

Ramblings on early iron GP

Assuming roughly Oziris' guide, with modifications.

Early gold in ironman mode

In the early stages of ironman, arbitrarily defined by yours truly as 'before you hit level 69 slayer', it is difficult to get GP. In Oziris' guide it is recommended to blackjack to high thieving levels for early GP to cover those needs – in practice people end up doing slow methods like agility pyramid, HAM storerooms and other such nuisances.

At higher stats you unlock significantly better moneymakers, most notably higher level slayer mobs and charging air orbs. If at all possible, you can therefore save time by trying to postpone expenses until you have access to these better moneymakers. In this document I'm collecting my thoughts on the best iron moneymakers and sinks at low level and stringing them together to form a sort of 'efficient add-on to Oziris for managing money in the early game'.

The goal of this document is to finish with the following:

- 69 slayer

- 77 magic

- 93 crafting

- 70 prayer

- 70 smithing

- 50 construction

- As little blackjacking as I can get away with

- Mage training arena completed (b2p/boots/wand)

These stats are the requirements for Monkey Madness II (and Dragon Slayer II), making all Zenyte jewellery (with a boost) and unlocking piety and smoke barrage for slayer tasks. There are many other requirements for this, such as 45 herblore (Legends quest), a bunch of agility and mining levels and general combat stats (to survive, to complete the knight waves training grounds, obtain items like a dragon defender and elite void) but since none of those depend too much on GP I will leave those out.

Broadly speaking there are only a few relevant sources of efficient GP in the early game:

- Wintertodt for some starter cash

- Blackjacking

- Green dragonhides from the prayer grind

- Air battlestaves (once appropriate)

Methods for each goal

- 69 Slayer: no significant GP cost before level 69. Most tasks will be meeled.

- 77 magic: MTA will contribute some amount of xp, but the bulk will come from high alchemy. Most of the items to be alched will be junk – gold bars, rings (and nests?) from bird runs and other such items with a high alchemy value of 180gp (or slightly more).

- 93 crafting: the sandstone grinder takes 50 gp per bucket of sand. The exact amount of sand needed depends on the number of battlestaves included in this plan. The dragonhides also give some crafting xp.

- 70 prayer: obtained by killing wildy green dragons and using the bones on the chaos altar in the wilderness. I advocate the suicide method (at no gp cost and low risk, but slightly slower) for the altar. Alternatively the noted bones method

consumes a tiny bit of GP, but this is next to irrelevant.

70 smithing: after the early levels (which can be mostly quested, in particular through Heroes' Quest, The Giant Dwarf, Between a Rock..., Elemental Workshop I, Elemental Workshop II, The Knight's Sword and optionally Cabin Fever, bringing you to level 39 or 41 depending on choice) the remainder of the XP is from goldsmelting in the blast furnace. The fastest method is UIM smelting, which clocks in at around 6.1 gp/xp in theory and more if the worlds are crowded. This makes 70 smithing a gold sink of 4.3m GP (and for level 73, unboosted adamant bolts, it would instead cost 5.9m GP). Note that level 70 would mean about 12.5k gold bars.

50 construction: It is possible to reach this level from just wintertodt, but in the worst case we are reduced to using oak planks for the majority of the xp. At 60 xp per plank and 250 gp per plank (assuming no butler costs), or 350 per plank (assuming double butler costs) this will cost 420k or 590k GP.

Mage training arena: the three items combined have a total cost of 800 Telekinetic, 950 Alchemist, 8000 Enchantment, 800 Graveyard Pizazz points. The cost for this requires more detailed investigation, so it is split into its own section.

Mage training arena

The metas, and requirements for those metas, for each room are not widely known. I decided to repeat them here for convenience:

Telekinetic Theatre (requires level 33 magic):

Assuming optimal pathing, the average number of casts per puzzle is 8.3 telekinetic grabs. Each 5 completed puzzles give 18 Telekinetic Pizazz points, 10 law runes and 1000 free magic xp. This means that on average this room converts (per 10 puzzles) 63 law runes into 36 Pizazz points and 5569 magic xp. On average the 800 points therefore give 123,903 magic xp at the cost of 1404 law runes.

