Skill Guides

Guides to Level 99 in all the skills. (All Rates Based Off Normal Mode Xp.)

- 99 Thieving Guide
- 99 Hunter Guide
- 99 Farming Guide
- 99 Woodcutting Guide
- 99 Fishing Guide
- Herblore guide
- Crafting guide

99 Thieving Guide

Basic and Background Information

Thieving is almost always the way people start their RSPS journeys. It's a solid money-maker to get your beginner gear. It's an incredibly straight-forward skill - though it's click intensive. In this guide you will learn how to get 99 Thieving on RuneRealm.

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Where to start Thieving

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To start thieving, you will need to either us ::home or click the home teleport in your spellbook. It is the spell that has a big "H" in the circle - usually your first spell in the whole book. From there, follow the above imagine to where you will be doing your Thieving to 99.

What to do and when

levels.png
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The above image shows what you will be thieving, and when. Later in the guide will be an alternative method for donators. Thieving is completely straightforward. Here's what you'll be done:

From 1-25 Thieving, you'll be doing the Food Stalls. These sell for 1,000 GP each.

From 25-50 Thieving, you'll be doing the General Stalls. These sell for 2,000 GP each.

From 50-75 Thieving, you'll be doing the Jewelry Stalls. These sell for 3,000 GP each.

From 75-85 Thieving, you'll be doing the Runes Stalls. These sell for 4,000 GP each.

From 85-99 Thieving, you'll be doing the Scimitars Stalls. These sell for 5,000 GP each.

Every 28 thieves, your inventory will be filled with the items you've stolen. When it is, you should trade the Merchant who is shown in the picture above. He will buy all the items from you for the prices listed above. I won't be listing the amount of thieves needed or the amount of time it will take as Extreme accounts have different XP rates and double exp can change the rates. Adding on to that, x2 Exp Books can speed it up as well, so there's a lot of different ways to speed up.

As you level up your Thieving, you will have a chance to obtain the Thieving pet. If you're lucky enough to obtain it, you'll receive an extra 10% Experience boost while you have the pet out. However, there are *two* types of pets - non-donator Thieving Pets and donator thieving pets.

Donator Thieving

If you've donated at least $10 to the server, you'll have access to the Donator Zone where a new stall is available. This one is a Gem Stall. It requires 90 Thieving and has the benefit of a 20% experience boost while skilling inside of the donator zone *and* gives straight GP from the stall. If you're a donator, I would recommend doing this to 99 over Scimitar Stalls (once you're 90 of course.)

Congrats! You've Leveled Your Thieving to 99!

Congratulations on 99 thieving. You can now go home once again and talk to the Wise Old Man who is to the west, next to the Genie and Twiggy O'Korn to buy the cape for a whopping 99,000 GP. Good luck on your next set of tasks!

99 Hunter Guide

1-99 Hunter!

Step 1: Trade "Skilling Shop" at ::Shops

Screenshot_8.png
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Step 2: Buy the Butterfly net and Impling Jars

Screenshot_7.png
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Step 3: Go to Mage Book and Press skilling teleport, scroll down and press Hunter!

Screenshot_10.png
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Screenshot_3.png
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In the shop you can buy various items. The clothes give extra XP. Meanwhile the Gloves, capes and net gives better catchrate. You get the Puro Puro Points by catching implings.

I suggest buying the Clothes due to catch rate being high already.

Screenshot_2.png
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Screenshot_4.png
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Step 4: Start catching Implings until 99.

Level requirements (*Note: These are the lvl requirements if you catch implings with a net. If you want to catch them barehanded, you need 10 lvls higher than the initial requirement. To catch Lucky implings barehanded, you need 99 hunter)*:

Baby impling: 1 hunter
Young impling: 22 hunter
Gourmet impling: 28 hunter
Earth impling: 36 hunter
Essence impling: 42 hunter
Eclectic impling: 50 hunter
Nature impling: 58 hunter
Magpie impling 65 hunter
Ninja impling: 74 hunter
Dragon impling: 83 hunter
Lucky impling: 90 hunter

Quick Tip: You can use the menu entry swapper to turn off the "catch" option for lower level implings.

1) Start by going to the client settings and enable menu entry swapepr

Menu_Entry_Swapper.png

2) Shift right click the impling you want to disable catch for. Select "Swap left click 'Walk Here' ". This will swap the "walk here" option with "catch" so that left clicking on the impling will disable catching it.

Impling_Swap.png

It's recommended that you sell The Impling to General store for maximum Profit. You can however get items such as Magic seeds and Dragon Halberd from lucky implings

Screenshot_12.png

You can also catch implings at home for 10% extra XP, however, there less of them and they spawn more spread out. The Donator zone gives 20% XP boost and only has Dragon and Lucky implings, making it a very good place to make money.There are also two designated hunter areas at the Super sponsor zone. The zone gives a 50% XP boost, and the hunter areas are much more compact, making it the most efficient place to train hunter. One are has all implings but Dragon and Lucky impling, the other area only has Dragon and Lucky implings, making it one of the best money maker spots in the game.

