

Our Excellent Runescape Non-Members' Money-Making Guide

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This Guide

Do you want to make money on Runescape? Then this guide is for you.

But ... it does assume an interest in understanding the factors underpinning online trading.

If you fell asleep while trying to read the phrase "factors underpinning online trading", then do not proceed beyond this point!

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A. Summary Money-Making Tables

These tables are a summary of what follows in the body of this guide in descending order of the actual money per hour earned from them.

A1. Arbitrage Summary

This table is a summary of how you can make money from "arbitrage" – also known as "merchandising" – i.e. just buying and selling.

Item	Actual sample earn rate	Starting capital required	Return on investment	Do it again?
Chaos (1k) and death (1k) runes	100,000gp per hour	310,000gp	39%	Yes
Death runes (500)	60,000gp per hour	105,000gp	43%	Yes
Chaos runes (500)	54,000gp per hour	52,500gp	43%	Yes
Normal logs (1k)	53,000gp per hour	1,000gp	7,400%	Yes
Cowhides (2k)	43,000gp per hour	200,000gp	38%	Yes
Feathers (7k)	22,000gp per hour	56,000gp	23%	Yes
Death runes (100)	18,000gp per hour	21,000gp	43%	Yes
Feathers from shop (10k)	18,000gp per hour	20,000gp	400%	Yes
Willow logs (1k)	13,000gp per hour	12,000gp	108%	Maybe
Feathers from shop (1k)	9,400gp per hour	2,100gp	186%	Maybe
Cooked lobsters (200)	8,300gp per hour	30,480gp	44%	Maybe
Rune essence (2k)	8,000gp per hour	50,000gp	16%	Probably not
Bronze arrows (2.5k)	4,700gp per hour	25,000gp	60%	Probably not
Chaos runes (30)	2,400gp per hour	3,300gp	36%	Only in larger volumes

Silk	1,000gp per hour	54gp	500%	Only if very poor
Death runes (10)	1,000gp per hour	2,000gp	35%	Only in larger volumes
Silver bars (40)	400gp per hour	7,400gp	8%	No

Remember you don't need to be any levels at anything in order to arbitrage.

Starting Points

<i>I have ...</i>	<i>To make money I could ...</i>
Less than 200 gp	Direct money-make most items [See summary table below and Section D] Arbitrage silk [See C2 Example 1]
200-1,000gp	Arbitrage normal logs [See C2 Example 6]
1,000-5,000gp	Arbitrage shop feathers [See C2 Example 3]
5,000-20,000gp	Arbitrage chaos or death runes [See C2 Example 2] Arbitrage shop features [See C2 Example 3] Arbitrage willow logs [See C2 Example 7]
20,000-100,000gp	Arbitrage chaos or death runes [See C2 Example 2] Arbitrage feathers [See C2 Example 4] Arbitrage cooked lobsters [See C2 Example 8] Arbitrage rune essence [See C2 Example 10]
More than 100,000gp	Arbitrage chaos or death runes [See C2 Example 2] Arbitrage cowhides [See C2 Example 5]

Notes:

- At any given starting capital you can, of course, do all the things earlier in the list.
- Equally, if you have less than the indicated starting capital, you can still do things later in the list, but at lower volumes.

A2. Direct Money-Making Summary

This table is a summary of how you can make money directly from your skills e.g. by combat, fishing, mining, woodcutting, etc.

<i>Item</i>	<i>Sample earn rate</i>	<i>Minimum feasible level</i>	<i>Other notes</i>	<i>Do it again?</i>
Yew logs @ lvl-63 woodcutting	42,000gp per hour	Lvl-60 woodcutting	Also earns woodcutting xp	Yes
Coal @ lvl-60 mining	41,000gp per hour	Lvl-30 mining	Also earns mining xp	Yes
Steel bars @ lvl-60 mining & lvl-30 smithing	40,000gp per hour	Lvl-60 mining & lvl-30 smithing	Also earns mining and smithing xp	Yes
Steel bars @ lvl-25 mining & lvl-30 smithing	34,666gp per hour	Lvl-15 mining & lvl-30 smithing	Also earns mining and smithing xp	Yes
Cowhides @ lvl-30 combat	28,000gp per hour	c. Lvl-10 combat	Also earns combat, hitpoint and prayer xp	Yes
Steel smelting via value addition @ lvl-30 smithing	24,000gp per hour	Lvl-30 smithing	Also earns smithing xp	Yes
Air runes @ lvl-33 runecrafting	21,500gp per hour	Lvl-33 runecrafting	Also earns runecrafting xp	Yes
Iron ore @ mid-20s mining	20,000gp per hour	Lvl-15 mining	Also earns mining xp	Probably
Rune essence @ lvl-20 mining	18,000gp per hour	Lvl-1 mining	Also earns mining xp	Probably
Lobsters @ mid-40s lvl fishing & cooking	14,000gp per hour	Lvl-40 fishing & cooking	Also earns fishing and cooking xp	Yes
Ordinary logs @ lvl-1 woodcutting	10,500gp per hour	Lvl-1 woodcutting	Also earns woodcutting xp	Maybe
Air runes @ lvl-20 mining and lvl-11 runecrafting	10,000gp per hour	Lvl-1 mining & lvl-11 runecrafting	Also earns mining and runecrafting xp	Maybe
Feathers @ lvl-10 combat	8,000gp per hour	c.Lvl-3 combat	Also earns combat, hitpoint and prayer xp	Yes
Bones (plus feathers) @ lvl-10 combat	7,500gp per hour	c.Lvl-3 combat	Also earns combat and hitpoint xp	No
Willow logs @ lvl-42 woodcutting	7,500gp per hour	Lvl-30 woodcutting	Also earns woodcutting xp	Maybe
Cowhides @ lvl-30 magic	7,000gp per hour	Lvl-1 magic	Also earns magic, prayer and hitpoint xp	Maybe

Hill giant combat <i>@lvl-40 combat</i>	6,100gp per hour	Lvl-40 combat	Also earns combat and hitpoint xp	Only if desperate
Iron items (shop sell) <i>@lvl-25 mining & lvl-32 smithing</i>	2,500gp per hour	Lvl-15 mining & lvl-30 smithing	Also earns mining and smithing xp	No
Balls of wool	1,375gp per hour	Lvl-1 crafting	Also earn crafting xp	Only if very low level
Air runes (shop sell)	1,200gp per hour	Lvl-1 mining & lvl-1 runecrafting	Also earns mining and runecrafting xp	No
Banana packing	750gp per hour	No levels required		Only if desperate
Goblin combat <i>@lvl-7 combat</i>	600gp per hour	c.Lvl-7 combat	Also earns combat, hitpoint and prayer xp	Probably not for the money
Crafting amulets of magic <i>@lvl-24 crafting & lvl-40 mining/smithing</i>	300gp per hour	Lvl-24 crafting	Also earns a few crafting xp	No
Barbarian combat <i>@lvl-16 combat</i>	250gp per hour	c.Lvl-12 combat	Also earns combat, hitpoint and prayer xp	Not for the money
Coal <i>@lvl-48 mining</i>	-	Lvl-30 mining	Also earns mining xp	No
Coal <i>@lvl-38 mining</i>	-	Lvl-30 mining	Also earns mining xp	No
Low- and high-alching <i>@lvl-21 or 55 magic</i>	Loses money	Lvl-21 magic	Also earns magic xp	Never

It's not at all exact but if you're at a different level to that indicated, you can divide your level by the indicated level and multiply to get a very vague idea of your own likely earnings rate. For example, say you're looking at the row on feathers at level-10 combat but you are actually level-5. Your actual earn rate might be $5/10 \times 8,000\text{gp}$ per hour = 4,000 gp per hour.

Starting Points

<i>My skill level is ...</i>	<i>To make money I could ...</i>
Less than 10	Arbitrage any item [See summary table above and Section C] Combat chickens [See Section D1] Pick up dropped bones, feathers, cowhides, fish, ore [See Sections D1 and D5] Combat goblins [See Section D2] Craft balls of wool [See Section D3] Create a girly avatar and ask boys for free stuff [See Section D5] Combat cows with magic [See Section D6] Mine rune essence [See Section D7] Pack bananas [See Section D8] Cut normal logs [See Section D12]
Between 10 and 29	Combat cows [See Section D1] Combat barbarians [See Section D2] Mine iron ore [See Section D7]
Between 30 and 49	Combat hill giants [See Section D2] Fish lobsters [See Section D4] Craft air runes [See Section D9] Smith steel bars [See Section D10] Smelt steel bars [See Section D11] Cut willow logs [See Section D12]
50 and above	Mine coal [See Section D7] Mine and smith steel bars [See Section D10] Cut yew logs [See Section D12]

Notes:

- At any given level you can, of course, do all the things earlier in the list.
- Check the summary table above plus the Section details below to see how good the money-making potential is in reality.

B. General Money-Making Points

Your starting point when making money should be an up-to-date comprehensive price guide. The best we're aware of is the "Runescape Marketplace" price guide by Ben_Goten78 at: <http://www.zybez.net/priceguide.php>

Note, though, that the guides are just a starting point. Before you think of making or arbitraging anything, always look first at the Runescape buy/sell forums to get an up-to-date sense of a) what typical prices are; b) how frequent sales are being made. If you don't see the item you were thinking of ever listed in the forums, how are you going to sell it?

B1. Ladder of Prices

There's a hierarchy of prices you're likely to get, running from lowest to highest:

1. General Stores

You can sell pretty well anything in a general store but you'll get the lowest price, particularly if they have several in stock already. So, if you do sell at a general store, try selling items they have few of, or in stores with few items (try those at Karamja, Edgeville, or Rimmington).

2. Specialist Stores

These will typically give a better price than a general store – higher by a factor of one-third, one-half or perhaps more. So, for example, if you want to sell gems, sell to the gem shops in Al-Kharid or Falador.

3. Open Trading

In general, you get your best prices on Runescape by trading with other players. Many players sell in/near banks since it's easy to access money (esp. Falador and Varrock but also Draynor and Al-Kharid). Edgeville can be good for some items, like food or runes, that wilderness fighters want. There is also trading in open/market spaces as in Falador or Varrock.