Alchemist's Playground (requires level 55 magic):

The best way to complete the Alchemist's playground is to use High Alchemy to turn items into points. Outside the playground Low Alchemy is 3t and High Alchemy is 5t, but unfortunately inside the room both are 5t so there is no advantage in using Low Alchemy (anymore, this was patched). Each item alched this way gives 30 coins (inside the room). These coins are deposited, giving 1 Alchemist Pizazz point, 10 GP and 2 magic xp per 100 points. Furthermore, randomly the alchs will be free (not using runes), but this is so infrequent we will ignore it. The 950 Alchemist points therefore require 3167 nature runes, returning 207,755 magic xp and 9,500 GP (irrelevant).

Enchanting Chamber (requires level 68 magic):

This room gives a different amount of points depending on the spell used. Ideally we would use Lvl-6 Enchant (magic level 87), but this is unrealistic for early game irons so we will settle for Lvl-5 Enchant (magic level 68). The best method to collect points in this room is to pick a corner and enchant the shapes in that corner only, not leaving to collect the bonus and not hunting dragonstones (and simply dropping the orbs). This gives 5.5 Enchantment Pizazz points per cast on average, or 7.7 if the shape is the current Bonus shape (which changes randomly). Since there are two shapes in each corner, and one of four shapes is chosen to be the bonus shape randomly, this will on average be the case half the time, for an average of 6.6 points per cast average. This means that to complete the Enchantment room will on average cost 1212 cosmic runes and 12121 earth (or water) runes, giving 70,909 magic xp.

Creature Graveyard (requires level 15 magic, or level 60 for a small boost):

The type of food deposited in the Creature Graveyard does not influence the points, so since Bones to Bananas (level 15) uses only one nature rune per cast compared to two for Bones to Peaches (level 60) the best way to complete this room is simply to keep casting bones to bananas and depositing the bananas. Due to falling bones damaging the player the B2P spell can help to restore health as needed, so it is generally recommended to complete this room last (after you have bought B2P with the rest of the points).

You get one Pizazz point for each 16 fruit deposited, and note that you **can** spillover into the next inventory to get more points. I don't know what the most efficient method is to collect these points, but doing invs of 20 (4+4+4+4+1+1+1+1, 2+2+2+2+3+3+3+3, set up once at the start) is easy and not terrible. Furthermore one random rune, chosen between water, earth, nature, death or blood (with equal chance?), is rewarded for each Pizazz point. This strategy means that in total it takes on average 512 nature runes and 1120 earth (or water) runes to complete this room, giving 16,000 magic xp, 128 water (or earth), death and blood runes.

In total:

'Completing' the MTA with the methods described above gives 418,567 magic xp, costing 1404 law runes, 3673 nature runes, 1212 cosmic runes and 13241 earth (or water) runes, and returning 128 water (or earth), death and blood runes. Unfortunately since the enchanting chamber requires level 68 magic (605,032 xp) it seems reasonable to:

Either use a lower level enchant (Lvl-4 Enchant at level 57, or even Lvl-3 Enchant at level 49), or

Complete the other rooms first (which means no B2P during the Creature Graveyard) first and come back for the Enchanting Chamber at level 68 later.

I'm going to assume the latter.

The MTA runes (at 215 per nature rune, 250 per law rune, 60 per cosmic rune, 4 per earth/water rune) cost 1,266,379 gp,

Smithing from level 40 to level 70 with gold bars produces a total of 12.4k gold bars for alching, which when alched will in total provide ~810k magic xp. The total XP from MTA with the methods described above is 418,567 xp, for a total of ~1,230k xp (or level 75). At that level a Wizard's Mind Bomb will boost +3 to level 78, or one over the Superglassmake requirement of 77. So between these alchs and the MTA the magic training is completely accounted for. All that is left is putting these steps in the right order.

Total conclusions for magic training with this method:

1-15: Free, do whatever

15-33: Graveyard

33-53: Telekinetic (142,344 total)

53-55: Do whatever (24,292 xp needed. Quests recommended, see below)

55-63: Alchemist room

63-68: 3549 high alchs

68-69: Enchanting chamber

69-74: 6.5k high alchs (1,096,278 magic xp total)

For the 24.3k magic xp required in the middle step (levels 53-55) I recommend the Watchtower quest (15,250 xp), The Eyes of Glouphrie (12,000 xp), Enakhra's Lament (7,000 xp, beware the 50 crafting requirement), King's Ransom (5,000 xp), Horror from the Deep (4,662 xp) or Desert Treasure (20,000 xp). You can do more of these to get more early levels, but since MTA is efficient to do anyway (and so is alching) at best this puts you closer to 75/76 when boosting for SGM.

