Thieving stalls

Thieving is a good way to start making money. There are 5 different thieving stalls at home. They all give a unique item which can be sold to the merchant for money. The higher the requirement for the stall, the better gp/h*. A full inventory takes about 50 seconds if you are not misclicking.

Gp/hour can vary, depending on how much you fail thieving, mis-click or time you take between thieving and selling items. GP/hour on the stalls below are based on a minute per inventory. Wearing a trimmed thieving cape gives you a 20% chance to loot noted items, increasing your GP/H a bit.

Banana stall

Thieving lvl requirement: 1
Price per full inventory: 27K gp
GP per hour: 1620K gp

General stall

Thieving lvl requirement: 25
Price per full inventory: 56K gp
GP per hour: 3360K gp

Crafting stall

Thieving lvl requirement: 50
Price per full inventory: 84K gp

GP per hour: 5040K gp

Magic stall

Thieving lvl requirement: 75
Price per full inventory: 112K gp
GP per hour: 6720K gp

Scimitar stall

Thieving lvl requirement: 90
Price per full inventory: 140K gp
GP per hour: 8400K GP

All of these stalls can also be found at the Elite sponsor zone. They give the same GP/H here, but about 40% more thieving XP.

These are pretty decent numbers, giving the fact a player can start thieving at any lvl, and don't require anything, even ironmen/women can immediately start doing this. A normal account can reach 90 thieving in less than an hour. Extreme accounts take a bit longer, but if double XP is on, or if you use double xp tomes, even on an extreme it goes prettu fast. Next up we have the 3 donator thieving stalls. Check out https://www.runerealm.org/store/ and scroll to the bottom of the page to see how and when to unlock these zones.

Gem stall

Location: Donator zone
Thieving lvl requirement: 90
Average GP per click: 5K gp
GP per hour: 11.25M gp

Mounted coins

Location: Sponsor zone
Thieving lvl requirement: 50-99
Average GP per click: 5620 GP and 96 BM (blood money)*
Average GP per hour: 12.645M and 216K BM*

**Stated rates are based on 99 thieving. Rates will be lower at a lower thieving lvl. Every 10 lvls, the average gp per steal will increase, so at 60, 70, 80, 90 and 99. Blood money will not be thieved until at least 90 thieving. This stall is the best one to thief at if you don't have the Elite sponsor zone unlocked. It will always give a bit more GP/H than it's level counterpart.*

Blood money is a popular custom currency. It can be spend in the blood money store at home, but it can also be traded to to other players. It drops from various medium to high lvl monsters, as well as from thieving Mounted coins. The general store buys Blood money for 70 GP each, but you'll be better off buying upgrades for yourself at the Blood money store, or sell those items, or just the Blood money to other players. Blood money sells for 150-275 GP each, depending on supply and demand.

Mounted coins

Location: Elite sponsor zone
Thieving lvl requirements: 50-99
Average GP per click: 5840 GP and 110 BM (blood money)*
Average income per hour: 13.140M gp and 247.5K BM*

**Stated rates are based on 99 thieving. Rates will be lower at a lower thieving lvl. Every 10 lvls, the average gp per steal will increase, so at 60, 70, 80, 90 and 99. Blood money will not be thieved until at least 90 thieving. This stall is the best one to thief at. It will always give a bit more GP/H than it's level counterpart.*

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