4. Forum Trading

The alternative to open trading is forum trading. By far the most useful (because they're the busiest) are Runescape's own forums: only p2pers (members) can post on these, but f2pers (non-members) can read them, add the buyer/seller name to their friends list and then message that person in the game (though some forum user names aren't the same as their main/current player names, which is a pain since you then have no way to contact them). Do look at messages working both sides of a trade. I.e. if you are selling cowhides, don't just look at messages saying "Buying cowhides"; also look at "Selling cowhides" messages since buyers quite often will leave their details there.

You won't necessarily get a better price than in open trading but what you will often do is greatly reduce the time taken to make a trade. Instead of standing in a bank for an hour constantly typing the same message, you can scan the forums occasionally

(while getting about your business on Runescape) until you find a buyer (or seller if you're arbitraging) and then contact them to sell your item. So, while the price isn't bigger, your earnings per hour can be much increased. The only downsides are a) that lots of other players may simultaneously be contacting the same person; and b) you will typically need to persuade them to world-hop to your world since posters are almost always on a members-only world.

You can also use the forums on Runescape player Web sites (e.g. <http://www.zybez.net/community/> or <http://runehq.net>) which anyone who registers can advertise on. Their advantage is that you can advertise your buys/sells. Their disadvantage is that far fewer players use them.

B2. The Key Trading Questions

1. What/How to Trade?

If you are serious about making money on items, it's best to focus on just two or three items that work for you rather than jumping between lots of different items. That way, you get a better feel for current buy/sell prices, good places to buy or sell, etc.

For most of the common ways to make money – fishing lobsters, mining iron ore, cutting yew logs – you are going to make a few thousands or maybe tens of thousands of gp per hour. To make much higher amounts of money you need to get into rune stuff – mining ore, smithing armour/weapons – which will require getting to level 85. Or you need to be a successful arbitrageur. Or you need to become a member.

2. How Many to Trade?

In the real world, you often find "economies of scale" – the more units you produce, the cheaper each unit is to produce: if you make one car a month it might cost you £10,000 per car to produce; if you make one thousand cars a month it might cost you £5,000 per car to produce. Economies of scale do not seem to exist in Runescape; instead when buying and selling a single item the price will be lower than if you buy or sell 1k of that item. The reason: price is driven by the time and convenience of the buyer – the less time a purchase requires for the buyer, the higher the price. (Plus they are paying for your time and, for some items, the fact that you can never buy high quantities in a shop.)

The lesson of this – sell items in bulk when selling to other players. You will get a higher price and sell more quickly. Example – a bulk buyer of cowhides is unlikely to be interested in just 28 hides; if he can be bothered, he'll purchase for maybe 100gp at best. That same buyer may well trade quickly if you're selling 1k hides for 150gp each. In general, then, when selling think hundreds or thousands rather than singles or dozens. However, the higher the volume you sell, the more you need to use the forums to sell.

3. Where to Trade?

The best "place" for trade is via the forums – see details above under "Ladder of Prices".

For in-game, open trading, then supply-demand economics are discussed elsewhere, but dictate that you should buy where supply is high and demand is low, and sell where demand is high and supply is low. Working out where this is may not be easy, but individual items often have favourite spots (e.g. cowhides in Al-Kharid bank; rune essence in Varrock E bank). There are also some highly-complex maps available online relating to where exactly in World 1 in Varrock you should stand to trade certain items (e.g. http://runescape.salmoneus.net/world1_trading.html). There are problems with this: a) most traders don't know about these maps; b) World 1 is almost always full, so impossible to access for trading. However, if you can get on, you will find some appropriate traders in the marked locations. Worlds 3 and then 4 tend to act as spillovers from World 1 for trading.

4. When to Trade?

Runescape is almost entirely populated by North American and Western European teenagers. There are therefore peaks in activity from afternoon in Europe through to mid-evening in North America (typically 4pm-1am GMT). The impact of this is muted by the fact that you can choose how populated a world you wish to trade in. However, during peak times you are likely to get more people in a hurry willing to sell a little lower or buy a little higher. Conversely, during key off-peak hours (e.g. 6am-11am GMT) can be a good time to undertake activities where players compete in some sense, such as buying respawning items from shops or mining and woodcutting.

B3. Other General Points on Trading

1. Working With Other Players: Sub-Contracting and Running

If you're a regular player and confident, you can sub-contract: pay someone else to mine rune essence that you then craft and sell; pay someone to mine ore that you then smelt and forge; etc. Or just pay someone to get stuff for you at a lower price, and sell at a higher price. A more immediate sort of sub-contracting is running ...

For certain direct earning activities, it can make sense to hire a runner so you can keep working (fishing, mining, woodcutting, etc). They stay by you and you trade your whole inventory of items to them once it's full. They run to the bank, bank it and then return, maybe doing some other stuff like fighting to get combat levels up while waiting for your inventory to fill again. At the end, you go back to a bank, get the items from their account, sell them and split the proceeds. This only makes financial sense if you pay them less than half of the final sale price, and since they bank the stuff in their account, you have to trust them and they have to trust you.

Conversely, you can work as a sub-contractor or runner for another player. For example, mine and run rune-essence to another player near an altar.

Offers for sub-contracting and running can sometimes be found on the Runescape forums.

2. Scams

There's always a danger of being scammed when you're money-making. There are anti-scam guides on the main Runescape Web site, under the Rune HQ Special Reports (<http://www.runehq.com>), at Zybez Runescape site

(<http://www.zybez.net/misc.php?id=29>), etc. We won't repeat them here, but will just give two pieces of advice.

First, if a trade looks too good to be true, that's generally because it is. The idea is that, in your greed and excitement, you'll forget to check properly. So ...

Second, at least for bigger trades, always take a little breath and read both sides of the second trading screen before "Accept"ing.

3. Bots

Bots are avatars controlled not by a human player but by specially-written Java programs. Without human control they are able to perform a set of in-game functions. These typically include fishing, mining, woodcutting, and buying runes in shops. They are able to go back and forth to the bank. Most are able to run away when attacked by random events. They are put there to earn high-money items for individuals and enterprises that sell Runescape gp outside the game for real money. They are against Jagex rules. And they **** up the game for real players.

The number of bots appearing in game seems to vary over time. It falls when Jagex changes in-game code or makes a concerted effort to ban them. Then they rise again. Their impact on game prices is not totally clear (by increasing supply, they may drive prices down). What they definitely do is make a number of the best money-making ideas in this guide more difficult to achieve.

What can you do to help rid cyberspace of bots? Three steps.

First, identify them:

- They typically (but not always) have strange names that allow bot-makers to be sure they can register them and also be sure they can register large numbers at a time. An example might be "Jkmm018".
- They typically (but not always) have taken the default avatar design of the green-trousered baldie.
- They typically (but not always) are level-3, though there are some level 4s, level 5s and even above.

If you stand near them and put a standard in-game message – such as "Is anyone here not a bot?" or "Anyone not replying in five seconds will be reported for macroing" – they will, of course, never respond as a human player would.

Second, report them individually via the "Report Abuse" button. Make a note of the bot's name. Click the button and type the bot name in. Click on option 7 – macroing. This is probably worth doing but the problem is you can only report individual avatars, and can only report one every 60 seconds.

Third, note down a list of bot avatar names, and do the following (this guidance is provided by Jagex):

1. Click the "Comment on our service" link from the main RuneScape homepage.
2. Scroll down to "Other Comments: If the above does not cover the type of feedback that you wish to provide, click here" and click the link.
3. Log in with your RuneScape username and password.

4. Type in the list of names you have gathered – message length limits mean you can report up to about 50 at a time. Include the following phrase at the beginning of your message: "Suspected Rule 7 Breakers"

If you want to see if Jagex actually does anything, add the bots to your friends list and see how long they remain online.

4. Trading Name

It pays to choose a short, unambiguous and memorable avatar name (and, you're right, Polyeidus42 is none of those). This will help when players are trying to identify you in a crowded market place, trying to add you to their friends list, and trying to recall who you were at a later date.

5. Sales Messages

When trading in-game, it speeds things up if you use a very clear message that indicates i) whether you are selling or buying; ii) how many items you have for sale; iii) the price. The message "Death runes" shows you're clueless compared to "Selling 100 deaths for 30k". Ambiguity in your messages is only useful if you're trying to find out what price others will buy/sell for: this can be a useful technique when arbitraging.

6. Money or Something Else?

In general, you want money when you are selling. However, don't ignore other readily-tradable items that may be offered if sales are slow. As an example, rune weapons are pretty much as good as gp: you can generally sell them for cash in a few minutes. Take the lowest price shown in the Runescape Marketplace guide as the gp equivalent.

7. Inventory and Bank Limits

To get around your inventory limit of 28 items, remember to withdraw large multiples of an item as a note from your bank. As a non-member, a more important limit is the number of items you can place in your bank account. Focusing on trading just a few items will help. Another tactic – no doubt not condoned by Jagex – if you have two nearby PCs, is to create a second Runescape character and trade with your main character to store less-frequently-used items in the second one's account.

C. Arbitrage

C1. An Overview of Arbitrage

What is "Arbitrage"?

Arbitrage means trading to take advantage of different prices in different places. Technically that covers things you can get for free (fish, ore, logs) and then sell at a shop; but you won't make much money that way. Arbitrage more normally means buying something at one price and then selling it at a higher price without doing anything to it. Rather boringly, some Runescape users call this "merchanting".

Why does Arbitrage work in Runescape?

There are at least five sources of differential pricing on Runescape:

- *Time*: simply wait and look around for good trades; e.g. if you wait long enough someone will eventually sell you yew logs for 200gp each (i.e. below typical "market" price) and if you wait long enough again someone will eventually buy those yew logs for 400gp each. (i.e. above typical "market" price). Players in a hurry will also sell at lower prices and buy at higher ones.
- *Location*: the most obvious source of difference; e.g. you can buy feathers in Port Sarim for 2gp each but you can sell them at distant locations for, say, 5gp each simply because players can't be arsed to go all the way to the other place.
- *Population*: partly related to supply—demand economics (see below); e.g. prices will tend to be lower where population is low and thus demand is low, prices will tend to be higher where population is high and thus demand is high. You can exploit this by world-hopping: buying stuff in a low-demand world; selling it in a higher-demand world. However, see caveats below.
- *Integral*: there are differential prices built into Runescape, such as the difference in price of an item at a specialist vs. a general store. Because stores buy at a lower price and sell at a higher one, though, you are unlikely to find a way to exploit this for your own gain (though see silk example below). However, you can exploit the difference between shop prices and trade prices (i.e. buy from a shop and sell to a player).
- *Ignorance*: as WC Fields nearly said, "There's a noob born every minute"; many players simply do not know what the "market" or store prices of items are and will sell for well-under the odds or, more likely, buy well-over the odds. A simple example: when tiaras first appeared you bought them for 30gp in the store but people would pay up to 1k for them: just the tiara without a talisman.