Note: in the numbers list above I have plugged the *minimum number of alchs needed to reach 74*. If following this exact list you will end up with spare gold bars at the end, so you can alch some more immediately after this plan.

After level 74 we gain a lot of XP from the SGM spell, charging the air orbs and alching the battlestaves. The total amount depends on the amount of staves made to cover the GP costs, and will be added here later.

Crafting

We have the following sources of crafting XP in this plan:

- Dragonhides from the prayer grind

- Glassmaking (both the spell and the useless product, lantern lenses or light bulbs)

- Battlestaves (we lose some xp on making orbs over lenses/bulbs, but then gain a lot more from attaching the charged orb).

- Questing for the early levels

- Some other low level crafting method to get to level 61**

We can relatively cleanly split the crafting grind into levels 1-61 and 61-93, since the latter will consist entirely of glass and battlestaves. The exact composition of the second part will depend on how much GP we need. The plan for levels 1-61 is as follows:

Crafting levels 1-61:

Quest for the early levels. After the easy quests (Sheep Shearer, Goblin Diplomacy, Tower of Life, In Search of the Myreque, Misthalin Mystery, Dwarf Cannon, RFD Goblin Generals, Murder Mystery, Observatory, Fremmy trials) you are level 27, so you can knock out medium quests (The Giant Dwarf, Nature Spirit, Animal Magnetism, Tears of Guthix, The Golem, Shades of Mort'ton, Shilo Village, Elemental Workshop I, Elemental Workshop II, Making History, In Aid of the Myreque, Cold War, The Slug Menace, Getting Ahead, Enlightened Journey, RFD Pirate Pete) to get to level 43 (52,643 XP total). There are still some quests left that give crafting XP – some good ones that require a higher level (Fremmy Isles, Hand in the Sand, Enakhra's Lament), ~~the pirate questline (The Great Brain Robbery, Cabin Fever) and the RFD Skrach Uglogwee subquest.~~

So at level 43 we need some alternative training method before we can continue the questing, and after the questing resumes (all but Skrach subquest imo *edit: fuck the pirates, they're out*) we have claimed ~~83,643 XP~~ 73,642 XP from questing in total. So we need ~~218,645~~ 228,645 low level crafting XP from other sources before Lunar Diplomacy.

The solution to this is earth battlestaves, with requirements of 60 magic and 58 crafting (which can be boosted with +4 mushroom pies). This will cover the XP needed to convenient levels for later.

To get to the level for earth battlestaves we will be using non-SGM glass. Cooking giant seaweed with level 51 cooking (or 49 with 5% Hosidius boost, or 47 with 10% Hosidius boost) gives a 100% success rate for turning it into 6 ash instead of 1, so we will use that. EDIT: just buy soda ash at Trader Stan (Catherby).

We will make unpowered orbs to 163,040 crafting xp, after which the three quests above (Fremmy Isles, Hand in the Sand, Enakhra's Lament) will give us exactly level 56 crafting. This will let us +2 boost for Earth Battlestaves, after which the green dhide from 70 prayer will more than cover the crafting needs for Lunar Diplomacy and leave us with a nice starting cash pile to boot for early SGM.

This means we will make 1767 molten glass. This requires 295 giant seaweed and 88,350 GP.

Crafting levels 61-93:

After level 61 we have four sources of crafting XP:

- The Superglassmake spell

- Blowing molten glass into lantern lenses

- Blowing molten glass into empty light bulbs

- Blowing molten glass into unpowered orbs, charging them and making air battlestaves

The total number required of each depends on the relative amounts we want to do, since the battlestaves covers our GP needs. We therefore need to determine exactly how much GP is needed before the numbers of post-61 crafting can be calculated.

However, it is good to be aware of the costs and profits of each of these options. I will assume 18:3 no pickup throughout.

- Mining a bucket of sand, farming giant seaweed and using the SGM spell with 18:3 no pickup gives on average 10 crafting xp, 13 mining xp, 4.33 magic xp, 1.482 glass and -62.5 gp (-50 for the bucket, -12.5 for the astral runes) per bucket of sand.

- Blowing a molten glass into a lantern lens gives 55 crafting xp.

- Blowing a molten glass into an empty light orb gives 70 crafting xp.