Hunter_cape_equipped.webp

Congratulations! You're now 99 Hunter!

99 Farming Guide

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Why should I skill farming?

Farming is a really useful Skill, which helps you to get your Potions that you **cant** buy from “Food & Potion shop” at ::home, such as Super Combat Potions, Anti-venom or Overload. Further it is a cheaper method to get your Prayer Potions, Restore Potions, Saradomins Brews etc..

Basics

First of all you click on the “Book” Sign on your interface at the right side on your Launcher and then on “Skilling Teleports -> Farming”

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This will Teleport you to the Farming Area:

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You can get your Equipment from the Farming & Herb shop: You need 1x Watering Can, 1x Spade, 1x Seed Dibber, Plant cures, Compost and your seeds! (Starting off with Guam Seeds)

Special information for Ironmen:
Since the Farming store is capped so Ironmen cant buy seeds, they have to know the alternatives:
1. Master Farmer:
Pickpocketing the Master farmer will give you a bit of every seeds. You'll receive mostly low lvl seeds but also useful seeds such as ranarr seeds. You can also get the high lvl seeds such as snapdragon, lantadyme, and torstol but theyre pretty rare.

2. Dragon implings:

Besides alot of supplies for fletching such as dragon dart tips and arrow tips, dragon bones and dragonstone, they also drop
snapdragon seeds.

3. Cave Horrors/Kurasks/Aberrant Spectres/Nechryaels:
Slayers Monsters are also are a good alternative to farm seeds. They drop higher tier seeds such as lantadyme, cantadine and torstol pretty frequently depending on your droprate.

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After that you are ready to go!

Editors note: This guide is based around farming herb patches, as at the time of creation of this guide, the only way to train farming was herblore farming. Late 2020, tree and fruit tree farming was added. While these take a lot longer to grow, they give a lot more XP, making them one of the best training methods in the game.

Tree farming

Level	Seed	Growth time	Experience			
			Plant	compost	Check-health	Total
15	Acorn.png Image not found or type unknown Acorn		700	500	23.350	24.550
30	Willow seed.png Image not found or type unknown Willow		1250	500	72.850	74.600
45	Maple seed.png Image not found or type unknown Maple		2250	500	170.150	172.900
60	Yew seed.png Image not found or type unknown Yew		4050	500	353.500	358.050
75	Magic seed.png Image not found or type unknown Magic		7300	500	688.400	696.200

Fruit tree farming

Level	Seed	Growth time	Experience			
			Plant	compost	Check-health	Total
27	Apple tree seed.png Apple	Image not found or type unknown	1110	500	60.000	61.610
33	Banana tree seed.png Banana	Image not found or type unknown	1400	500	87.550	89.450
39	Orange tree seed.png Orange	Image not found or type unknown	1800	500	123.500	125.800
42	Curry tree seed.png Curry	Image not found or type unknown	2000	500	145.350	147.850
51	Pineapple seed.png Pineapple	Image not found or type unknown	2850	500	230.300	233.650
57	Papaya tree seed.png Papaya	Image not found or type unknown	3600	500	307.300	311.400
68	Palm tree seed.png Palm tree	Image not found or type unknown	5550	500	507.500	513.550

Farming runs!

This is my Farm run Setup:

image 1592158007198.png
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I run this Setup: because I used to farm for Torstols and bank them.

BUT!: If you only need the XP you can fill your Inventory with Compost and plant cure so the Herbs just dropping to the ground.

So what you do is:

1. **Use the Compost on the Patch**
2. **Use the Seed on the Patch**
3. **Use the Watering can on the Patch (be careful that there is Water in it, otherwise the plant will not grow.)**
4. **Repeat**

Herb seeds Farming LVL Requirements:

Guam LVL 1
Marrentill LVL 10
Tarromin LVL 19
Harralander LVL 26
Ranarr LVL 32
Toadflax LVL 38
Irit LVL 44
Avantoe LVL 50
Kwuarm LVL 56
Snapdragon LVL 62
Cadantine LVL 67
Lantadyme LVL 73
Dwarf Weed LVL 79
Torstol LVL 85

Sometimes it happens that the Herb gets diseased during the growth period. If that happens you have to click on it, while you have a **Plant cure** in your inventory.

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Careful!:

If you wait for too long, the Herb dies and you lose your xp..

Maximize your efficiency during farming (for example best XP and helpful tools)

Skilling pet/s:

Theres a fancy pet you can get while farming.

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The **Tangleroot** isn't just a cosmetic, it also slightly boosts your farming xp.

Adding other Skills into your Farming runs:

Since Farming takes time, you can add other Skills into it, such as...

Firemaking: Add a Tinderbox to your Farming Setup and use the empty Spaces in your inventory for the logs.

Same with fletching but only change the tinderbox to a knife.

etc...

Skill points shop:

Skill points shop: If you have enough Skillpoints you can buy helpful item from the Skillpoints shop at the eastern side of ::home.