Supply—Demand Economics

One way to get the hang of arbitrage is to understand the basics of supply and demand. Prices will be low where supply is high and demand is low. Prices will be high where supply is low and demand is high. For example, then, to buy lobsters at a low price you go to Karamja jetty where everyone is fishing them (high supply) but relatively few people buy them (low demand). To sell those lobsters at a higher price you go to Edgeville where you can't fish and where there's just a seller or two (relatively low supply) and PKers want food (relatively high demand). Of course, when everyone else works this out and rushes to Karamja to buy lobsters and to Edgeville to sell them, then the supply—demand equation and the prices change. But,

hey, that's market forces for you. What you need to do is work out the best supply—demand places for whatever you want to arbitrage.

Two things to note, though:

- First, supply—demand doesn't relate in a simple way to world population: higher-population worlds may have more demand (buyers) but they may also have more supply (sellers). The same point works for respawning items (ores, NPCs, trees): higher-population worlds may have more players working these items (higher demand) but they also respawn more quickly (higher supply).
- Second, supply—demand breaks down at the extremes on Runescape – places where there are so few people about that no-one is buying or selling; and places that are so crowded (e.g. banks on 1500+ population worlds) that they become too busy to trade properly.

Pros and Cons of Arbitrage

A big advantage of arbitrage is that, because you do nothing but buy and sell, you don't need any levels at anything and you don't need to be a member (at least for non-member items). You can buy and sell swordfish with level 1 fishing; you can buy and sell yew logs with level 1 woodcutting; and so on. Being low level at everything doesn't impede you. Remember this next time you meet someone in real-life who cockily tells you they are an "arbitrageur" and expects you to be impressed.

But there are disadvantages of arbitrage, just as with its real-life equivalent. First, to make money you need to have a lot of money. If you find someone who'll sell you rune essence for 30gp each, and you find somewhere to sell it for 40gp each, then you make 10gp per essence. If you have 150gp at the start, then you'll make 50gp on this deal (assuming anyone could be bothered to buy just 5 essence). If you have 150,000gp at the start, then you'll make 50,000gp. Second, you can get scammed and, the bigger the deal, the more you could lose. Third, you often have to be prepared to wait for the right price.

Finally, of course, there's the problem that, as an arbitrageur, you are a morally-bankrupt leach and soulless exploiter propping up the capitalist system.

How to Arbitrage?

If your arbitrage involves a shop remember that, the fewer items they have in stock, the higher the price. If you're buying, then it may make sense to world-hop a bit to find high stock levels and low prices.

What to Arbitrage?

You can use the following criteria:

- *Items always in demand that sell quickly*: examples could include things like cooked lobsters, cooked swordfish, coal, rune essence. Another example would be anything new appearing on Runescape, so long as its f2p-tradeable.
- *Items with a large price range in price guides and in practice*. As an example, a rune scimitar's quoted price range is 25-30k: a spread of only 20% and, in practice, most seem to buy and sell for 30k. So the arbitrage opportunities for rune scimmys are limited. By contrast, body runes' quote price range is 7-12gp: a spread of 71% and, in practice, body rune prices seem to go higher than that and to vary a lot. So the arbitrage opportunities for body runes are good.

- *Items with bulk, not single demand.* The other problem with rune scimitars is ... players can only use one of them, so you are unlikely to sell in the bulk amounts that will make a lot of money. In general, then, it's better to focus on the kind of items that sell in bulk rather than singly. (Though not always – if you can buy one thing for 80k and sell it for 90k that's a fair-sized profit.)

C2. Real Examples of Arbitrage

Arbitrage Example 1: Silk

You can buy silk from the silk trader in Al-Kharid for 2gp (if you say you can't afford 3gp), then sell it in Varrock clothes shop for around 12gp if you're selling inventories-full: a return of about 500%, and an actual earn rate of just over 1,000gp per hour (or third/half that if you sell instead at a general store like Lumbridge).

But ... if you thought fishing or woodcutting is boring, clicking through a conversation dozens of times is far worse; you reach the kind of trance-like state some Buddhists would give their eye-teeth for.

BOTTOM LINE: mind-numbingly dull and low earn rate but requires only a small starting investment.

Arbitrage Example 2: Runes

Buy death and chaos runes at Aubury's in Varrock or Betty's in Port Sarim, then sell them in Varrock or Edgeville (at low or high volumes) or via Runescape forums (at high volumes only) with a mark-up of around one-third. You can buy death runes for 180-220gp each and then sell them for 290-300gp each. You can buy chaos runes for 70-110gp each and try selling for 130-150gp each. Your potential profit is in direct proportion to your initial investment: 10 death runes can make c.900gp profit; 100 death runes can make c.9,000gp profit. Both types of rune have a strong and continuous market on the forums.

Actual experience was that sales often take quite a while, making it a slightly frustrating process:

- Bought 10 deaths at Aubury's for 2,000gp and sold them in Falador E bank after forty minutes for 2,700gp: a return of 35% and an actual earn rate of 1,000gp per hour.
- Bought 30 chaos at Aubury's for 3,300gp and sold them in Falador E bank after thirty minutes for 4,500gp: a return of 36% and an actual earn rate of 2,400gp per hour.
- Bought 100 chaos for 10,400gp from Betty's and sold them in Falador E bank after ten minutes for 14,000gp: a return of 35% and an actual earn rate of 15,600gp per hour.
- Bought 100 deaths for 21,000gp from Betty's and sold them in Edgeville bank after thirty minutes for 30,000gp: a return of 43% and an actual earn rate of 18,000gp per hour.
- Bought 500 chaos for 52,500gp from Betty's in ten minutes (due to world-hopping) and sold them via Runescape forums after fifteen minutes for 75,000gp: a return of 43% and an actual earn rate of 54,000gp per hour.
- Bought 500 deaths for 105,000gp from Betty's in thirty minutes and sold them via Runescape forums after fifteen minutes for 150,000gp: a return of 43% and an actual earn rate of 60,000gp per hour.
- Did four lots of buying 1,000 chaos and 1,000 deaths from Betty's; typically at a total cost of 310,000gp, and then selling for 430,000gp (140 for chaos, 290 for deaths). The time taken to get both runes varied from ten minutes at best to thirty-five minutes at worst; the time taken to sell the runes varied from fifteen minutes to

one-and-a-half hours. About half the trades were via the forums; the other half sold direct in the game. The actual earn rate varied from 260,000gp per hour at best to 60,000gp per hour at worst. A typical actual earn rate is 100,000gp per hour, with a return of 39%.

BOTTOM LINE: not much cop as a money-maker at low volumes but very good indeed if you have a lot of starting capital and so can arbitrage several hundred or thousands at a time.

Notes:

- When buying the runes it can pay to world-hop to find a magic shop with a larger stock and, hence, a lower buying price. However, this takes time and, given that the maximum price of the runes is only 112gp for chaos and 224gp for deaths, you still make a healthy profit even when buying up the entire stock of each shop you visit. You'll often find shops pretty empty of stock, especially of deaths, because of bots buying stock.
- It makes sense to buy up both chaos and death runes at the same time. Typically there are more chaos than death runes in a shop, and you can probably aim for a ratio of 3:1; e.g. arbitraging 1,500 chaos and 500 deaths at one time.
- Betty's seems better than Aubury's for stock.

Arbitrage Example 3: Feathers from Port Sarim

Buy feathers at Port Sarim fishing gear shop for 2gp each, then sell at Draynor or Falador banks for 10gp each. In order to buy the feathers at just 2gp each in the shop, you must buy slowly: if you let the stock fall below 950 then the price starts to rise steadily. It takes about ten minutes in this way to buy 1k feathers for 2,000gp (potential profit of 8,000gp); about two hours to buy 10k feathers for 20,000gp (potential profits of 80,000gp)..

Actual experience was mixed:

- Bought 1k feathers for 2,100gp in ten minutes and sold them in the game at fishing spot near Barbarian Village for 6,000gp after fifteen minutes: a return of 186% and an actual earn rate of c.9,400gp per hour.
- Bought 1k feathers for 2,000gp in ten minutes and sold them in the game at Draynor bank for 10,000gp after twenty-five minutes: a return of 400% and an actual earn rate of 19,200gp per hour. That was probably lucky.
- Bought 10k feathers for 20,000gp in two hours and sold them in the game at Varrock W bank for 100,000gp after two-and-a-half very frustrating hours (even then only got rune weapons I had to resell): a return of 400% and an actual earn rate of c.18,000gp per hour.

BOTTOM LINE: buying is boring, selling in the game can be frustrating – sell via fletching forum – but doesn't require too much starting investment.

Notes:

- You may need to world-hop quite a bit to get the stock you need. Low-population worlds might seem a good bet but a) other buyers are likely to target such worlds; b) re-stock rates will be slower. Medium-population worlds may be a better bet.
- 10gp is a feasible sell price but can take quite a while to obtain. To state the obvious, you will sell quicker at a lower price.

Arbitrage Example 4: Feathers

Since even low-level players can get feathers, there is a reasonable chance to buy feathers at fairly low prices and then sell them for 10gp each; particularly if you monitor forums to look for buyers at that price.

Actual experience was OK:

- Bought 7k feathers for 50,000gp as a personal trade from two players I knew. Tried selling them in various banks for 55k for half an hour with not a sniff; then sold them via runescapecommunity forum in five minutes for 55k (and kicked myself I didn't try for more): a return of 10% and an actual earn rate of c.8,600gp per hour – but would have been far higher if I'd just used the forums immediately.

BOTTOM LINE: worth doing again just using forums.