- Blowing molten glass into an unpowered orb, charging it, buying a battlestaff, making an air battlestaff and alching it gives 190 crafting xp, 141 magic xp. The GP breakdown is as follows: assuming 5 per world at Yanille shop battlestaves cost 7,014 gp each, plus 210 for the nature rune and 165 gp for three cosmic runes (at the Mage Arena), so after alching for 9,300 GP we profit 1,911 GP each starting with molten glass. In reality the alternative crafting methods cost gp (62.5 gp for about 90-110 crafting xp), so each battlestaff we make has a net impact of around +2k GP on our budget.

'Step by step' plan 4

The title is in quotes because this will still **not** be a step-by-step guide, but rather provides the order in which the rough plan should be executed.

1. Get level 15 magic somehow.
2. MTA Graveyard room
3. MTA Telekinetic room
4. Quest magic to 55
5. Quest to 43 crafting
6. Quest to 37 smithing (Giant Dwarf, Elemental Workshop I, Elemental Workshop II, The Knight's Sword get you to level 37, note that you need to plan the workshop quests with crafting questing a bit.) then get to level 40.
 1. *One very edgy way to solve is this by completing Heroes' Quest and The Forsaken Tower (level 38) and Forgettable Tale..., and using the two mature dwarven stouts to get level 38-40 at the blast furnace. Based on the xp/hr this should be very doable.*
 2. Alternatively, smelt some steel bars (at the blast furnace) and make a few cballs.
7. Get level 51 cooking. If you cook the trout/salmon for level 58 fishing this should be more than enough, alternatively the mess hall can give some quick levels.
8. Make 1767 molten glass
 1. As an aside, if you don't want to have to mushroom pie for two levels of earth battlestaves later you can also make 2414 molten glass instead (and make all into unpowered orbs) to get to level 58 crafting with the questing instead of 56. The target XP is 203,466 after making all the orbs.
9. Make 1767 unpowered orbs (*with Pisc thieving*)
10. Finish the crafting quests to level 56
11. MTA Alchemist room to 57 magic (~558 nature runes)
 1. Make 81 Paddewwa tabs (you only need 63, or 32 with a suicide method, but why not make full inventories?)
12. Make 1641 earth orbs, attach them to battlestaves and alch. This requires boosting crafting for the first two levels and boosting magic for the first three levels (do all the charging first, with some Wizard's Mind Bombs, then make the staves in the bank with pies for the boost)
13. MTA Alchemist room to completion (~2609 nature runes), this unlocks level 68 magic.
14. MTA Enchanting chamber
15. AFK combats to something reasonable, quest a bit here and there, grab a d scim.
16. Kill green dragons for 70 prayer and banked green dragon leather
17. Craft the dragon leather (possibly with boosting) into bodies, alch them
18. Buy 6140 gold ore, smelt it all, alch the bars.
19. You are now level 74 magic. Use Wizard's Mind Bombs to exploit SGM, blow the glass while doing pisc thieving, and make some more GP with air battlestaves as needed.
20. Buy 7.4k gold ore, smelt them into bars (prepares for alchs during slayer).

Using a separate spreadsheet to keep track of the liquidity, the worst financial situation we're in is when buying the cosmic runes to charge 1641 cosmic runes for charging the earth orbs. In theory it is possible to not charge all the orbs at ones (but, say, only the first 359 to get to level 58 and make the rest unboosted) but since the gravestone method

requires a setup it is probably more efficient to do this all at once. That means this method will require 944,688 GP up front, which will probably have to be obtained through blackjacking for the early thieving levels.

Note that the part after level 74 magic and 65 crafting (the end of step 18) still needs to be worked out – how many battlestaves will we make to 93 crafting? We should be up 1,442,022 GP after step 18 (so after alching the gold bars), but we still need the rest of the 12.4k gold ore (so 6.3k remaining) to get 70 smithing, or more if we go for level 73 instead.

Some considerations on battlestaves, blackjack and artefact thieving

How do battlestaves work, and why are they good?

'Battlestaves' as a moneymaker consists of turning molten glass into unpowered orbs (instead of some higher xp alternative like empty light orbs or lantern lenses), buying cosmic runes, bringing the orbs to the relevant elemental obelisk (usually air), charging them (with manual 3t cast, instead of auto 5t cast), buying battlestaves in the shop/from the varrock diary daily perk, attaching the orb heads to the staves (for mad crafting xp) and alching the staves (oh, you also need to buy nature runes). The staves are bought starting at 7k gp each and alch for 9.3k each, for a modest profit of around 1,900 gp for going through this process after taking rune cost into account.