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Pet Skiller:
grants 25% bonus xp overall (buy for 1.5m Skillpoints)

Gricoller's Can:
grants unlimited water (buy for 50k Skillpoints)

Bottomless compost bug:
grants unlimited compost (buy for 150k Skillpoints)

Farming caskets provides you with all sorts of Farming-based stuff (seeds,tools etc.).
If your lucky, you can also get Farmer's pieces out of it. **The Farmer's set gives a small XP bonus whilst Farming**

Supercompost and Ultracompost will increase the yield of crops and reduce the chances of disease occurring in the regular farming patches.

Farmer's set:

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Best XP per hour:
If you searching for most xp **Dwarf weed seeds** it is.

To comparison (I've took Extreme mode as example):
Dwarf weed: per patch 45-49k XP / Growtime 4-5 Minutes per patch
Torstol: per patch 30-40k XP / Growtime 6-8 Minutes per patch

Super Donator:

Using the Super Donator zone (::sdz) allowing you to use a **disease-free farming patch**

Super Sponsor:

Using the Super Sponsor zone (::sspz) allowing you to use up to 3 **disease-free farming patches**

Abilities & Accomplishment Skillcapes

Arrived at home go westbound and you will find 2 NPC's called **The wise old man** & **Patchy.**

Starting off with **The wise old man:**
Due to the new Skillcape Perks update, the skillcapes now have perks which helps you with the skill
untrimmed farming skillcape: grants 10% increased harvest
trimmed farming skillcape: grants 20% increased harvest
mastery farming skillcape: grants free ultracompost and no tools requirements

Patchy:
Patchy takes care of the **Prestige abilities**.
You can earn prestige points by prestiging skills (1 point for normal player, 3 points for extreme mode players - per skill)
The one important for us is the...
...**Dr Greenthumb ability:** This ability makes that all your crops are immune to disease and have an increased harvest.
...Pioneer ability: On this one skilling requirements are lowered by 10 levels

Hope this guide was helpful!

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Feel free to pm for any questions ,

IGN: Green

99 Woodcutting Guide

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Why should i skill woodcutting?

Woodcutting is one of the Semi-AFK, Basic Skills. So theres not much to explain. You still have to go through it if you want the Max Cape some day. The good thing is you can use the logs to train fletching or firemaking. Basically you do is, Chop.. Chop.. and Chop..

Basics

Starting up at home you go eastbound, where the NPC shops are, which provide all kind of stuff which you need ingame. There you search for the "Skilling Shop" (5th NPC) In the Shop you can buy the hatchet from bronze to rune. I prefer you to buy all of them at once so you dont have to run there again.

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These are the lvl requirements for the hatchets:

Iron lvl 1
Mithril lvl 21
Adamant lvl 31
Rune lvl 41

Time to chop!

Various tree varieties may be found north of the home area. Note that the home area provides a **10% xp boost** to all skills.

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B: Bank
1: regular treee (lvl 1)
2: oak tree (lvl 15)
3: willow tree (lvl 30)
4: maple tree (lvl 45)
5: yew tree (lvl 60)
6: magic tree (lvl 75)

...chop...bank...chop...bank...

Prestige Guild:

Once accessible, the prestige guild also offers four magic tree spots.

To access the prestige guild, you must have either unlocked the prestiger rank or have at least one skill with prestige 10 (with p10 cape tele). The prestige guild provides a bonus **20% XP boost** to all skills trained within this area, similar to that of the donator zone.

pg_trees.PNG Image not found or type unknown

Maximize your efficiency during woodcutting (for example best XP and helpful tools)

There are a few way how you can boost the efficiency of woodcutting.

Skilling pet/s:

You have the chance to find skilling pets while chopping trees.

You can find the Beaver while chopping trees everywhere. This pet will slightly boost your woodcutting XP while following you.

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This fancy Tree Spirit is only obtainable whilest chopping trees on the donator zone or above. Therefore it'll grant you a even higher XP boost than the beaver.

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Donator-Ranks:

Donator Rank (10$)
Access to the ::dz (Donator Zone)

This place provides **magic and yew tree** which will never chop down to a stump and a nearby bank.
Furthermore, you receive **20% XP boost** on everything in this area.

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Super Donator Rank (50$)
Access to the ::sdz (Super Donator Zone)

This place provides **a regular tree, willow tree, maple tree, yew tree, magic tree, and redwood tree with nearby bank.**
All of them are infinite like the one in the Donator Zone, meaning they wont be chopped down to a stump.
Additionally you'll receive **30% XP boost** on everything in this area.

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Super Sponsor Rank (500$)
Access to the ::sspz (Super Sponsor Zone)

This are provides a **regular tree, oak tree, willow tree, maple tree, yew tree, magic tree, and redwood tree with a nearby banker.**
All of them are infinite like the other donator zones, meaning they wont be chopped down to a stump.
Additionally you'll receive **50% XP boost** on everything in this area.

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Tools/Skilling points shop:

Besides rune hatchet there a better tools which can help you to chop faster.

These you can buy at the **Skilling points shop**, eastern of home.