Actual experience via forums was better:

- Bought 7k feathers for 56,000gp from player contacts. Took fifteen minutes to arrange a trade for the first 5k for 50,000gp, and then took another twenty minutes to sell the other 2k for 19,000gp; both via the Runescape fletching forum: a return of 23% and an actual earn rate of 22,000gp per hour.

BOTTOM LINE: worth doing again just using forums.

Notes:

- As per the laws of supply and demand, good places to buy feathers are the various chicken farms. Try buying them for 5gp each.

Arbitrage Example 5: Cowhides

You can very easily buy cowhides for 100gp in Al-Kharid bank. With larger amounts you can then try to sell for 140 or 150gp per hide either direct in the game (rare) or via the forums (not so rare).

Actual experience:

- Bought 1k cowhides for 100gp each (spent 100,000gp) in the game at Al-Kharid bank in fifteen minutes from about fifteen different players. Via the forums, took ten minutes to sell them for 150,000gp in total: a profit of 50,000gp, a return of and an actual earn rate of 120,000gp per hour. Quite likely, though, that was a lucky break.
- Bought 2k cowhides for 100gp each (spent 200,000gp) in the game at Al-Kharid bank in forty-five minutes; involving around thirty individual trades. Then took quite a while to sell – three tries totalling sixty minutes in all to sell 500 in the game for 150gp each; 1k sold via the forums for 150gp each; and sold the final 500 in the game for no profit at 100gp each after getting bored. That made a profit of 75,000gp, a return of 38%, and an actual earn rate of 43,000gp per hour.

BOTTOM LINE: first experience was probably a lucky one; second one looks like a more typical earn rate but still pretty good; however, you do need quite a lot of starting capital for big trades.

Arbitrage Example 6: Normal Logs

You can buy normal logs for 1gp each in Lumbridge general store. The cycle time to take 27 to Lumbridge Castle bank and back is roughly two minutes. Most general stores have plenty of logs. Once you've built up a collection of them, you can sell – probably for 55-75gp each, or maybe higher – via the forums or possibly in the usual places like Varrock or Falador.

Actual experience:

- Bought 1k normal logs at Lumbridge general store for 1gp each, taking seventy-four minutes. Then took ten minutes to sell for 75gp each; 75,000gp in total: a profit of 74,000gp, a return of 7,400%, and an actual earn rate of roughly 53,000gp per hour.

BOTTOM LINE: probably moderately lucky to sell so quickly, but a phenomenal price differential; a good earner even for those with little starting capital.

Notes:

- The cycle time between Varrock general store and the E Bank is shorter, but the store doesn't often seem to have normal logs for sale.

Arbitrage Example 7: Willow Logs

Logs are available from time-to-time in general stores for quite cheap prices, and often in significant quantities. Oak logs for 6gp each; willow for 12gp each. Oak is more plentiful but there are far fewer buyers compared to willow. Buy at the Varrock general store with a cycle time to Varrock E bank of just over one minute.

Actual experience:

- Bought 1k willow logs for 12gp each (spent 12,000gp) in the Varrock general store in Varrock; took forty-five minutes. Took fifteen minutes to sell in the game for 25,000gp at Varrock W bank: a profit of 13,000gp, a return of 108%, and an actual earn rate of around 13,000gp per hour.

BOTTOM LINE: fairly easy but tedious.

Notes:

- Could also try selling via the forums for a higher price (30-35gp per log), though I did try for half an hour and didn't make a sale.

Arbitrage Example 8: Cooked Lobsters

As per the notions of supply and demand, go to Karamja to buy cooked lobsters for 150gp each. A typical cycle time from Draynor bank to Karamja and back with 27 lobsters is eleven minutes, costing 60gp for the ship. You can then go to Edgeville bank and sell for 200-250gp each.

Actual experience:

- Bought 200 cooked lobsters for 150gp each by cycling between Draynor and Karamja, requiring an investment of 30,000gp and taking eighty-eight minutes in total, costing 480gp in ship fares. Walked up to Edgeville bank and sold them in the game for 220gp each in ten minutes: a profit of 13,520gp, a return of 44%, and an actual earn rate of 8,300gp per hour.

BOTTOM LINE: not a brilliant earner but quite straightforward.

Arbitrage Example 9: Silver Bars

Well, it seemed like a good idea at the time – there are sometimes silver bars at Varrock general store which you can sell for higher prices. But ...

Actual experience

- It took fifty-five minutes to buy 40 silver bars from Varrock general store for an average of 185gp each, costing 7,400gp in total. After thirty minutes of unsuccessfully trying to sell them for 250gp at various locations in Varrock in various worlds, went and sold them for 200gp each in Al-Kharid bank after five minutes: a profit of 600gp, a return of 8%, and an actual earn rate of 400gp an hour.

BOTTOM LINE: not one of my better schemes; never to be repeated.

Arbitrage Example 10: Rune Essence

You can fairly easily buy rune essence for 20-25gp each in Varrock E bank. With larger amounts you can then sell for 30gp (or possibly more) per essence, typically in Falador E bank (occasionally via the forums).

Actual experience:

- Bought 2k rune essence for 25gp each (spent 50,000gp) in the game at Varrock E bank in forty-five minutes; involved around fifteen individual trades. Then took fifteen minutes to sell at Falador E bank for 29gp each; 58,000gp in total: a profit of 8,000gp, a return of 16%, and an actual earn rate of 8,000gp per hour.

BOTTOM LINE: rather tedious and with a patchy overall market.

Arbitrage Example 11: Bronze Arrows

You can buy bronze arrows for 10gp each. Places to try include the banks in Falador or Varrock, Lumbridge Castle, and the archery shops in Varrock or Rimmington. You need to get at least 1k and can then try to sell for 15-20gp each by reading the forums.

Actual experience:

- Bought 2.5k bronze arrows for 10gp each (spent 25,000gp) in the game in front of Lumbridge Castle and in Lumbridge bank with quite a bit of world-hopping. This took seventy minutes and involved about twenty individual trades (most quite small). Selling was difficult. Got no interest trying when trying to sell at Varrock W bank in-game. There is a moderately-active trade via the forums, but often for larger amounts or buyers only paying 10gp or they've already bought by the time you can contact them. Took one-hundred-and-twenty very tedious minutes spread over several days before finally got a sale to someone who bought them for 16gp each; 40,000gp in total: a profit of 15,000gp, a return of 60%, and an actual earn rate of 4,700gp per hour.

BOTTOM LINE: very tedious and uncertain to both buy and sell.

Arbitrage: Other Examples

Not something you can rely on, but if you're in a general store (e.g. at Varrock) and either fish or runes turn up, you can buy for less than the market price. Talismans (?or should that be talismen?) sell for just a few gp – buy them if they appear because you can sell for at least 500gp each.

D. Direct Money-Making

D1. Animals

Animals Example 1: Feathers

You can kill chickens for their feathers or just collect feathers left behind by others in chicken coops (NW of Lumbridge or NE of Lumbridge part-way to Varrock or S of Falador). You can sell these in bulk for 5-10gp. You can try selling to fly-fishers away from Port Sarim shop (e.g. around Barbarian Village or, maybe, Lumbridge river) but in practice none were interested at 10gp rates. A better bet is selling to fletchers or anyone in locations like Varrock main square or one of the banks. Even at fairly low (e.g. level 10) combat, you can easily get 1k feathers an hour from chickens, giving a theoretical earn rate of c.7,500 gp per hour. Note that, of course, you're also building up your combat and hitpoints while you do this (about 2,000 combat xp and 600 hitpoint xp per hour); and your prayer if you bury the bones as you go.

Actual experience was OK:

- Got 1k feathers easily within one hour and then sold them for 8gp each in Draynor bank within five minutes: an actual earn rate of 8,000gp per hour.

BOTTOM LINE: simple, OK for any level, and helps combat xp too

Notes:

- If you get desperate, you can sell feathers for 1gp each to Port Sarim fishing shop (so long as you sell slowly so numbers don't rise more than one or two over 1,000 else the price will fall to zero); even this makes you around 1,000gp per hour.
- There's also a coop by the Champions' Guild (SW of Varrock) which isn't crowded, but you need 32 Quest points because you can only get to it via the Guild.

Animals Example 2: Bones

Probably the best way to get these is from killing chickens. You go to a chicken coop, kill and store the bones (and the feathers: you'll get 100-150 of these per 27 bones), then run to the nearest bank and return. Whichever location you choose (coop S of Falador to Falador E bank; coop NW of Lumbridge to Draynor bank; coop between Lumbridge and Varrock to Varrock E bank) takes roughly the same cycle time: about seven minutes at level-30 combat; quicker if other players are ignoring the bones. It will therefore take you four-and-a-half hours to get 1k bones; you will also get c.5k feathers, c.9k combat xp, and c.4k hitpoints xp during the same time. 1k bones sold for 10,000gp but you can also sell the feathers for 50,000gp; so your theoretical earn rate is 13,000gp per hour. Bones are bought by other players seeking to get their prayer xp up.

Actual experience was OK:

- The bones sold in just a few minutes in Falador E bank, although the feathers took longer, so the actual earn rate was more like 10,000gp per hour.

At level-10 combat, the cycle time is more like ten minutes; it takes around six-and-a-half hours to get 1k bones; so the theoretical earn rate is c.10,000gp per hour and the actual rate was c.7,500gp per hour.

Of course, though, it was the feathers not the bones that made the real money and, in that case, it makes more sense just to stick to feathers rather than wasting all that extra time transporting the bones back to the bank 27 at a time. Better to ignore the bones or bury them yourself as you fight to get prayer xp.

BOTTOM LINE: not worth doing – stick to feathers

Animals Example 3: Cowhides

You probably need to be about level-10 combat before this starts to make sense, otherwise it takes a very long time and the cows can take quite a bit of health from you. Probably the best place to get cowhides is from the cows in the farm just S of Falador: there are always other players there but it's close to Falador E bank. Alternatives are cows NW of Lumbridge half-way to Barbarian Village (tends to be fairly empty but is some way from Draynor bank) or cows half-way between Lumbridge and Varrock (often other players and a fairly long way from any banks).

