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Crafting xp guide osrs

This article or section needs to be cleaned up to meet the quality standards of the Old School Runescape Wiki. Why: You need a table for leather items, and the consumption rate should be updated for real time, not theoretical time without a bank. You can edit this page to improve it. Creating an educational method cost money and usually requires a lot of capital to buy the necessary supplies. The price of the material will fluctuate, it is recommended to check the grand exchange price before buying and selling them in bulk. There are many quests that provide production experience when you complete Start Edit | Edit Source, allowing players to skip a lot of initial production training. If a player is trying to complete anyway, it's best to do it as soon as possible because experience rewards benefit more at a lower level when the training method slows down. Fastest Experience [Edit | Edit Source] Level 1-20/28: Leather Items [Edit | Edit Source] From Level 1 to Level 20, Craft the highest level leather items you can. Leather currently costs 147 each, and all items require only one leather for the craft. Stitches and thread are required to craft leather items. Each thread is suitable for approximately five purposes, so you need about 50 threads to get up to level 20 using this method. A total of 217 leathers are required at a cost of 31,899. If you want level 28 (for hard leather bodies), you can switch to level 18 leather chaf. This change is reflected in the table below: to get a total of 1 to 28 productions, you need a total of 450 leathers, and a total of 66,150 leathers and about 90 threads. Level 20-62/77: Cutting Gems [Edit | Edit Source] Cutting Gems provide the fastest experience up to level 77. However, cutting stone is usually much more expensive compared to low-level jewelry, so it's a good place to keep cutting diamonds up to level 62 and keep fire battlestaves. Depending on the price, it's a good place to skip cutting diamonds, cut rubies up to level 58 and continue earth battlestaves. Onyx and zenytes offer a technically faster experience, but they are not viable due to their incredibly high cost and limited supply. Gemstones are in cut at a rate of 1 gem per tick and can cut 27 per stock. Therefore, each inventory takes 54 ticks, or about 32.4 seconds. Level Item Experience XP/Hour Purchase Profit/Gem Gain/XP 20 Sapphire 50 135,000 463 388 -75 -1.5 27 Emerald 67.5 182.2 7 546 -163 -2.41 34 Ruby 85 229,500 1,282 1,010 -272 -3.2 43 Diamonds 1 07 5,290,250 2,680 1,937 -743 -6.91 55 Dragonstone 137.5 371,250 14,14 663 11,92 8 -2,735 -19.89 Level 54-77/99: Battlestaves [Edit | Edit] Production Battlestab offers a relatively fast experience and is generally cheaper than other methods. However, it takes a lot of capital to buy the supplies you need and can be inconvenient for players with less capital. Water Battlestab is available at level 54. Due to the low supply of water spheres, it is quite expensive. It may be cheaper to cut gems up to level 58 and start with Earth Combater. Fire and air combat each have a similar experience rate to green and blue d'hide bodies, so choose according to the grand exchange price. Green and blue d'hide bodies require much less capital. High alchemy can be used for Battlestaves produced according to the exchange price and you can get a Magic experience while reducing costs. At level 77, you're much faster at creating die-under bodies, and at level 84, air battlestaves are still affordable. Battlestabs can be 3 time per tick and 14 per inventory. Therefore, each inventory needs 28 ticks, approximately 16.8 seconds. With banking and startup, each inventory has at least 32 ticks. Level Item Experience XP/Hour Purchase Profit/CombatStaff Profit/XP Gain (HA)/Battlestaff Profit (HA)/XP 54 Water Battlestaff 100 210,000 - 262,000 9,417 8,990 -427 -4.2 7 -300 -3 58 District Battlestaff 112.5 236,000 - 295,000 9,199 8,991 -208 -1.85 -82 -0.73 62 Fire FightingStaff 125 2 328,000 9,284 9,021 -263 -2.1 -167 -1.34 66 Air Battlestaff 137.5 288,000 - 360,000 0 9,000 228 9,966 -262 -1.91 -111 -0.81 Level 63/77-99: D'hide Body [edit | Edit Source] Cracking Did Bodies provides the fastest experience since level 77. Players can create green d'hide bodies at level 63, or create blue d'hide bodies at level 71 by cutting gems or creating battle slabs. Black d'hide bodies are generally much more expensive compared to other methods, so it's a good place to look for cheaper alternatives if players want to save money. High alchemy is available for the body produced according to the exchange price, to also save money while gaining the Magic experience. The green and blue d'hide bodies have similar experience rates for launch and air battlestars, respectively, so the choice between the two should be determined by the Grand Exchange price. However, green and blue d'hide bodies require much less capital. D'hide bodies are crafted one for every 3 ticks, and can produce up to 8 bodies per inventory. Therefore, each inventory takes 24 ticks, or about 14.4 seconds. Level Item Experience XP/Hour Purchase Profit/D'hide body Profit/XP Profit (HA)//XP 63 Green Die Body 186 306,900 4,630.6 4,254 -376.6 -2.0 2 -133.6 -0.72 71 Blue Did Body 210 346,500 5,713.6 4,991 -722.6 -3.44 -280.6 -1.34 77 Red Die Body 234 386,100 6,928.6 6,146 -782.6 -3.34 -373.6 -1.6 84 Black d'hide body 2 425,799.4 7,384 -2,418.6 -9.37 -1,897.6 -7.36 High alchemy prices assume employees of fire or equivalent employees. Profitable Methods Starting at level 7-99 [Edit | Edit] Level 7, players can start making gold bracelets. Only bracelet molds and gold bars are required to create gold bracelets in the furnace. The best location there is a furnace just a few steps east of the bank. It is recommended to wear weight loss clothing to reduce the stamina emissions that run between banks and furnaces. Other bracelets may be profitable at a higher level, but they trade in lower quantities. Level Item Experience XP/Hour Purchase Profit/Gold Bracelet 7 Gold Bracelet 25 37,000 86 172 86 23 Sapphire Bracelet 60 88,800 474 591 117 30 Emerald Bracelet 65 96,200 632 81 163 42 Ruby bracelets 80 118,400 1,096 1,198 102 58 diamond bracelets 95 140,600 2,023 2,017 -6 74 Dragonstone bracelets 110 162,800 1 22,014 12,041 27 84 Onyx bracelets 125 185,000 1,472,023 1,882,379 410 356 95 Zenyte bracelets 180 266,40 0 15,9 449,139 16,293,255 344,116 Level 26-99 [Edit | Edit] Cracking drift nets (used for fishing drift nets on fossil islands) require level 26 craft and grant 55 experiences per two Jute fibers used. Jute fibers can be grown ute seeds in top patches or purchased in large quantities at the Grand Exchange. The closest loom to the bank is on fossil islands after construction at the campground (29 construction is required). This method provides more experience per stock and about three times the profit of gold bracelets, while still requires some attention and is easily AFK-friendly. Level Item Experience XP/Hour Buy Profit/Drift Net 26 Drift Net 55 60,500 2,574 2,576 302 Other Ways [edit | Editing Source] Level 1-83/99: Molten Glass [edit | Edit Source] Provides a very slow experience ratio by blowing glass vent pipes and molten glass but it's small attention and low capital. Most low-level items are not viable due to their high cost, but certain high-level items, such as undying spheres, can be very affordable depending on the price. However, this method is generally not recommended for regular accounts because it is much better to make money through other means and use a faster method. Glass items are produced one for every three ticks, and 27 per stock. Therefore, the inventory takes 81 ticks, or about 48.6 seconds. You can blow about 1700-1800 per hour. Level 61-99: Casting Superglass Make (77 Magic Required) [Edit | Editing Source] 77 Magic (can be boosted) Players who have completed 61 months diplomacy requiring 61 productions along with other