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Note: if you combine **the smouldering stone** (1) with any of the tools, they become "infernal" which grants you a chance to burn the log you are chopping. The infernal variants (i.e. Infernal Dragon Axe and Infernal 3rd Age axe) have a faster chopping rate than their normal variants.

In terms of speed from fastest to slowest, the order is Infernal 3rd Age > 3rd Age Axe > Infernal Dragon Axe > Dragon Axe

2: **The dragon axe and infernal dragon axe** requires a wc lvl of 61 to use and are the 4th and 3rd best axes in game, respectively
You can buy it from online players, get it as a drop from Dagannoth Kings, or buy it at the skilling points shop for 150k skilling points (+100k points for the smouldering stone).

3: **The 3rd age axe** and **Infernal 3rd age axe** are the second best and best axes, respectively, in the tool slot for Woodcutting, and are usually quite expensive but worth the cost.
You can buy it from online players, get it from hard clues/elite clues if you're lucky or buy it from the skilling points shop for 1.5m skilling points (+100k points for the smouldering stone).

4: **Woodcutting caskets** provides you with all sorts of woodcutting based stuff (logs, hatchets etc.).
If your lucky, you can also get Lumberjack pieces out of it. **The Lumberjack set gives a small XP bonus whilst Woodcutting.** The full lumberjack set provides at 10% exp boost.

Quick info for Skilling sets:

All hats, bodies, and legs, give 2% XP boost
if you have gloves and boots, both will give 1% XP boost each
if you only have one of them, the one you have will give you 2% XP boost (so basically reach 8% with one set part off)
if you have the full set you will receive additional 2% XP boost on top, means for a full skilling set you receive
8% + 2 % = 10% XP boost

Lumberjack set:

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Abilities & Accomplishment Skillcapes

Arrived at home go westbound and you will find 2 NPC's called **The wise old man** & **Patchy.**

Starting off with **The wise old man:**
Due to the new Skillcape Perks update, the skillcapes now have perks which helps you with the skill
untrimmed woodcutting skillcape: grants 10% chance to chop 2 at once
trimmed woodcutting skillcape: 10% higher chance for infernal effect
mastery woodcuting skillcape: 25% chance to chop a noted log

Patchy:
Patchy takes care of the **Prestige abilities**.
You can earn prestige points by prestiging skills (1 point for normal player, 3 points for extreme mode players - per skill)
The one important for us is the...
...Resourcful ability: This one gives us the chance to obtain double resources.
...Pioneer ability: On this one skilling requirements are lowered by 10 levels

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Hope this guide was helpful!

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Feel free to pm me for any questions.

IGN: Xl Green

99 Fishing Guide

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Why should i skill fishing?

There are a few ways to get highest tier food such as rogues chests, or larran's keys. Still, these ways are pretty risky to do. To skill fishing is basically the safer method to obtain high tier food such as, anglerfishs, manta rays, dark crabs which are all necessary for doing bosses. For Ironmen or even HCIM this skill is even more important since the "Food and Potions shop", eastern of home is capped when playing on Ironman-mode. Means for Ironmen you are only able to buy food up to Sharks.

Basics

Starting at home, head north, pass the well of goodwill, until you arrive to the fishing place. This place has nearly everything you need to start fishing (exerpt the angler set). There is a nearby bank and the fishing shop. This shop has basically every necessary tool you'll need for you fishing journey.

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Start fishing

Starting off from the **most right fishing spot you skill your way to the most left fishing spot.**
You have to click on the fishing spot, with the right tool and you'll start to fish. After your inventory

get full, you can bank it in the nearby chest an repeat the process.

Quick note: You can also use the fishes on the bank so they will be noted in your inventory, which makes things alot easier especially for UIM.

1: Start
2: Bank
3: Fishing shop

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These are the lvl requirements and the required tool, for each fishing spot, from **right to left:**

- shrimps and anchovies (lvl 1 and 15) (using small net)
- sardine, hering, pike, slimy eel, cave eel (lvl 5, 10, 25, 28, 38) (using fishing rod with fishing bait)
- mackerel, cod, bass (lvl 16, 23 and 46) (using big fishing net)
- trout, salmon (lvl 20 and 30) (using fly fishing rod with feathers)
- tuna, swordfish (lvl 35 and 50) (using harpoon)
- lobster (lvl 40) (using lobster pot)
- monkfish (lvl 62) (using small fishing net)
- karambwan (lvl 65) (using karambwan vessel and karambwanji)
- karambwan (lvl 65) (using karambwan vessel and karambwanji)
- shark (lvl 76) (using harpoon)
- manta ray (lvl 81) (using harpoon)

Prestige Guild:

Once accessible, the prestige guild also offers a single Anglerfish spot. Anglerfish requires level 82 fishing, along with a fishing rod and sandworms for bait.

To access the prestige guild, you must have either unlocked the prestiger rank or have at least one skill with prestige 10 (with p10 cape tele). The prestige guild provides a bonus **20% XP boost** to all skills trained within this area, similar to that of the donator zone.

pg_anglerfish.png
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Maximize your efficiency during fishing (donator ranks, helpful tools etc.)