While this seems like a lot of work for little profit, most of the steps actually don't cost any significant amount of times. Buying the runes is really fast, attaching the orb heads to the staves can be fit in during other activities, glassblowing can be done during thieving and buying the staves also does not take up a lot of time. The only real issue is charging the orbs at the inconveniently located elemental obelisk(s).

By using high-level methods such as gravestone, Paddewwa teleport tabs, pvm staves and pvp world Edgeville respawn point you can charge up to 920 orbs/hr. This is still not amazing money per hour, but in doing so you also create the opportunity for gaining a lot of crafting xp (137.5 xp for attaching an air orb to a battlestaff), so that the effective gp/hr is very high. Unfortunately these methods are not available early in the account progression, so we'll have to settle for less laudable rates.

There are two methods worth considering with lower requirements. The first one involves no deaths, and the second is a modified gravestone method.

1. By making Paddewwa tabs (requires 54 magic, Desert Treasure completed. This gets a lot better with Desert Hard Diary for the surface teleport on the Camulet, but unfortunately we won't have that) we can simply do laps of bank in ferox/castle wars → Paddewwa tab, make an inventory, teleport out with a dueling and repeat. I expect this to be around 650 orbs/hr charged including making the tabs.
2. Alternatively, we can place a gravestone at the obelisk, then use a suicide method to transport the orbs (ironically one of the most reliable suicide methods is to use a Paddewwa teleport tab and run back upstairs to pick the nettles, although there might be faster ones). Then we use a Paddewwa tab to make an inventory as in method 1, but now we use the gravestone to complete a second immediately after. This saves running so is faster.

Assuming 650 orbs charged per hour the effective gp/hr of air battlestaves is **3,065k/hr** assuming store-bought battlestaves. This comes with a footnote on the glassblowing, which we'll discuss below.

Blackjacking versus artefact thieving

With the discovery of artefact thieving the EHP for that skill has shot up. This method gives reasonable thieving xp/hr while allowing you to do other activities while running about, in particular glassblowing. At level 99 it is possible to get 240k thieving xp while blowing

1,000 glass per hour with this method. Since normally bankstanding glassblowing is up to 1,900 glass/hr this means an effective thieving rate of 507k (or EHP set at 502k with similar arguments but slightly different numbers).

Conversely, Blackjacking (at level 99) produces 260k Thieving xp and 225k GP per hour. Using the EHP rate given above, this means the effective gp/hr of blackjacking is **467k/hr**. In other words, blackjacking is absolutely terrible as a gp source compared to even the shittiest of orb methods. For this reason I advocate using the plan outlined above, even if making Paddewwa tabs before completing the Desert Hard Diary is very awkward. It is also worth noting that:

At lower level Thieving EHP is different, and artefacts and blackjacking scale differently. Therefore the effective gp/hr of blackjack depends on level.

Nevertheless it is similar enough for the level 75-99 range that the conclusion does not change.

I have assumed air orbs, when in fact all of the pre-61 crafting uses earth orbs. Since those obelisks are very close together the numbers change almost none, except they give less crafting xp. I strongly believe they are still the best way forward.

One final concern with this plan is that Paddewwa tabs are required to increase the orb charging rate, and therefore so is Desert Treasure. The skill requirements (53 thieving, 50 magic, 50 firemaking) are not an issue, but the 12 magic logs may be and therefore need planning.

Assume you followed the guide explained earlier, you will find yourself in the following situation:

74 magic

65 crafting

~62 smithing

70 prayer

+1.4m GP

Combat stats very confusing – 60+ atk and 75+ strength are a given, but the rest?

Secret Santa wish list after the above:

75 fletching

70 (or 73) smithing

72 construction

93 crafting

99(?) thieving (from the crafting)

69 slayer

Runes for slayer

Miscellania

100 combat (for elite void for chinning)

55 herblore (Arceus runs with 78 magic)

Karambwans

Fire cape (for gem shop)

Gem bag

Edgeville(!) respawn point

SOTE

Magic levels: how high are we going at this point? Set aside money to train smithing and get alchs for alchility/alchslayer going? How much magic xp from SGM and staves? What other relevant sources after 74?