Gathering speed is variable: sometimes you have to kill 28 cows to get an inventory-full; at other times you'll be lucky and find other cow-killing players who just leave the hides, allowing you to whiz round vacuuming them up. At around level-30 combat, a typical cycle time to get 28 hides, bank them at Falador E bank, and return to the field, was ten minutes including burying bones. To get 1k cowhides therefore took around five hours (you do speed up a bit as your combat level increases). Cowhide prices vary anywhere from 100 to 170gp: 150gp might be a reasonable target that would give a theoretical earn rate of 30,000gp per hour. You also earn around 6,000 combat xp, 2,000 hitpoint xp and about 800 prayer xp per hour doing this (they're 8hp per cow, 6hp per calf).

Leather-crafters are the ones interested in buying, so a good place for selling is near the tannery in Al-Kharid.

Actual experience:

- I seemed to often get lucky with finding dropped cowhides, so it took a bit less than five hours to collect the 1k cowhides. These were sold in two lots at Al-Kharid bank (one via Runescape forum, one direct sale in the game) for 140,000gp. This took roughly twenty minutes bringing the total time back up to five hours and giving an actual earn rate of 28,000gp per hour.

BOTTOM LINE: very good earner – especially given the bonus of raising combat levels.

Notes:

- Of course, if you were level-10 combat, then all this would take quite a lot longer and the earn rate would be much lower.
- Killing calves (you baby-murderer) is slightly quicker and easier – they're only 6hp as opposed to 8hp for a mummy cow – but it's not worth waiting for them to spawn.

Animals Example 4: Wool

>>See Crafting

D2. Combat

This section details ways of making money from combat but a quick bottom line for anything under about level-40 combat is that it's far better to stick to fighting animals: chickens/feathers if you're under level-10; cows/cowhides if you're anywhere from level-10 upwards.

Combat Example 1: Goblins

If you are low-level on combat (i.e. 7 or so), then fighting level-2 goblins (between Lumbridge and Draynor, or between Port Sarim and Rimmington) will get you a bit of money plus other items like goblin mail you can sell in a store, or runes you can sell or use for magic. At anything less than about level-15 combat, you'll probably need to cook some chicken or cow meat and eat it during combat to counteract loss of hitpoints.

Actual experience, though, was a reminder how limited this is as a money-maker:

- One hour of fighting starting at level-7 combat produced 260gp, ninety runes (sold at Port Sarim magic shop for c.250gp) and seven goblin mail (sold at Lumbridge general store for c.75gp), which made c.600gp per hour. It did earn 1,600 combat xp and c.530 hitpoints xp plus 320 prayer xp per hour (they're 5hp each). You'd probably be better off keeping the runes for magic and the goblin mail for Goblin Diplomacy quest.

BOTTOM LINE: not really a money maker – just a small bonus when you're building combat levels.

Combat Example 2: Barbarians

If you're level-13/14 or above, fight barbarians in Barbarian Village; they drop gold and some other items you can sell at a shop or trade, plus there are food spawns in the hall if you need them (which you are likely to do at anything much below level-30 or so combat because of the hit points they take off you).

Actual experience:

- One hour of fighting starting at level-16 combat produced 120gp, twelve runes (sold at Varrock magic shop for c.60gp), five bronze axes and two iron maces (sold at Varrock general store for 75gp), a staff (1gp) and twenty worthless bronze arrows, which made c.250gp per hour in total. It earned 2,500 combat xp and 850 hitpoints xp plus 180 prayer xp per hour (they're 14hp each). As with goblins you'd probably be better to keep the runes for magic, keep or try to trade any iron stuff, and drop the rest. It's a multi-combat area so occasionally high-level players may interfere with your fights.

BOTTOM LINE: not a money maker – worse than fighting goblins – just a tiny bonus when you're building combat levels.

Combat Example 3: Hill Giants

Once you get to level-40 combat or above, you can start to fight level-28 hill giants (in Edgeville Dungeon) to sell the items they drop. You can enter the dungeon via the entrance in Edgeville but, first time in, go to the brass key spawn in the zombies' room in the dungeon. You can use the key to open the door/entrance at the house that is between Barbarian Village and Varrock, which is much more convenient for fighting hillies. Hill giants drop a variety of items but the most worthwhile collecting are big bones; non-f2p-craftable runes (e.g. law, chaos, nature); and – perhaps – limpwort root. Even at around level-40 and up to around level-55, you will need to take something like cooked lobsters with you to heal health. There are always others fighting hill giants: you need to choose low-population worlds (less than 1,000) and be quick on your mouse finger.

Actual experience:

- Fought at level-40 combat with steel armour and an adamant longsword. One hour of fighting (which needed two bank visits to drop stuff off) produced: 39 big bones, 15 limpwort roots (one or two just picked up when left by other players), 6 nature runes, 6 chaos runes, 2 law runes, 10 steel arrows and 2 steel longswords plus a number of fire, mind and water runes that aren't worth selling. There were also iron items (daggers, arrows) that aren't worth picking up. The big bones sold for 7,800gp; the runes for 2,000gp; and the steel items at the specialist shops in Varrock for 550gp. That took half an hour to sell direct to players in Varrock W bank. Even after one-and-a-half hours of trying various worlds and using the forums, the limpwort roots hadn't sold (this time is ignored in the earn rate calculation). Forum buyers were paying up to 1k each for limpwort roots but weren't interested in such small volumes. Instead, then (see Other section below), they were turned into strength potions: that took a further twenty minutes and earned 4,500gp. The fighting used up 18 lobsters, with a value of 3,600gp, so the net profit for this venture was 11,175gp for a one-hour-and-fifty-minute activity: 6,100gp per hour though this could be doubled if you could sell the limpwort root direct. In addition, you earn 5,500 combat xp and 1,800 hitpoints xp per hour of combat (hill giants are 35hp each).

BOTTOM LINE: still way below what you can earn from cowhide, from which you will also earn more combat, hitpoint and prayer xp.

Other Combat Examples

1. If you get to level-35/40 combat, fight the wizards in the stone circle just S of Varrock.
2. If you get to level-50 combat, you can fight knights (in Falador). You can also fight level-42 moss giants in Varrock Sewers and sell their big bones and the good items they drop; you'll need a slash weapon to enter the sewers. You can also fight the monks in the Chaos Temple and get a steel mace each time, which will sell for c.140gp each even in a general store.
3. Above this, fight the level-50+ ice warriors and ice giants in the Ice Caves on the point S of Port Sarim: you can get good runes and steel items to sell.

D3. Crafting

Crafting Example 1: Wool

You don't need any levels for this but you do need shears, which you can buy in a general store. There are sheep S of Varrock and NW of Lumbridge; take your shears and shear the sheep for wool. Take the wool to a spinning wheel, right-click and spin all your wool into balls of wool. There are spinning wheels at S Falador, Barbarian Village, and Lumbridge Castle.

Shearing sheep NW of Lumbridge; spinning the wool on the first floor of Lumbridge Castle; then depositing the balls of wool in Lumbridge bank and returning to the sheep field requires a cycle time of eight-nine minutes. It therefore takes about three hours to make 500 balls of wool. Pricing for these is hazy: Runescape Marketplace guide says 50-100 gp per ball, suggesting an average theoretical earn rate of around 12,500gp per hour. I never found anyone prepared to pay anything like that price although buyers do appear from occasionally on the forums. Buyers are jewellery crafters. You would also earn c.420 crafting xp per hour (1,250 crafting xp in all: enough to take you from level 1 to level 10).

Actual experience:

- Making 500 balls of wool took the time shown: three hours. Selling is another matter; forum sales on the crafting thread seemed very rare at the time. In one hour of looking, spread over a two-week period, I only found one purchase and s/he wanted nothing to do with a price anywhere near even 50gp per ball. (Though a later search produced one buyer offering 100gp and another offering 200gp per ball.) In the end, just by chance stumbled across someone in the game who took pity on me and paid 11gp per ball, producing an actual earn rate of 1,375gp per hour.

BOTTOM LINE: a source of money for level-1s and maybe the only way to make anything but pennies when building crafting but in general just an exercise in frustration.

Notes:

- There doesn't seem to be any market at all for unspun wool.

Crafting Example 2: Amulets

Just to prove the point that crafting is a hopeless f2p skill ...

Actual experience:

- I crafted leather items to get my crafting up to level-24. Mined four gold ore (because I was greater than level-40 mining) in Chasm mine; then smelted into four gold bars (because I was greater than level-40 smithing) at Al-Kharid: ten minutes in total. Bought four sapphires for 200gp each: that, luckily, took just another ten minutes. Also bought four cosmic runes for 250gp each. Took a chisel (buyable from crafting shop) and changed sapphires to cut jewels. Bought an amulet mould from Al-Kharid crafting shop. Took that and gold bars and cut sapphires to Al-Kharid furnace and used gold with furnace to make sapphire amulets. Then took shears (plus amulets, cosmic runes and four water runes) up to sheep field N of Lumbridge and sheared four sheep. Took wool and spun it on first floor of Lumbridge castle to get balls of wool. Used balls of wool with amulets to string amulets. Then enchanted amulets to make them into amulets of magic with 1 cosmic and 1 water rune each (because I was greater than level-7 magic). All that took an additional fifteen minutes. Then tried to sell the amulets of magic in various places in Varrock for twenty-five minutes. Eventually sold one for 600gp and the other three for 500gp. Subtracting cost of sapphires and cosmic runes, that made a total profit of 300gp. Since the whole palaver took one hour, that was an actual earn rate of 300gp per hour.

BOTTOM LINE: completely hopeless – there's no bulk market for amulets; and does very little to get your crafting up. Unless you're quite high-level mining and smithing, you have to buy gold bars making the economics even more nonsensical.

D4. Fishing

1. Good places to sell are near the Wilderness since fighters use cooked fishies to restore health, so try Edgeville or Varrock.
2. If you want quick money from fishing, you can sell your fish (uncooked only) at the Port Sarim fishing shop for around one-quarter to one-third the market price.

Fishing Example 1: Lobsters

You need a lobster pot and to be at least level-40 fishing and cooking for this, but very slow and burny until you get to at least mid-40s levels. Your only f2p fishing location is the jetty on Karamja island and initially your best bet is to cook the lobsters there, dump the burns, and refish once to fill your inventory, cooking the new lobsters back on the range in the house just N of Port Sarim fishing shop (you'll just slow yourself down if you get into lots of cycles of cooking, burning, dropping, fishing on Karamja trying to get exactly 26 lobsters). Then bank at Draynor (or Falador E but that takes a little longer each cycle). Once you reach more than level-50, it probably makes sense to forget cooking on Karamja and just head straight back to Port Sarim and cook the lobsters there.