Skilling pet/s:

All Skilling pets serve you with a XP boost of 20% in the skill in which you found them.

You can find the Heron pet while fishing basically everywhere.

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The pet Shark is only obtainable whilest fishing sharks:

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The Goldfish pet is a **Donator zone and above only**. Means you only can obtain it while fishing in the donator zone or above.

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Donator-Ranks:

Donator Rank (10$)
Access to the ::dz (Donator Zone)

This place provides **4 different fishing spots**.
Furthermore you receive **20% XP boost** on everything in this area.

0: Bank
1: Monkfish (lvl 62) (small fishing net)
2: Lobster (lvl 40) (lobster pot)
3: Shark (lvl 76) (harpoon)
4: Dark crab (lvl 85) (lobster pot and dark fishing bait)

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Super Donator Rank (50$)
Access **to the ::sdz (Super Donator Zone)**

This place provides **5 different fishing spots.**
Furthermore you receive **30% XP boost** on everything in this area.

0: Bank
1: anglerfish (lvl 82) (fishing rod and sandworms)
2: anglerfish (lvl 82) (fishing rod and sandworms)
3: karambwan (lvl 65) (karambwan vessel and karambwanji)
4: manta ray (lvl 81) (harpoon)
5: tuna and swordfish (lvl 35 and 50) (harpoon)

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Super Sponsor Rank (500$)
Access **to the ::sspz (Super Sponsor Zone)**

This place provides **12 different fishing spots.**
Furthermore you receive **50% XP boost** on everything in this area.

1: Shrimp (lvl 1) and anchovies (lvl 15) - Small Fishing Net
2: Cave eel, sardines, pike, and lava eels - Fishing rod and bait
3: Bass, cod, mackarels, and Oysters - Big Fishing Net
4: Trout and salmon - Fly fishing rod and feathers
5: Swordfish and tuna - Harpoon
6: Lobsters - Lobster Pot
7: Monkfish - Small fishing net
8: Karambwan - Karambwan vessel and raw karambwanji
9: Sharks - Harpoon
10: Manta rays - Harpoon
11: Anglerfish - Fishing rod and sandworms
12: Dark crab - Lobster pot and dark fishing bait

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Tools/Skilling points shop:

When it comes to tools, there is only one better option to use. **The dragon harpoon.**

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There are also a few thing to buy from the **Skilling points shop**, which will help you to boost your efficiency to a maximum:

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1: You can attach the **smouldering stone** on the dragon harpoon to create a **infernal harpoon** which provides the chance to cook a fish instantly while fishing.
2: **the fishing casket** has alot of fishing supplies but mainly its helpful because you can find the **angler set** out of it.
While wearing the angler set you will receive additional XP during fishing.

Quick info for Skilling sets:

All hats, bodies, and legs, give 2% XP boost
if you have gloves and boots, both will give 1% XP boost each
if you only have one of them, the one you have will give you 2% XP boost (so basically reach 8% with one set part off)
if you have the full set you will receive additional 2% XP boost on top, means for a full skilling set you receive
8% + 2 % = 10% XP boost

Angler set:

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Abilities & Accomplishment Skillcapes

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...Resourcful ability: This one gives us the chance to obtain double resources.
...Pioneer ability: On this one skilling requirements are lowered by 10 levels

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Hope this guide was helpful!

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Feel free to pm me for any questions.

IGN: Xl Green

Herblore guide

In this guide i will tell you how to train herblore, what the fastest and most efficient ways are to lvl up to 99 and eventually prestige the skill. Herblore is the art of cleaning herbs and making potions out of them. The higher your lvl, the stronger the potions are you can make. Herbs drop from a lot of monsters, usually the higher the lvl, the higher the lvl requirement herbs they will drop, and/or the quantities of the herb. You can use the drop table guide to search for what monsters drop which specific herb. Note that Sinister keys can be used on the crystal chest at home, which give a lot of herbs. The skill point shop at home also sells herb boxes, which contain a lot of herbs. These 2 are a good way to start out your herblore training.

To make a potion you will need 3 items. A clean herb, a vial filled with water, and a secundary item. The secundary item you need is tight specific to this herb/potion.

In osrs you need to complete a quest, which brings you to lvl 3 herblore, a requirement to make your first potion. We do not have this quest and the first potion can be made at lvl 1 instead of lvl 3 herblore.

Below shows a table which potions you can make at which lvl, and what items you require. You'll see that the higher you lvl, the better potions you can make. The easiest way to train herblore is to start after you've collected some herbs, make only a few low lvl potions and move on to the next one, since the xp drops are so big, sometimes you only need to make a few potions before you can move to the next one. A very efficient way to make the same potion at a higher lvl is to make a bank preset with all of the items you need for a full inventory of options and put it under the quick load button, so you can one click refresh your inventory.

Mysterious herbs are customly added. They are required to make overloads, which are at the bottom of the table. Mysterious herbs are sold by the boss points shop, but also drop from a few high lvl PVM activities.