GP cost of each part of the wish list (rough numbers)

75 fletching: 1.2m xp at ~6.0 gp/xp makes 7.2m gp.

73 smithing: 660k xp at ~6.0 gp/xp makes 4.0m gp.

72 construction: Teak homes give 256 xp per plank at 550 gp, so level 72 is 1.7m gp (+ misc cost).

93 crafting: 6.7m xp costs ~2.9m gp

99 thieving: around 450 rings of dueling costs ~350k gp.

69 slayer: runes for slayer are a constant gp sink, set aside at least 3m for burst runes for now?

Miscellania: leaving this running for 3 weeks without issues requires 2.3m set aside.

70 herblore: cheap, but set aside ~500k gp for runes.

Karambwans: let's say 10k for now as a decent base, so 1.1m gp.

Edgeville respawn point: 5m gp

Rubies: 200k gp

Total: 28.25m

Rubies:

Based on 720 xp per giant seaweed, 60 giant seaweed per run, 3.2m xp for 87-93 crafting, thats 16 rubies. Let's call it 25 since we also need glass for the battlestaves.

Bird runs: 416 bird runs for 9-76 slayer assuming maple runs, but we're doing mahogany so let's call it 400. That means 80 rubies for necklaces. That's 105 total. Most of these can be obtained from WT loot (if grinding 99), but if that's not your preference you can buy them in a shop (1/world in ardy, koured or priffdinas with a 10hr restock timer or 1/world in keldagrim with a 20min restock timer). At 1k/1.5k each (ardy and kelda more expensive) that's under 200k gp total.

Which parts will we do before SOTE?

70 smithing – 400k xp so 2.4m gp

70 construction - 1.4m gp

8 days of Misc – 600k gp

70 herblore – 500k gp

Rubies – 100k gp

Unknown chunk of the crafting? - 1m

Total: 6m gp

Note for later: with a ~29m total gp requirement it is wise to go for **15k air battlestaves** in total. Starting at 455493 crafting xp (level 66) this means on the road to 93 we will be needing 10504 sand for orbs, 3734 sand for lenses and 32246 sand for empty lightbulbs, for a total of **46.5k sand** in total to level 93 (and therefore **~7750 giant seaweed**) for a total GP cost of 2.9m including astrals.

Rough order for this plan:

1. Buy a few inventories of rubies (in Kourend, although Keldagrim and Ardougne also work). Wintertodt also gave rubies – make sure there are at least 120 or so in total. Make all into digsite pendants. This happens around step 5 of the previous plan.
 1. Do Giant Seaweed runs whenever convenient.
 2. Do bird runs whenever convenient using wintertodt logs. This should give level 49 hunter quite quickly (35 runs), although note this takes 45 crafting (and 50 soon after) for making the houses.
 3. As an hourly/daily – buy cosmic runes until you have 7.8k banked
2. Start Misc on 10 mahogany 5 other (maples?) as soon as all the earth staves are alched (step 12 in the previous plan). Leave this running for 8 days (1275k gp total to start, 675k when taking it out again). This banks the mahogany logs for all bird runs to 76 hunter (**why was 76 special again?**)
 1. If you unlock SGM and get to air staves within these 8 days then refill misc and swap over to 10 teaks 5 other for another 9 (10-11) days to bank the logs for Teak Homes to 70 (72) construction.
3. Pay 80,000 gp at some point (can use todt money, otherwise along with the previous step) to unlock fairy ring **CIR** for easy Arceuus spellbook access. Complete farming contracts regularly (though not obsessively). Start Arceuus herb runs (*see below*) at 75 magic (with Attas planted, unless you're swimming in fruit tree seeds which makes Kronos viable).
4. Mine 1800 buckets of sand, buy 200 astral runes, 600 fire runes (or tome of fire) and a few inventories of Wizard's Mind Bombs. Make sure you have at least 300 giant seaweed. Use SGM (18:3 no pickup) to make ~2570 molten glass. Blow most into unpowered orbs while thieving/running to farming guild (leave some for blowing on the way to the air obelisk)
 1. You can pre-mine the sand during step 8 of the first half of the guide, but you won't have the GP to buy the buckets at that point.
5. Charge ~2570 air orbs using the Paddewwa tab method, no edgeville respawn for now. Make all into battlestaves and alch. This gives level 76 magic.
 1. You can start Arceuus herb runs at level 75 magic (although it is probably smart to wait until after the alching is done).
6. Start herb runs.
7. Mine 44.5k buckets of sand, buy 19.5k of them and leave the other 25k at the grinder.
8. Go to the motherlode mine, collect the full prospector's outfit, complete the Falador diary task, sell the top back, collect coal bag and gem bag.
9. Chop 2.5k teak logs and make planks using some butler method (Ape atoll is probably good enough, even without 2t). Buy **some amount** of arrow shafts, do teak homes to 70 construction while making headless arrows.
 1. Note: this requires some steel bars. Just blast furnace them.
10. Buy 7.1k gold ore, make bars, alch them to 80 agility then stop.
11. Catch ~1.5k grey chins in the Piscatoris area, chin range to 60 in the mm1 tunnel
 1. You need 45 ranging to throw grey chins, afk with a bone crossbow for a bit if needed.
12. Hopefully you have 70 herblore by now. Do SOTE.
 1. **This may be tough, depending on how fast you did the above activities (3t sandstone so that step is ~10 hours, MLM is ~24 hours, teak logs is**