requirements (can't raise it from a lower level to complete), can cast moon spellbook stripper glass make. Superglass make allows you to convert soda ash, seaweed, and sand buckets. Huge seaweed (recommended), or swamp weeds in molten glass, grant 78 magic experiences as well as crafting experience (180 buckets of sand and 13 sand buckets of 130 different compatible items and 13 sand buckets in stock each making XP) players can sell molten glass or use a lot of using a lot of molten glass. For this training method, astral runes (2 astral runes per 3 large seaweed and 18 Saal buckets are required per inventory and are equipped with smoke combatstaff or fire crews. On average, you will make 1.3 glasses for regular seaweed, soda ash or swamp weeds, or up to 1.6 glasses per sand with giant seaweed. With moderate focus, we can achieve 600 casts per hour, with up to 850 casts at full efficiency, achieving 108,000-153,000 crafts per hour and 46,800-66,300 Magic experiences in giant seaweed, 18 buckets of sand, 3 giant seaweeds, close the bank, cast a superglass make, and bank chief within a few ticks before the animation ends. For the best experience and money-making ratio, ignore any dropped glass, because it will still get 0.15 extra molten glass per bucket of sand compared to regular seaweed or other compatible items. Level 63-99: Amethyst Cutting [Edit | Editing Source] Cutting amethyst down to chiseled materials is a viable way for those who want to sacrifice the speed of other methods for affordable crafting experiences, often yielding very small losses during more experience than glass clustering. Common Experience Per Hour [Edit | Editing Source] Leather [Edit | Edit Source] Level 1 - Leather Gloves - 26k/h Level 18 - Leather chaps - 50k/h 1872 Leather 3 Tick Action Jewels [edit | Edit Source] Level 20 - Sapphire - 145k / h Level 27 - Emered 75k/h Level 34 - Ruby - 10% 230k/h Level 43 - Diamond - 290k/h Level 55 - Dragonstone - 385k/h 2640 2-Tick Action Battlestab Per Hour [edEdit Source] Level 54 - Water Battlestab - 245k/h Level - Earth Battle 275k/h Level 62 - Fire Battlestave - 306k/h Level 66 - Air Battlestave - 336k/h 2450 Battlestab per hour - 2-tick Action D'hide Body per hour [Edit Source] Level 63 - Green Body - 306k/h Level 71 - Blue Body - 346k/h Level 77 Body - 386k/h Level 84 - Black Body - 425k/h 1650 Body / Hour 4950 Leather 3 Tick Action Glass Blowing [Edit | Edit] Level 33 - Vial - 54k/h Level 42 - Empty Fish Tank 60k/h Level 46 - Glass / Powered or bs - 92-96k h Level 49 - Bullseye Lantern Lens - 94-98k/h Level 87 - Dorgeshun Light Oak - 125k/h 3 Tick Action Amethyst[Edit] Level 83 Amethyst Bolt Tip - 165k/h Level 85 A 165k/h Level 87 Amethyst Window sash Head - 165k/h 2 Tick Action Quest Creation Experience [edit | Editing Source] Main Article: Quest Experience Rewards [Edit] Crafting Requirements Other Requirements Ms. Shearer 150 - - Goblin Diploma 2 - Tower of Life 500 - 10 Mirren 600 - 25 Michalin Mystery 600 - Dwarf Cannon 750 - Animal Self-Made 1,000 19 18, 30, 35 Golem 1,000 20 25 History 1,000 000 24 - Gus 1,000 20 49, 20 Recipes for Disaster (Goblin General 1,000 - 1,000 - Recipes for Disasters (Pirate Pete subquest) 1,000 - 31 Murder Mysteries 1,406 - Recipes for Disaster (Scrach) Tears subquest) 1,500 - 41, 20 Cold War 2,000 30 10, 30, 34 Enlightenment Travel 2,000 36 20, 20, 30 Ereik 2,000 25 15, 7 Shades of Mottone 2,000 20 15, 5 Observatory Quest 2,250 10 - Giant Dwarf 2,500 12 16, 33, 14 Fremenic Trials 2,812 40 25, 40 (if making your own lyrics) Great Brain Strength 3,000 16 30, 50 Natural Spirit 3,000 18 - Slug Threat 3,500 30 30 30 Get ahead of 30, 30, 30 Shloh Village 3,875 20 32, 4 4 30 26 Elemental Workshop 1 5,000 20 20 20, 20 Fremennik Dew 5,000 46 20, 40 56 Cabin Fever 7,000 45 42, 50, 40 Lament of Enakra 7,000 50 45, 43, 39, 45 Spirit Workshop 11 7,500 20 20, 30 Hand of Sand 9,000 49 17 Premennik Asylum 15,000 6065 60, 60 Total, 60, 55 96,143 96,143

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