Lvl Potion XP Herb Secundary ingredient Notes

3	Attack potion	Attack potion	1100	Vial of water	Vial of water	Guam leaf	Guam leaf	Eye of newt	Eye of newt	Temporarily raises Attack level by 10% + 3.
5	Antipoison	Antipoison	1875	Vial of water	Vial of water	Marrentill	Marrentill	Unicorn horn dust	Unicorn horn dust	Cures poison and provides immunity for 90 seconds.
12	Strength potion	Strength potion	2500	Vial of water	Vial of water	Tarromin	Tarromin	Limpwurt root	Limpwurt root	Temporarily raises Strength level by 10% + 3.
22	Restore potion	Restore potion	3125	Vial of water	Vial of water	Harralander	Harralander	Red spiders' eggs	Red spiders' eggs	Restores combat-related stats back to normal by 30% of level plus 10. *Does not restore Hitpoints or Prayer points.*
26	Energy potion	Energy potion	3375	Vial of water	Vial of water	Harralander	Harralander	Chocolate dust	Chocolate dust	Restores 10% run energy.

30	Defence potion	Defence potion	3750	Vial of water	Vial of water	Ranarr weed	Ranarr weed	White berries	White berries	Temporarily raises Defence level by 10% + 3.
34	Agility potion	Agility potion	4000	Vial of water	Vial of water	Toadflax	Toadflax	Toad's legs	Toad's legs	Temporarily raises Agility level by 3.
36	Combat potion	Combat potion	4200	Vial of water	Vial of water	Harralander	Harralander	Goat horn dust	Goat horn dust	Effect of both Attack potion and Strength potion.
38	Prayer potion	Prayer potion	4375	Vial of water	Vial of water	Ranarr weed	Ranarr weed	Snape grass	Snape grass	Restores 25% of your total Prayer points plus 7.
45	Super attack	Super attack	5000	Vial of water	Vial of water	Irit leaf	Irit leaf	Eye of newt	Eye of newt	Temporarily increases Attack level by 15% plus 5.
48	Superantipoison	Superantipoison	5315	Vial of water	Vial of water	Irit leaf	Irit leaf	Unicorn horn dust	Unicorn horn dust	Cures poison and provides immunity for 6 minutes.
50	Fishing potion	Fishing potion	5625	Vial of water	Vial of water	Avantoe	Avantoe	Snape grass	Snape grass	Temporarily raises Fishing level by 3.

52	Super energy	Super energy	5875	Vial of water	Vial of water	Avantoe	Avantoe	Mort myre fungus	Mort myre fungus	Restores 20% run energy.
55	Super strength	Super strength	6250	Vial of water	Vial of water	Kwuarm	Kwuarm	Lumpwort	Lumpwort root	Temporarily raises Strength level by 15% + 5.
60	Weapon poison	Weapon poison	6875	Vial of water	Vial of water	Kwuarm	Kwuarm	Dragon scale dust	Dragon scale dust	For use on certain weapons. Poison starts at 4 damage for melee weapons and 2 damage for ranged weapons.
63	Super restore	Super restore	7125	Vial of water	Vial of water	Snapdragon	Snapdragon	Red spiders' eggs	Red spiders' eggs	Restores all stats (except hitpoints) by 25% + 8.
66	Super defence	Super defence	7500	Vial of water	Vial of water	Cadantine	Cadantine	White berries	White berries	Temporarily increases Defence level by 15% + 5.

69	Antifire potion	Antifire potion	7875	Vial of water	Vial of water	Lantadyme	Lantadyme	Dragon scale dust	Dragon scale dust	Provides some resistance to dragon breath. Can be used with an anti-dragonfire shield to completely prevent dragonfire damage. Each dose lasts about 6 minutes.

72	Ranging potion	Ranging potion	8125	Vial of water	Vial of water	Dwarf weed	Dwarf weed	Wine of zamorak	Wine of zamorak	Temporarily increases Ranged level by 10% + 4.

76	Magic potion	Magic potion	8625	Vial of water	Vial of water	Lantadyme	Lantadyme	Potato cactus	Potato cactus	Temporarily raises Magic level by 4.

78	Zamorak brew	Zamorak brew	8750	Vial of water	Vial of water	Torstol	Torstol	Jangerberries	Jangerberries	Boosts Strength by 12% + 2 and Attack by 20% + 2, but lowers Defence and remaining Hitpoints by 10% + 2.
81	Saradomin brew	Saradomin brew	9000	Vial of water	Vial of water	Toadflax	Toadflax	Crushed nest	Crushed nest	Boosts Defence and Hitpoints but lowers Attack, Strength, Magic, and Ranged.
84	Extended antifire	Extended antifire	5550	Antifire potion	Antifire potion	Lava scale shard	Lava scale shard	N/A		Provides some resistance to dragonbreath. Each dose lasts about 12 minutes.
87	Anti-venom	Anti-venom	8000	Antidote++	Antidote++	Zulrah's scales	Zulrah's scales	N/A		Instantly cures venom

90	Super combat potion(4)	Super combat potion	7500	Super attack Super strength Super defence	Super attack Super strength Super defence	Torstol	Torstol	N/A	Combines the properties of super attack, super strength, and super defence potions.
92	Super antifire potion(4)	Super antifire potion	6500	Antifire potion	Antifire potion	Crushed superior dragon bones	Crushed superior dragon bones	N/A	Grants complete immunity to dragonfire for three minutes.