The cycle time when you're at mid-40s level of fish/cook from Draynor bank to Port Sarim dock to Karamja jetty and back again with a full inventory of lobsters is around 20 minutes. You can sell the lobsters for at least 200gp each at Edgeville, so your theoretical earn rate is around 15,000gp per hour. In that time you'll also earn around 9k fishing xp and 12k cooking xp. Lobsters are bought by players in combat – mainly wilderness fighters – seeking to keep their health up (each lobster heals 12hp).

Actual experience was quite OK:

- As predicted, it took roughly one hour to get 78 lobsters; selling at Edgeville Bank was admirably quick – less than five minutes (plus the time to get there) to give an actual earn rate of around 14,000gp per hour. Karamja jetty is always good for the craic.

BOTTOM LINE: solid, straightforward, a ready market: recommended.

Notes:

- Don't forget to take several hundred xp for the boat trips there and back; it's a pain having to trade lobsters there or fill banana crates for your boat fare home.
- If harpooners are dropping raw tuna on the jetty, it's very tempting to pick it up. Mixed lobster-fishing and tuna-grabbing is probably a faster way to make money than pure lobstering. You can sell the tuna for around 100gp each.

Other Fishing Examples

1. Alternatives for high-level fishing are selling tuna (c.100gp each) or swordfish (c.250-300gp each), which are fished with harpoons.
2. At lower levels, you can still make a reasonable amount by selling cooked trout (c.20gp each) and salmon (c.30-50gp each). Depending on your fishing level, this earns something like 3,000-6,000gp per hour.

D5. Free Stuff

You will also just find free stuff lying around. This falls into four categories:

- a) Bones: you can typically sell these in bulk for 10gp each or maybe a little more with a following wind.
- b) Other stuff players aren't interested in because they're focused on something else: feathers and raw chicken at chicken farms; hides and meat in cow fields; lower-level fish at fishing spots (trout at rivers, tuna at Karamja jetty (which you could get 100gp per tuna for)); ore in mines and logs near trees when players are just levelling; odd coins and capes and staffs and other crappy stuff in combat areas. As a scavenging hyena of the Runescape world you can make a bit of money from this especially if you trade it.
- c) Dead player drops: you could hang around typical combat areas (Barbarian village, N Falador entrance, stone circle S of Varrock) to see if you get lucky with stuff dropped when players are killed but you could wait a very long time for nothing; one slightly better suggestion is to wait in the Chaos Temple for some dumbnuts to take the wine and get attacked/killed by the monks. Again, though, you'll likely wait a long time. There are lots of dead people in the wilderness but PKers will pick up the good stuff ... and they might PK you. But you can try waiting just outside and nipping in.
- d) Spawns: I'm not listing all of these but there are food, rune, weapon and other spawns throughout the Runescape world.

You could also pick up arrows where rangers are fighting but it's mean to steal those and, remember, CCTV is in operation throughout Runescape, so everyone at Jagex HQ will know that you are a bad person.

Notes:

- Your average Runescape player is a male teenager. How can your knowledge of psychology help you to get free stuff from them? (We're setting aside the option of luring them into the wilderness and killing them.) Here's a start: they like a) flattery/hero-worship and b) girls. You can work out how to take it from here.

D6. Magic

Magic Example 1: High and Low Alching

Level 21 magic (low alchemy) converts single items per spell into gold equivalent to the selling price in a general store; Level 55 magic (high alchemy) converts single items per spell into gold equivalent to the selling price in a specialist store. The price difference is around 33-50% between these two. There are a number of warnings on alching to take care: a) not to accidentally alch something you wanted to keep; b) not to go alch-oholic and start alching everything in sight. But the main warning should be – don't bother.

You need 1 nature rune per spell plus 3 (low) or 5 (high) fire runes. You can make the fire runes for free or buy a fire staff. However, f2pers cannot craft nature runes or buy them from any magic shop. You need to either get these free by fighting appropriate NPCs or you have to buy them. If you have to buy them, that changes the economics of alchemy because a typical price for nature runes is around 300gp each. However – see below – it doesn't change the fundamental that neither high- nor low-alching is a way to make money for f2p players.

Examples of actual experience:

- Alching Ordinary Items: examples of ordinary low-level alchemy values are: willow logs (20gp); yew logs (64gp); gold ring (140gp). Examples of ordinary high-level alchemy values are: lobster (90gp); steel bar (60gp); coal ore (27gp); iron ore (10gp).

BOTTOM LINE: completely pointless; even if you got free natures you can sell items to other players for far more.

- Alching Steel Items: once you start getting into the 40s with smithing levels, you can alch items that make a bit more. For example, steel chainbody low-alchs to 300gp; steel plate body low-alchs to 800gp, and high-alchs to 1,200gp. Alching this way does raise your magic xp but as a money-making idea is still completely pointless. Even if you got your nature runes free (which most f2pers won't), you could sell the steel bars that make these items for far more. The three bars that make a chainbody will sell for 1,500-1,800gp; the five bars that make a platebody will sell for 2,500-3,000gp.

BOTTOM LINE: still completely pointless.

- Alching Mithril, Adamant and Rune Items: exactly the same points apply for mithril, adamant and rune items if you are smithing the items you then alch – you'd be much better off selling the bars. Even if you get the fully-made items for free, then you can always get more for the item by selling it to players (and you don't have to pay for the high-alch runes).

BOTTOM LINE: still completely pointless.

Magic Example 2: Cowhides

You can use magic to kill cows. The most logical way to kill them is using fire strike: fire strike has a maximum hit of 8, the same hp as a cow, so any higher level spells may "waste" hits. In addition, fire strike is the highest level spell with basic runes – anything higher needs much more costly runes. A fair idea is to buy a fire staff (1,500gp) and then stock up on air and mind runes at either Betty's (Port Sarim) or Aubury's (Varrock). A good place to kill cows is the field South-East of Falador. Take the hides and bones; bury the bones as you go along and bank the hides in Falador E Bank; the average cycle time to get and bank 26 cowhides and return to the field is ten minutes. With magic in the level-20s or -30s, you'll probably average about three fire strikes per cow (so, with a fire staff that means 3 mind and 6 air runes per cow).

Actual experience of getting 500 cowhides:

- Bought 3,000 air runes and 1,500 mind runes at Betty's: world-hopped to low-population worlds at a relatively quiet time and spent roughly 50,000gp. Have excluded the 1,500gp cost of the fire staff because I already had that. It took one-hundred-and-ninety minutes in total to collect 500 cowhides which were sold (with 500 others from an earlier activity) in ten minutes via the forums for 75,000gp; a profit of 25,000gp and an actual earn rate of just over 7,000gp per hour. This also earned 24,000 magic xp (c.7,000 magic xp per hour), 5,000hp (1,425hp per hour) and 2,000 prayer xp (600 prayer xp per hour).

BOTTOM LINE: not a brilliant money-maker compared to some others, but good considering the magic xp you earn.

Notes:

- The economics of this would obviously change if you chose to mine rune essence and craft your own runes: increasing the profit but also increasing the time spent.
- Quite often you'll find other players leaving bones and cowhides behind; you can increase your rate of money-earning but decrease your rate of magic xp earning by picking these up.
- Using lower-level strikes (esp. wind or water), for example if you are less than level-10 magic, makes this a more costly and much slower process: you're unlikely to earn money.

Other Magic Examples

If you get to level-33 magic and you get a free/cheap source of law runes, then you can telegrab some items and sell them: iron items in Lumbridge museum; the stuff dropped (after its killed) by the lesser demon at the top of the Wizards' Tower; stuff downstairs in Varrock West bank (gold bar, necklace and ore, ruby ring and coins).

D7. Mining

Mining can work: selling rune essence (you can ask 15-30gp per rune essence even though the shop price is lower), iron ore (c.100gp per ore), coal (ask 150-200gp per ore). These sell a bit better than mithril ore (300-400gp per ore) and adamantite ore (c.1,000gp per ore), which also tend to spawn rather slowly to make money. You may find takers for silver: both ore and bars could sell for 300-400gp each.

General points (rune essence excluded):

- Don't rush to mine an ore just when you reach its level. For example, you could try mining iron ore at level-15 but it probably makes sense to avoid (e.g. stick to rune essence) until you're at least level-25. The reason for this is that you'll often find yourself in competition for the same ore with other miners who seem more likely to get it if they're higher levels.
- To give yourself the best hope of getting ore, you should choose less crowded mining sites – less rather than more populated worlds, and less popular sites (e.g. Chasm mine N of Al-Kharid rather than Varrock SE mine). Try to find a location where two or three ore spawns are very close (i.e. you can reach just by turning on the spot). While the spawn is still grey click and turn to face it; you'll then be quicker to mine it when you click immediately the colour changes.
- Having said this, the cycle times from a bank to the mine and back with a full inventory of ore are not hugely different: they vary more depending on whether you find other, higher-level miners trying to get the same ore.
- The impact on cycle times is small but, nonetheless, it's best to dispense with all armour, weapons, etc when you're mining for money. Carry your pick and nothing else to weigh you down.
- Some mines (e.g. Dwarven and Chasm) have scorpions which can be a nuisance. However, they don't often spontaneously attack you, especially when you're standing still and mining. If they do, you can sometimes just run round to the other side of the ore leaving them to glare across at you, unable to attack further.

Mining Example 1: Rune Essence

At level-20 mining with a steel pickaxe, it takes around three minutes for a cycle of filling your inventory via Aubury's teleport, depositing them in Varrock E bank and returning. Mining 1k runes, then, takes about one-and-a-half hours. You can sell rune essence for 30gp per essence (typical range is 20-35gp), giving a theoretical earn rate of 20,000gp per hour. You will also get around 3,000 mining xp per hour. Rune essence is bought by rune crafters.

Actual experience:

- Very much as stated and then sold the 1k rune essence (in Falador E bank) within just a few minutes for 30,000gp, giving an actual earn rate of 18,000gp per hour.

BOTTOM LINE: straightforward, but limited market: would probably do again.

