 limpwurt roots, candle (or FM cape/bruma torch), lockpick, air runes, law runes, fire runes, boots of lightness, many Shantay passes, 12 magic logs, 6 steel bars, 6 molten glass, 1 ashes, charcoal, 1 blood rune, 1 bones, 1 silver bar, garlic, pestle/mortar, spice, small fishing net, rope, sled, chocolate cake, spiked climbing boots, facemask, tinderbox, many lockpicks, prayer potions, fire staff, death runes (use blast spells except for Kamil)  
**Skills/quests met?:** yes  
**Total time:** 8d13h

1. Make 4 inventories of Paddewwa tabs:
   1. Ring of dueling, complete Prince Ali Rescue and start Temple of the Eye (get the eye amulet, bank it) along the way, boat to Unkah (Tempoross)
   2. [Low level earth orbs](https://www.youtube.com/watch?v=L4uKH-MgLSM) shows a video guide with all the steps for charging orbs. Buy Shantay passes to get into the desert from the Ruins of Unkah (you won’t be able to pass freely unlike in the video):
      1. Swap to the Ancient spellbook
      2. Make an inv, suicide outside the door of the final room inside the pyramid to an npc
      3. Teleport to Paddewwa for the diary.
      4. Suicide at corp twice with 27 soft clay each
         1. Save 6 soft clay for later use in the bank.
      5. Go back to the room under the pyramid, make three invs at once, collect all.
      6. **Revert to the normal spellbook when you have made the last tab.**
      7. *HCIMs: unfortunately you have to run for all four inventories of tabs.*

**GP stack:** 227987 gp

**Items needed:** 108 soft clay, 108 air runes, 216 law runes, fire staff

**Skills/quests met?:** yes

Total time: 8d14h

1. Buy cosmic runes at the mage arena (the usual clan wars/dueling teleport to Ferox to get to Edgeville) until you have 4900 total. Charge 1590 earth orbs (with corp suicide method. This costs ~33 tabs, 7 games necklaces and 9 rings of dueling). If you (somehow?) aren’t 60 magic yet use your Wizard’s Mind Bombs to boost at first.
   1. [Low level earth orbs](https://www.youtube.com/watch?v=L4uKH-MgLSM) shows a video guide with all the steps for charging orbs.
   2. Short guide to low level earth orbs:
      1. Run to the earth obelisk with 25 unpowered orbs a feather, rock cake (or enchanted symbol), paddewwa tab to get there and 3 valuable items (dueling ring, games neck, earth staff recommended. *Throughout this method you will keep your gravestone up, so make sure you always have at least one item (the feather) in there! Never collect the feather unless you’re done with this step.* Rock cake down to low health and die to Chronozon or the poison from a spider (at the narrow entrance) at the earth obelisk.
      2. Teleport to the bank (if you do the entire process on a PvP world you are already at a bank chest and can skip that teleport). Sip an antipoison in the bank (to prevent poison splats from the spider interrupting your charging. Alternatively, you can have a skeleton/black demon attack you and run past while the spiders cannot attack). Grab a looting bag, cosmic runes, paddewwa tab, 25 unpowered orbs (24 + Wizard Mind Bomb if needed). Break the tab, run to the earth obelisk, charge all the orbs, put them in the looting bag, grab your orbs from the gravestone **(leave one item in the gravestone!)**, charge them, teleport out to Castle Wars/Ferox and bank.
      3. Grab your 3 valuable items and 27 orbs, teleport to corporeal beast and have him kill you. **Note: do NOT purchase an instance, this will cost 100k with no upside.**
      4. Go to step 2.
      5. This video shows a **(different)** high level method with an edgeville respawn point, the above is a low-level alternative[Improved Gravestone Air Orb Charging](https://www.youtube.com/watch?v=6PbkelK0bLA)
   3. Once done, collect any leftover orbs from death’s office.
   4. *Optional: charge an air orb for the diary, boosting with a Wizard’s Mind Bomb.*

**GP stack:** 5987 gp

**Items needed:** 247500 gp (to buy 4400 cosmics), knife**,** 1590 unpowered orbs, many Wizard Mind Bombs, 33 Paddewwa tabs (66 if HCIM), 7 games necklaces (0 if HCIM), 5 rings of dueling, earth staff, 4770 cosmic runes

**Skills/quests met?:** yes

Total time: 8d17h

1. Complete The Hand in the Sand (no multiquesting, unfortunately. Whiteberry from contracts should be grown by now). Collect sand from Bert for the diary.