94	Anti-venom+(4)	Anti-venom +	6250	Anti-venom	Anti-venom	Torstol	Torstol	N/A	Instantly cures venom and provides immunity to it for three minutes.

95	Image-1623973460682-1.png	Super combat potion(4)	1.1750	Super combat potion	Super combat potion	Potion	Image-1623973283409.png	Mysterious herb	Boosts your attack, strength, defence, hitpoints, ranged and magic to 5 + 15% of your lvl for 5 minutes, at the cost of 50 hitpoints. After 5 minutes, your stats will start to deplete but you will get those 50 hitpoints back.
98	Extended super antifire.png	Extended super antifire(4)	0.000	Super antifire potion	Super antifire potion	Potion	Dragon scale shard.png	N/A	Grants complete immunity to dragonfire for six minutes.

Crafting guide

Introduction

In this guide i will tell you how to train crafting, what the fastest and most efficient ways are to lvl up to 99 and eventually prestige the skill. Crafting is a wide variety skill that ranges from creating armor from leather, to making jewellery. While there are a lot of ways to train crafting on OSRS, as of currently we only offer limited, but possibly the best training methods. I will take you through each of these methods and will show you a possible route of what is the most efficient way to lvl up crafting. When this guide was written, the only ways to train crafting is leathercrafting, cutting gems and crafting gold jewellery. Silver jewellery crafting will be added at a later stage.

Leathercrafting

Crafting leather armor is the way to start training crafting at lvl 1. There are different types of leathers, black dragon leather being the highest, which can be utilised to train to 99 crafting. You can start out training crafting by obtaining cowhide. Cowhide is dropped by cows. You can bring cowhides to a tanner who can make it into soft leather. At a later stage, you can get your cowhides turned into hard leather, for training at a higher lvl. At even a higher lvl you can get dragonhides from coloured dragons, ranging respectively from lowest to highest requirement, green, blue, red or black dragonhides. The tanner can turn these into dragon leather, which can be used to make dragonhide armour. To craft any leather armor you need a needle and thread, which can be bought from the skilling shop at home. Crafting a leather item always uses 1 thread.

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Soft leather

Soft leather can be used to make basic leather ranging equipment. You can start training crafting at lvl 1 by creating leather cowls. Higher lvl items yield higher xp, but possibly use more leather. The tendency of using more leather to craft an item almost always results in a higher XP/h. Creating any item with soft leather requires 1 piece of leather.

Note: In game, soft leather is named leather, but since the next tier is called hard leather, normal leather is usually mentioned as soft leather, although you will never see an item named soft leather, only the tanner mentions it as soft leather.

Crafting Level	Item	XP
1	Leather cowl.png	950
11	Leather vambraces.png	1100
14	Leather body.png	1250
18	Leather chaps.png	1350

Hard leather

Hard leather can be used to craft hard leather ranged equipment. You can start making hard leather items at lvl 28 crafting. Higher lvl items yield higher XP. Creating a Hard leather shield uses 2 pieces of hard leather, the other items only use 1 piece of leather.

Crafting Level	Item	Experience
28	Hard leather body.png	1750
38	Coif.png	1850
41	Hard leather shield.png	3500

Green dragon leather

Green dragon leather is used to craft green d'hide equipment. You can start crafting green d'hide equipment at lvl 57 crafting. Creating vambraces uses 1 piece of dragon leather, chaps and shield uses 2 and body uses 3.

Crafting Level	Item	Experience
57	Green d'hide vambraces.png	3100
60	Green d'hide chaps.png	6200
62	Green d'hide shield.png	6200
63	Green d'hide body.png	9300

Blue dragon leather

Blue dragon leather is used to craft blue d'hide equipment. You can start crafting blue d'hide equipment at 66 crafting. Creating vambraces uses 1 piece of dragon leather, chaps and shield uses 2 and body uses 3.

Crafting Level	Item	Experience
66	Blue d'hide vambraces.png	3500
68	Blue d'hide chaps.png	7000
69	Blue d'hide shield.png	7000
71	Blue d'hide body.png	10.500

Red dragon leather

Red dragon leather is used to craft red d'hide equipment. You can start crafting red d'hide equipment at 73 crafting. Creating vambraces uses 1 piece of dragon leather, chaps and shield

uses 2 and body uses 3.

Crafting Level	Item	Experience
73	Red d'hide vambraces.png	3900
75	Red d'hide chaps.png	7800
76	Red d'hide shield.png	7800
77	Red d'hide body.png	11.700

Black dragon leather

Black dragon leather is used to craft black d'hide equipment and is the highest craft able (dragon)leather. You can start crafting black d'hide equipment at 79 crafting. Creating vambraces uses 1 piece of dragon leather, chaps and shield uses 2 and body uses 3.