~3 hours, teak homes is ~5 hours, smithing is ~1 hour, alching is ~14 hours). If this is a problem for herb (~100 herb runs?) we need to add pre-Arceuus herb runs. I think we can dump a bunch of diaries and questing in here too to stretch this part a bit.

2. Resume alchility for 80-82 at prif, this should bank around 100 crystal shards for divine potions.
 13. Repeatedly buy cosemics, astrals, buckets of sand and battestaves to make another 12.5k air battlestaves and alch them. Buy the Edgeville respawn point as soon as possible, and keep going.
 14. Restart misc with 10 mahogany/teak 5 other.
 15. Do the following in any order you like:
Buy another 4.5k gold ore, smelt them (level 73) and alch them doing agility
Train construction to level 72 through mahogany/teak homes (if you want the poh spellbook altar earlier you can also chop more teaks instead of waiting ~3 days for misc)
Start training slayer. Go all the way to 100 combat (its not going to get faster, you have piety, divine potions and a fine magic level) which will also cross 69 slayer.
 - Buy runes for bursting/barraging as needed
 - Unlock broader fletching along the way
 - Maybe grab some slayer bracelets for the grind, not sure
1. Complete Sins of the Father (and with it the entire vampyre questline), do sepulchre until the alchs run out.
 2. Complete Karamja hard diary, buy bwans and grab slayer bracelets
 3. Complete Western hard diary, grab elite void.
 4. Catch chins for 90 ranged (red in prif/private area? Black chins after 80 hunter? Earlier?). Do mm2 and ds2 and throw the chins in the mm2 cave.
 5. Grab a fire cape, buy gems (emeralds and rubies) as needed in the inner ring (can just sell chaos runes for tokkul)
 6. Make the rest of the sand (and giant seaweed) into glass, then blow lantern lenses to 87 crafting, and empty light orbs to 93 crafting, while doing pisc thieving.
 1. At 91 thieving take a detour for one or two pharaos' sceptres
 7. Fletch broad arrows to 75 fletching
 8. Unlock shaman tasks and start doing demonic gorillas tasks

Low level farming contracts and herb run guide

Farming contracts and levels

The most efficient tactic available ('META') for training farming on an ironman starts with questing. By completing RFD Goblin Generals, Fairytale I, Forgettable Tale..., Garden of Tranquility, Enlightened Journey and My Arm's Big Adventure you get to level 35 farming (22,500 xp total). At this point you can either do (fruit and hardwood) tree runs to level 54, or start Tithe farming. After this Tithe farm for levels 54-65 will get you the herb sack and autoweed perk (if you did more Tithe earlier you can also grab a few other items), unlocking medium farming contracts.

The rest of the grind – 65-85 (or 65-82 with garden pies) – has to be done primarily through (fruit and hardwood) tree runs, hespori and herb and allotment runs.