Notes:

- At level-5 mining with a bronze pickaxe, the cycle time starts at around four-and-a-half minutes, giving a theoretical earn rate of more like 15,000gp per hour.
- Selling for 30gp each in just a few minutes in game was lucky. Other times it has taken longer and sometimes decided to go down to 25gp each. The market for normal rune essence, including buying on the forums, is patchy.

Mining Example 2: Iron Ore

You have five main choices. Probably marginally the quickest is Dwarven mine and Falador E bank followed by Rimmington mine and the same bank or Chasm mine and Al-Kharid bank. Both Varrock SE and SW mines can be used with Varrock E bank but I found them a bit crowded. Assuming you get a free run at the ore (no higher-level miners, no scorpion attacks), a typical cycle time at about mid-20s-level mining with a mithril pickaxe would be around six minutes. Mining 1k ore therefore takes around three hours (you'll speed up as your level rises). Iron ore prices seem more variable than some other items (range of 75-125gp) but you can certainly aim for 100gp per ore, giving a theoretical earn rate of about 33,000gp per hour. You'll also earn around 10,000 mining xp per hour. Iron ore is bought by smiths; particularly ones seeking to make steel bars or steel items.

Actual experience:

- Using Rimmington mine and Falador E bank, it took about one hour to collect 300 iron ore. It then took 30 minutes in various places trying to sell these before they finally went for 30k in Varrock E bank (100gp each), giving an actual earn rate of 20,000gp per hour

Notes:

- I'm sure it would have been quicker to sell using the forums.

BOTTOM LINE: not a hot seller but OK especially as it increases your mining xp.

Mining Example 3: Coal

Seems to be a non-starter at most lower mining levels. Compared to iron ore, there's less of it around, it is slower to spawn, it takes longer to actually mine and – because it's useful – there's always some higher-level bastard around with a rune pick who gets it before you.

Level-38 Mining Attempt

Got lucky once with a relatively uncrowded Lumbridge Swamps mine when it took 20 minutes to collect an inventory-full of coal at level-38 mining (cycling either to Lumbridge Castle or Draynor bank). At other times and places, though it was just impossible: a continuous stream of new, higher-level miners

BOTTOM LINE: a non-starter: stick to iron ore unless you can find a completely empty coal mine.

Level-48 Mining Attempt

At level-48 mining, the story was not that much different although only at Barbarian Village did I give up trying to get coal. At the other two main locations – Dwarven mines and Lumbridge Swamps on uncrowded worlds – the average cycle time to bank 27 coal was fifteen minutes. Actual time was very variable depending on the levels of others mining there. Assuming you can sell coal for 150gp per, then that's a theoretical earn rate of 18,400gp per hour: pretty much half what you'd earn for mining and selling iron ore at this level. This would also earn you 5,400 mining xp per hour compared to 12,600 mining xp per hour for iron ore.

BOTTOM LINE: stick to iron ore unless you can find a completely empty coal mine.

Level-60 Mining Attempt

Hurrah – in the Mining Guild at last (though you won't be alone and may still get bullied by higher levels). An average cycle time with a rune pickaxe to bank 28 coal in Falador E bank was seven minutes and you can aim to sell for 150gp per, making a theoretical earn rate of 41,000gp per hour. You also earn around 11,700 mining xp per hour. Coal is bought by smithers because they need it for smelting most metals.

Actual experience:

- Mined 336 coal, which took eighty-four minutes. Sold it after five minutes for 57,000gp, making an actual earn rate of roughly 41,000gp per hour.

BOTTOM LINE: a reasonable earner once you reach this mining level.

D8. Other

Other Example 1: Banana Packing

One way to get a bit of money when you have only level-1s is to go to Karamja, pick bananas and fill the crate just outside the shop near the ship dock for 30gp a go (needs 10 bananas each time). Not for big-time Charlies since it gives an earn rate of 500-1,000gp per hour.

BOTTOM LINE: not worth doing.

Other Example 2: Strength Potions

If you are able to fight hill giants (i.e. >level-40 combat), then you can get limpwort roots from them (see Combat section). You can also go into Varrock Sewers and – using one of the maps provided by various Web sites – navigate your way round to the red spiders' eggs spawn, nipping in and out of the room to collect the eggs without getting spiderised to death. Take these and some money to the apothecary's shop in Varrock and – for 5gp each – he'll turn the root and eggs into a strength potion that, in theory, can be sold for 500gp each.

Actual experience:

- As per Combat section experience, took one hour to get 15 limpwort roots; ten minutes more to get 15 red spiders' eggs; and five minutes to have them made into potions. One hour of trying to sell them either in bulk or individually at 500gp each made one sale (and is discounted from the earn rate calculation). Selling at 300gp each meant they all went within three minutes: an actual earn rate of 3,600gp per hour.

BOTTOM LINE: not worth considering separately from more general earning via hill giant combat.

D9. Runecrafting

Runecrafting is pointless as a money-maker until you get to at least level-11: the point at which you start crafting multiple runes per essence. Before that point, you will be losing money changing essence (20gp+ each) into runes (5-15gp each).

Runecrafting Example 1: Air Runes

Air runes are one of the best types of f2p/elemental rune to focus on because a) they fetch as good or a better price than other runes except waters; b) they require the lowest runecrafting level to deliver multiple runes per essence. If you don't like trading with players, you can sell air runes for around 6gp a time to Betty's (Port Sarim magic shop) or Aubury's (Varrock magic shop). You can work a circuit wielding/wearing just pick and air tiara: Wizards' Tower for rune essence to the air altar to Betty's to Draynor bank. Under level-11 runecrafting, this was making about 1,200gp per hour (plus raising mining and runecrafting levels).

BOTTOM LINE: daft in monetary terms: you'd make four times as much selling the essence.

A better bet was mining rune essence at Aubury's and cycling it into Varrock E bank. As noted under "Mining", it will take you about fifty minutes to get 500 essence at level-20. Then grab your air tiara and head for Falador E bank; do a cycle of picking up rune essence from the bank; crafting it at the air altar; banking the runes and picking up fresh essence. Whatever your level, the cycle time is around two minutes. At level-11 runecrafting, then, you can turn the 500 essence into 1k air runes in thirty-five minutes. Air rune prices vary from 10-20gp each giving an average theoretical earn rate of c.10,000gp per hour. You will also advance both mining and runecrafting xp by around 1,500xp per hour each. Like all runes, air runes are bought by magic users.

Actual experience was OK:

- Mined (lvl-20) and crafted (lvl-11) just as stated to get 1k air runes. Looked through the recent postings on Runescape's own forums until I found someone buying air runes. One had already made his purchases but one hadn't: I sold for 15,000gp (and wished I'd asked 17,000gp) in five minutes, making an actual earn rate of 10,000gp per hour. Also earned 2,500 runecrafting xp (\equiv 1,700xp per hour) and 2,500 mining xp (\equiv 1,700xp per hour)

BOTTOM LINE: not exciting but easy and a solid earner; makes more sense at higher runecrafting levels.

At higher mining and runecrafting levels, it may be less attractive to mine the essence since it earns few mining xp. Instead, buy the essence and then craft it. This only makes sense above level-33 runecrafting when you get four runes per essence.

Actual experience was OK:

- Bought 500 rune essence in Varrock E bank for 30gp each in five minutes (cost of 15,000gp). Crafted them with cycles to Falador E bank (cycle times of two minutes as above for $28 \times 4 = 112$ runes) and took thirty-five minutes to make 2k air runes. Sold them in the game at Falador E bank for 30,000gp in two minutes – a profit of 15,000gp and an actual earn rate of 21,500gp per hour. Also earned 2,500 runecrafting xp (\equiv 3,600 xp per hour)

BOTTOM LINE: not a bad way to earn money when you reach higher runecrafting levels.

D10. Smithing

General:

- It's best to separate out the activities of smelting and forging rather than try to do both simultaneously: if you're doing full smithing, then first smelt lots of bars, banking as you go; then forge lots of bars into items.
- Your best bet for smelting is Falador furnace and either Falador bank; or (slightly quicker) Al-Kharid furnace and Al-Kharid bank.
- Your best bet for forging is Varrock W bank: there's an anvil directly S. (Second best is Doric's anvil with either Falador bank.)
- You need to work out how you'll get your ore – mine it (free so you make more profit) or buy it (quicker and you don't need to get mining levels up).
- If you can get your smithing levels up, you can sell steel bars (maybe 600-650gp each). You can also try selling iron bars (c.200gp) or mithril bars (c.1,000gp each) but they don't seem to sell quite as well.
- You can also sell steel plate (needs level 48) to shops for c.900-1000gp. Or you can yourself low-alch it (needs level-21 magic) or high-alch it (needs level-55 magic): the latter gives 1,200gp per plate but you need a cheap source of nature runes.
- Once you're above level 50 you can start making mithril then adamant then rune items and sell to players.

Smithing Example 1: Iron Items

The starting assumption is that you can mine your own iron ore (i.e. you're above level-15 mining) and that you can smith a range of iron items (i.e. you're above level-30 smithing). As discussed in the "Mining" section above, a typical cycle time (fill your inventory, bank and return) at about mid-20s-level mining with a mithril pickaxe would be around six minutes. Mining 224 iron ore will then take forty-eight minutes. The cycle time between either of the Falador banks and the Falador furnace to smelt (on average) 14 iron bars is around two-and-a-half minutes; so it takes about twenty minutes to smelt 112 bars (though you only need 108). The cycle time between either Falador bank with a full inventory of bars to Doric's anvil, forging items, and then back to the bank is two-and-a-half minutes; so forging 108 bars into iron items takes around ten minutes. Selling takes about five minutes at most, making a total mining-smelting-forging-selling cycle time of eighty-five minutes. Two examples are given below; since they involve selling to shops, the basic and actual earn rates are the same but the earning rate is very variable depending on how many of your item the shop already has in stock. In each case you get around 5,600 mining xp and 2,900 smithing xp per hour.

Actual Example 1:

- Forged each full inventory of 27 iron bars into 9 maces, 3 kite shields and 3 chainbodies. In the example given here, 108 bars were forged into 36 maces, 12 kite shields and 12 chainbodies which sold in the three Falador specialist shop (mace, shield and Wayne's Chains) for around 3,000gp: an earn rate of 2,400gp per hour.