Crafting Level	Item	Experience
79	Black d'hide vambraces.png	4300
82	Black d'hide chaps.png	8600
83	Black d'hide shield.png	8600
84	Black d'hide body.png	12.900

Jewellery crafting

Crafting jewellery is an alternative way to train crafting. You can make gold jewellery with gems and gold bars. Silver jewellery crafting will be added at a later stage. Jewellery crafting can be divided in two ways: cutting uncut jewels and crafting actual jewel. You can start training crafting through cutting uncut opals at lvl 1. Opals, Jades and Red topaz are used for silver jewellery and can currently not be crafted into jewellery. You can however cut their uncut variants to cut jewels for early crafting training. To cut a gem you need a chisel and an uncut gem. To make a piece of jewellery, you need a gold bar, a cut gem and a mould for that specific piece. You can buy ring, necklace, amulet and bracelet moulds at the skilling shop at home. To make gold jewellery, use a gold bar on an oven.

Cutting gems

Crafting Level	Item	Materials	Experience
1	Opal.png	Uncut opal.png	750
13	Jade.png	Uncut jade.png	1000
16	Red topaz.png	Uncut red topaz.png	1250
20	Sapphire.png	Uncut sapphire.png	2500
27	Emerald.png	Uncut emerald.png	3400
34	Ruby.png	Uncut ruby.png	4250
43	Diamond.png	Uncut diamond.png	5400
55	Dragonstone.png	Uncut dragonstone.png	6900
67	Onyx.png	Uncut onyx.png	8400
89	Zenyte.png	Uncut zenyte.png	10.000

Crafting jewellery

Crafting Level	Item	Experience
5	Gold ring.png	750
6	Gold necklace.png	1000
7	Gold bracelet.png	1250
8	Gold amulet (u).png*	1500
20	Sapphire ring.png	2000
22	Sapphire necklace.png	2750
23	Sapphire bracelet.png	3000
24	Sapphire amulet (u).png*	3250
27	Emerald ring.png	2750
29	Emerald necklace.png	3000
30	Emerald bracelet.png	3250
31	Emerald amulet (u).png*	3500
34	Ruby ring.png	3500

40	Ruby necklace.png Image not found or type unknown	3750
42	Ruby bracelet.png Image not found or type unknown	4000
50	Ruby amulet (u).png Image not found or type unknown *	4250
43	Diamond ring.png Image not found or type unknown	4250
56	Diamond necklace.png Image not found or type unknown	4500
58	Diamond bracelet.png Image not found or type unknown	4750
70	Diamond amulet (u).png Image not found or type unknown *	5000
55	Dragonstone ring.png Image not found or type unknown	5000
72	Dragon necklace.png Image not found or type unknown	5250
74	Dragonstone bracelet.png Image not found or type unknown	5500
80	Dragonstone amulet (u).png Image not found or type unknown *	7500
90	Slayer ring (eternal).png Image not found or type unknown **	750
67	Onyx ring.png Image not found or type unknown	5750
82	Onyx necklace.png Image not found or type unknown	6000
84	Onyx bracelet.png Image not found or type unknown	6250
90	Onyx amulet (u).png Image not found or type unknown *	8250
89	Zenyte ring.png Image not found or type unknown	7500
92	Zenyte necklace.png Image not found or type unknown	8250
95	Zenyte bracelet.png Image not found or type unknown	9000
98	Zenyte amulet (u).png Image not found or type unknown *	10.000

**To string an amulet, use a ball of wool on an amulet (u)*
***To craft a lucky ring, you need a lucky gem and a 'perfect gold bar'*

Jewellery can be enchanted through magic to get special stats or effects. Enchanting can be done in the normal spellbook with the enchant jewellery spells. You do not get crafting XP for enchanting jewellery.

Fastest route to 99

The fastest route to 99 is to craft d'hide bodies. I advice to train up to green d'hide bodies, then make those until you can make red d'hide bodies and so on, craft black d'hide bodies until 99. This is the fastest XP/h but is quite click intensive, as you can only make 8 bodies per inventory. Using bank pre-sets can be a very efficient way to quickly deposit and withdraw items. Cutting gems can be quite fast, but also very expensive. Regular players can buy uncut sapphires up to uncut diamonds from the skilling shop. Buying and cutting these is a fast and afk, but kind of expensive way to train crafting. This is often done by people who want to train more 'afk' as you only have to act after doing 27 actions, where you have to do something every 8 actions if you craft d'hide bodies. Crafting gold jewellery is not advised to train crafting with as it is quite slow training, despite the overall high xp drops.

Tips for prestiging

- *Use XP lamps to skip the first few lvls to go straight into high gem cutting, or d'hide bodies.*
- Always have the best skilling cape (or max/prestiger cape) equipped when skilling to profit of passive perks of these capes.