I personally find it very difficult to decide on when to start herb runs. 65 farming seems like a solid spot, but at that level it is difficult to get to the farming guild quickly. The best methods to get to the farming guild are:

1. The farming cape teleport
2. The spirit tree (requires 85 farming, boostable), for example from a POH (75 construction, can be boosted with a stew but not with the crystal saw) or a convenient teleport like the grand exchange.
3. Using a skills necklace (this requires 72 crafting, a dragonstone and completion of Legends' Quest to recharge, and is perhaps only really good with several necklaces)
4. Using fairy ring **CIR** (for example with the Arceus Salve teleport)
5. Using the Arceus Battlefront teleport

Based on this, farming contracts in the early game will become considerably easier when you gain a skills necklace (with Legends' quest) or 82 farming and a spirit seed, whichever comes first. I personally think that it will be necessary to do contracts even before this, in which case the fairy ring option is likely best. One suggestion is to do contracts at the end of the day/when logging off for extended periods of time, so that you can complete two sets of contracts on a single teleport. To increase the efficiency even further you can blow glass (or fletch arrows) while running to the farming guild.

Note that this requires being on the Arceus spellbook. To get from the Arceus spellbook back to the normal spellbook you can simply use the Home Teleport spell to the Dark Altar. To swap for the other direction it is wise to use fairy ring **CIS**, which takes a one-time fee of 80,000 gp to unlock. The closest fairy ring is probably the Ardougne Monastery teleport on the ardy cloak during the early game.

Low level herb runs

By 'low level' I mean anybody below level 96 magic.

For magic levels 1-75 (or 78 if you do not wish to boost) I would personally not do many herb runs, except to gain levels for questing as needed. The point is that at those magic levels you do not have access to the Arceus 'Resurrect Crops' spell (level 78), so the disease rate of herbs (over 6%) mean that you should be using the lasor anima plant for decent yield. However, that means you are missing out on the perks of Kronos/Attas. I suggest trying to minimise herb runs during that stage of account progression.

For levels 78(75)-96(93) I recommend Arceus spellbook herb runs, to make use of the resurrect spell. At level 96 magic you unlock the Lunar Spellbook Swap spell, so you can

use Lunar herb runs instead. This short guide will focus on magic levels 75-93.

Herb patches (and how to get there + notes)

Catherby

- Use Lunar Catherby teleport tablets (87 magic to make) or Camelot tablets (45 magic and 57 construction to make). All of these are boostable.
- *Update Oct 21, 2021: after Knight Wave Training Grounds you can set your spawn point to Camelot and use the Arceuus "Respawn point" teleport spell to get to Catherby easily on the Arceuus book. The level 87 tablets are still better.*
- This patch gains a yield buff with the Kandarin diaries (med 5%, hard 10%, elite 15%). The medium diary has (boostable) 48 herblore and 50 fletching requirements, the rest is easy. The hard diary has 70 defence and prayer (unboostable), 70 fletching and 75 smithing (boostable) requirements along with some free stuff. Given the planned pathing it looks like the medium diary is the limit for now.

Hosidius

- Use a Xeric's talisman or (possibly redirected) POH teleport tabs to get there.
- Protected with 50% Hosidius favour
- Gains a 5% yield buff with the Kourend Hard diary. This has boostable 62 slayer, 74 farming, 70 smithing and 65 mining requirements. Looks out of reach for now.

Falador

- Use the explorer's ring to get there (Lumby Hard diary for unlimited teleports. The medium diary for 3 teleport/day requires a mithril grapple, the hard diary requires 175 quest points, 59 runecrafting and a bunch of free tasks)
- If we hit 91 farming before 59 runecrafting (really?) the Port Sarim spirit tree is an alternative

Ardougne

- Use the Ardougne cloak (med diary 3 teleports/day, requires a mithril grapple, hard diary 5 teleports/day, boostable 65 runecrafting, elite diary has a 91 smithing req). The second best option(s) are the fishing cape Fishing Guild teleports, or Lunar Fishing Teleport tables (85 magic to make, boostable)

Harmony

- No (85 slayer and a barrows set)

Farming guild

- See earlier discussion on farming guild teleports.
- Gains the same 5% yield buff as Hosidius patch.

Morytania

- Use the Arceuus Fenkenstrain teleport (48 magic)

Weiss

- Requires Making Friends with My Arm to use (72 mining, other reqs free)
- Use the salts. A POH portal is not as good if we have to use POH tabs to get into the house.
- Disease-free patch

Trollheim

- Requires My Arm's Big Adventure to use (free)
- Use Stony Basalt (requires Making Friends with My Arm – see above). With the Fremmy hard diary (66 herb, 70 mining, 55 hunter boostable, 47 slayer for med diary, rest free) and 73 agility (free) it teleports to the top of the roof.
- Disease-free patch