Actual Example 2:

- Forged each full inventory of 27 iron bars into 9 chainbodies. In the example given here, 108 bars were forged into 36 chainbodies which sold at Wayne's Chains in Falador check actual for around 3,500gp: an earn rate of 2,500gp per hour.

BOTTOM LINE: stick to steel bars.

Notes:

- If you happen to find yourself in Al-Kharid the cycle time between the bank and smelting in the Furnace there is slightly quicker than in Falador.
- If you were forging a very large number of items it's worth going to Varrock and forging between Varrock W bank and the anvil just S of the bank; the cycle time is only one minute as compared to two-and-a-half minutes in Falador.
- The cycle time to mine iron in the Chasm Mine, smelt it in the Al-Kharid furnace, bank the bars and return to the Chasm Mine is slightly (about 10%) quicker than for the Falador circuit.
- You could earn a bit more by selling the chainbodies five or ten at a time and world-hopping, but that's not going to close the gulf between this and the earning potential of steel bars.

Smithing Example 2: Steel Items

Unless you can mine coal, this does not make sense. At a smithing level in the low-30s, for example, you can buy 18 coal for 3,060gp; smelt it with your own mined iron ore into 9 steel bars; forge that into 6 medium helms and 3 maces that will sell in Barbarian Village helm shop and Falador mace shop for 1,400gp: a loss of 1,660gp (though a gain of 338 smithing xp in addition to what you earn from just smelting the steel bars).

Even if you can mine coal, this generally doesn't make sense compared to steel bars. As an example, 108 steel bars were smithed into 36 steel chainbodies and sold at Wayne's Chains for about 6,000gp. Those same steel bars could have been sold direct for 64,000gp or maybe more (though you miss out on 4,050 smithing xp).

BOTTOM LINE: the slightly greater mining and smithing xp gain doesn't compensate for the great financial gulf: stick to steel bars.

Smithing Example 3: Steel Bars with Buying Coal

The starting assumption is that you can mine your own iron ore but can't easily get coal (i.e. you're somewhere between levels 15 and 60 at mining); you'll also need to be at least level-30 smithing (Knight's Sword quest will take you most of the way there).

As discussed in the "Mining" section above, a typical cycle time (fill your inventory, bank and return) at about mid-20s-level mining with a mithril pickaxe would be around six minutes. Mining 500 iron ore therefore takes around one-and-a-half hours. Coal prices vary but buying 1k coal for 170,000gp is a reasonable bet. The cycle time between either Falador bank with 18 coal and 9 iron ore to the Falador furnace and return to bank 9 steel bars is around one-and-a-half minutes; so it takes

around one-and-a-half hours to smelt 500 steel bars. You should be able to sell these for 600gp each, representing an earn rate (after subtracting the cost of the coal) of 260gp per steel bar: a theoretical earn rate, then, of 43,333gp per hour. You will also advance 17,500 mining xp (c.5,800 per hour) and 8,750 smithing xp (c.2,900 per hour). Steel bars are bought by smiths who wish to forge them into items.

Actual experience:

- Iron ore mining and smelting times were as stated. Buying the coal took a while: had to do it in parts taking around thirty minutes overall. Sold the 500 bars via Runescape forums for 300,000gp (earning 130,000gp) which took about fifteen minutes. So the actual earn rate was 34,666gp per hour.

BOTTOM LINE: not only a good earner but a good way to improve mining and smithing xp.

Smithing Example 4: Steel Bars with Mining Coal

The economics of making steel bars obviously changes if your mining level is high enough to more easily get your own coal: you earn the entire 600gp per bar. However, you have to add in the time to mine the coal.

At level-48 mining with a rune pickaxe this was fifteen minutes per inventory of 27 coal, meaning an extra nine hours of work. So, the total earn for 500 steel bars goes up to 300,000gp but the theoretical earn rate falls to around 25,000gp per hour (you do get an extra 50,000 mining xp which would take you up to about level-53 mining but the rate per hour – 5,600 xp per hour – is no better than for steel bars).

BOTTOM LINE: it makes more sense to stick to buying coal until level-60 mining when you can access the Mining Guild.

At level-60 mining with access to the Mining Guild, it does all start to make more sense. You earn around 10,000 mining xp per hour, and about 1,250 smithing xp per hour.

Actual experience at level-60 mining:

- Took eighteen minutes to mine 108 iron ore at Rimmington (it's just over four minutes per cycle). Took fifty minutes to mine 216 coal in the Mining Guild (it's just over six minutes per cycle). Then took a further eighteen minutes in Falador to smelt this into 108 steel bars that then sold within five minutes in Falador East bank for 60,000gp. This gave an actual earn rate of nearly 40,000gp per hour.

BOTTOM LINE: a very good earner for high-level miners.

D11. Value-Addition

Value-addition – or "processing" – means buying stuff, doing something to it, and selling it for a higher price. Smithing is the most obvious value-adding activity (crafting and rune-crafting are the f2p others but they don't look like great money-makers). You can make money from smelting (buy ore, sell bars) or forging (buy bars, sell armour/weapons) or doing both. Just check your basic maths to ensure you're making and not losing money.

Value-Addition Example 1: Steel Bar Smelting

Buy coal and iron ore, smelt it into steel bars and selling the bars for more than it cost you to buy the iron ore and coal. You can buy much more quickly on the forums but at higher prices.

Actual experience at level-30 smithing:

- Took one hundred minutes to buy 1,000 coal and 500 iron ore for 180gp and 100gp respectively in the game at Falador E Bank. Smelted these into 500 steel bars in Al-Kharid (cycle time for smelting one load of one-and-a-quarter minutes) in seventy minutes. Sold the steel bars on the forums for 300,000gp in five minutes; a profit of 70,000gp and an actual earn rate of about 24,000gp per hour. Also earned 8,750 smithing xp (3,000 smithing xp per hour).

BOTTOM LINE: there's quite a bit of uncertainty since it depends mainly on how long it takes to buy the coal, but a reasonable earner.

Notes:

- You could buy coal more quickly via the forums, maybe for prices around 200gp per coal. Selling more slowly you might get up to 650gp per steel bar.

D12. Woodcutting

Fletchers (arrow-/bow-makers) and fire-makers use logs. A quick idea when your levels are higher is to chop the oak just NE of Varrock fountain or the oaks behind Lumbridge general store and just sell them at the general stores for 2gp per log, or the willows near Lumbridge and sell to general store for 4gp per log. You'll get just a few hundred gp per hour but it's quick and better than dropping the logs.

Woodcutting Example 1: Normal Logs

Easily overlooked because the market is much more limited than for other types of logs. Perhaps because of limited supply, the price is higher than for oak and willow; yet you can cut them from level-1 woodcutting. The pain is that you only get one log per tree, so you have to find a circuit with several trees on it to walk around. You can sell to fire-makers or to fletchers on the Runescape forum.

A circuit from Falador E bank cutting trees just S of the eastern section of the S boundary wall of Falador takes six-and-a-half minutes at level-1 woodcutting with a bronze axe. So, to get 1k of normal logs takes about three-and-a-half hours. Prices of ordinary logs varies considerably (Marketplace Guide says 55-75gp but sample forum prices ranged from 40-200gp. Even if you went for the very lowest end – 40gp per log – that gives a theoretical earn rate of around 11,500gp per hour. You will also earn just over 7,000 woodcutting xp per hour.

Actual experience was:

- Cutting time was as predicted and (probably fairly lucky given the limited market) took only fifteen minutes to find a Runescape forum buyer who bought the 1k logs for 40,000gp, giving an actual earn rate of 10,500gp per hour.

BOTTOM LINE: an easily-overlooked way for quite reasonable earnings for low-level players

Notes:

- Cutting the same amount at level-50 woodcutting with an adamant axe was roughly twice as quick: an actual earn rate of 20,000gp per hour.

Woodcutting Example 2: Willow Logs

At low-40s woodcutting level with a mithril axe it takes around six minutes for a cycle of filling your inventory at the Draynor willows, depositing them in the bank and returning. If you cut 1k logs, then, that takes about three hours (you speed up a bit as you go along). The price for willow logs is quite variable (listed as being from c.20-30gp). If you aim for 25gp per log, then that would make a theoretical earn rate of 8,333gp per hour, plus you get 67,500 woodcutting xp (22,500xp per hour).

Actual experience was:

- Cutting time took much as predicted and was able to sell them (in Falador E bank) within twenty minutes, making an actual earn rate of 7,500gp per hour.

BOTTOM LINE: earnings are limited but market seems quite good and you rise up the levels quite quickly

Notes:

- Cutting the same amount with a rune axe in the high-50s/low-60s gave a cycle time of just over three minutes; using the forums to sell the logs within ten minutes, this gave an actual earn rate of 12,500gp per hour (and c.34,000 woodcutting xp per hour).

Woodcutting Examples 3: Yew Logs

Tried doing this at lvl-60 with a rune axe cutting the three spread-out yews S of Falador: took twenty-one very-tiresome minutes to get one load, so gave up. Then tried again at lvl-63 cutting the group of four yews NE of Rimmington. Cycle time for one full load, depositing at Falador E bank, was just under twelve minutes. If you cut 1k logs, then, that takes roughly seven hours. Yew logs can get a price of 300gp each, making a theoretical earn rate of around 43,000gp per hour, plus you get 25,000 woodcutting xp per hour.

Actual experience was:

- Cutting time took much as predicted and was able to sell them via the Fletching forum within ten minutes, making an actual earn rate of c.42,000gp per hour.

BOTTOM LINE: a very good earn rate for high woodcutters and quite relaxing too if you read a book or send emails while you cut

Notes:

- Selling to stores is pitiful – e.g. 420gp for 10 logs.
- You could try around Edgeville for selling yews.
- Bots are a definite problem at the time of writing.

Sources

This guide is based on our own in-game experience but some initial ideas came from:

- "F2p Money-Making Guide" by Blackworm25 :- <http://forum.free-games.com.au>
- "The Runescape Money Making Guide" by itsonlyme :- <http://runecms.nickstallman.net/>
- "Rs2 Money Making Guide": no author or URL listed
- "Make 300k in just 20 Minutes" guide by OwNaGe NoOb :- <http://runecms.nickstallman.net/>

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