**GP stack:** 5837 gp  
**Items needed:** 150 gp, 2 empty vials, redberries, white berries, lantern lens (blow from molten glass), 5 earth runes, bucket  
**Skills/quests met?:** yes  
Total time: 8d18h

Stats, assuming the guide was followed completely and you did your bird runs to 49 hunter:

* Atk: 46, Str: 50, Def: 34, HP: 37, Range: 45, Pray: 43, Magic: 63
* RC: 24
* Cons: 38 (more if you had over 30 after Todt)
* Agil: 51
* Herb: 40
* Thiev: 78 (80 if you did all arteglass)
* Craft: 55
* Fletch: 48
* Slay: 16
* Hunt: 49 (depends on the amount of bird runs you need, lower is fine)
* Mining: 44
* Smithing: 41
* Fish: 74
* Cook: 60 (estimate, if you cut-eat barb)/70 (if you do not cut-eat barb so had to do mess hall to 70)
* Firemaking: 89
* WC: 70 (or 75 if you got unlucky on Magic logs)
* Farming: 63 (possibly higher)

Overview document: [BRUHsailer](https://docs.google.com/document/d/1CBkFM70SnrW4hJXvHM2F1fYCuBF_fRnEXnTYgRnRkAE/edit?usp=sharing)

Interactive version with checkboxes: <https://umkyzn.github.io/BRUHsailer/>

Chapter 1: [20250614Chapter1](https://docs.google.com/document/d/1gCez5XG5FA1kmmBYydur3RaI_cr-dYNJlnigRrByEX8/edit)

Chapter 2: [20250614Chapter2](https://docs.google.com/document/d/1YQiZ6curEYPpgm3DtjZcWHPoEEkGpYdXZ-I0gCM5p10/edit)

Chapter 3: [20250614Chapter3](https://docs.google.com/document/d/1O1VeAkwS6VAzGVy0GT205GqiNaOAbw17H5uyuMwz39o/edit?usp=sharing)

Detailed math on every single step: [20250309DetailedStepsGuide](https://docs.google.com/spreadsheets/d/1XZ-3Kja7_QS4Rxj4mJXeATXHBP03lrdUSt46gO3pWHk/edit#gid=1506136399)

Parasailer’s image folder: [bruhsailer](https://drive.google.com/drive/folders/1mqirlAU0Pk5OGI5V8NN9BhHKIeGwG1Ea)

**OLD VERSION:**

Chapter 1: [20210715Chapter1](https://docs.google.com/document/d/1W4CiIPnVMDS1eqBOYbMOwViDDlJsZTeMyEl_f-432EM/edit?usp=sharing)

Chapter 2: [20210715Chapter2](https://docs.google.com/document/d/1l9fp00nMLOA_eLBrPI7_2dzVW5MsAu8Qahmp7wEBnLw/edit?usp=sharing)

Chapter 3: [20210930Chapter3](https://docs.google.com/document/d/19UjEKjUL_7uuEiNAF2hrPIV4vqKb47Fo4rGyMmKKhWI/edit?usp=sharing)

Detailed math on every single step: [20210930DetailedStepsGuide](https://docs.google.com/spreadsheets/d/1BfGt4T3T7gKmtpjdLXmjengEpXjtodX0tsrjU4ToTto/edit?usp=sharing)

**Beware compatibility issues when hopping over!**

[20230201BRUHsailerChangeLog.txt](https://drive.google.com/file/d/1QESAPNUXERN-OCo7EMzS5p-5wPMvU0Dy/view?usp=share_link)

[20250309ChangelogBRUHsailer.txt](https://drive.google.com/file/d/1Wk1p1nKr_MiRvSy-oXAAYY2VjCEPppok/view?usp=sharing)

[20250413ChangelogBRUHsailer.txt](https://drive.google.com/file/d/1aZlJ7SGZE4VfgDzrJUAtoNE5KmNqVieW/view?usp=drive_link)

[20250614BRUHsailerChangelog.txt](https://drive.google.com/file/d/1-SVYpmuSexvNBz_0IVeIWFASDCQN3ptI/view?usp=sharing)