

Money Making Guide

This is a list of some of the ways to make money (money makers) in Old School RuneScape and the requirements to do so. The prices and hourly rates are simply an estimate. The actual rates and profit are likely to differ. There are likely other ways that aren't included here; feel free to suggest them on the talk page.

If you notice a discrepancy between profits listed here and profits listed on guide pages, it is probably because of a caching issue. You can clear the cache and force an update by clicking [here](#).

Notes:

Caution: You should always research the items and methods before trying these methods. Because of constantly changing prices of items, the estimated profit may be inaccurate. Any method in the "Hourly Profit" section that relies on buying an item from the Grand Exchange does not take into account the time needed to purchase the item or its buy limit. Therefore, do not assume the rate of item purchases on the GE matches the rate of item processing of the method.

All prices are calculated using current Grand Exchange market prices, meaning the actual profit per hour may vary greatly from what is stated here. If you notice a discrepancy between profits listed here and profits listed on guide pages, it is likely a caching issue. You can force this page to update by clicking [here](#).

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Hourly profit table

Note: Most money making methods rely on Grand Exchange item prices WITHOUT the tax in place, which may fluctuate as players constantly sell for higher or lower than the listed price, and some items are less stable than others. For methods involving the processing of items, it is recommended to test each method with a small sample size before investing a lot of money, as the prices may not be fully accurate, possibly resulting in loss instead of profit.

runescape servers

90+ recommended

90+ recommended

74+ recommended for rigour and must have at least 43 prayer for protection

95+ , 95+ , 95+ , 95+ , 90+ recommended

94+

77+ recommended

, , , 90+ , 90+

70+ recommended

- All Song of the Elves' quest requirements.

- Although no strict requirement, high combat stats are recommended for completing The Corrupted Gauntlet.

95 required

75+ recommended

74+ recommended

85+ recommended

90+ , , recommended

85+ recommended

70+ for Piety recommended

- Various others required for quests

85+ (99 recommended)

50 for Rogue equipment

47+ recommended for Shadow Veil

- Decent

97 recommended

100+ recommended

70 (required)

80+ recommended

80+ (90+ recommended)

70+ recommended

44+ (74+ recommended)

, , , 90+ , 90+
70+ recommended

90+ , recommended
80+ recommended
74+ for Rigour recommended
- Various others required for quests

70+ required to enter Bandos' Stronghold
80+ , , recommended (80+ strongly recommended)
75+ strongly recommended to tank Magic attacks
70+ recommended and must have at least 43 prayer for protection

70+ required to enter Zamorak's Fortress
80+ , , recommended (90+ strongly recommended)
75+ strongly recommended to tank Magic attacks
70+ recommended with at least 43 for protection

82+ (99 recommended)
50 for Rogue equipment
47+ recommended for Shadow Veil
- Decent

77
78 (optional)
74 or 93 for shortcuts (optional)

80+
75+ , ,
43+
69+

Sins of the Father quest requirements
92 to allow access to floor 5
66 , 54 , 56 , 62 to complete skill challenges and loot coffins

- High melee stats

37+ (Protect from Magic)
90+ recommended for an ornate rejuvenation pool

42 recommended
96 recommended

91
85+ , , recommended
70+ recommended

90+ , , , recommended
70+ recommended
- A party member with 55+ , 78+ , 30+ (strongly recommended)
70+ and 70+ recommended

- All Song of the Elves' quest requirements.
- Although no strict requirement, high combat stats are recommended for completing The Gauntlet.

90+ , recommended
80+ , , recommended
74+ for Piety and Rigour recommended
- Various others required for quests

77
21 (70+ recommended to mine through the rocks - optional)
70+ and (optional)

70+ recommended
80+ , (only magic 85+), recommended
45+ recommended

44 (91 recommended)
21 (70+ recommended to mine through the rocks - optional)
70+ and (optional)

65 (99 recommended)

21 (70+ recommended to mine through the rocks - optional)

70+ , and (optional)

75+

70+ recommended

93+ required

90+ ,

94+

90 (95+ Recommended)

60 (90+ Recommended)

70 (90+ Recommended)

70 (90+ Recommended)

70 (90+ Recommended)

95

38+ (94+ recommended)

50 and for Rogue equipment

- Decent (if below 94)

71 recommended (higher increases rare seed pickpocket rates)

- High melee stats

43+ (Protect from Melee)

85

85+ , , recommended

85+ recommended

92+ recommended

70+ recommended

90+ recommended for Fairy ring (Construction) and Ornate rejuvenation pool

15 (92 recommended)

- Decent

96 recommended

27 recommended

74+

- All Song of the Elves' quest requirements

80+ recommended

75+ recommended

70+ recommended

43+ recommended

77

37+ (Protect from Magic)

45 (Chapel with at least Oak altar)

85+ recommended

77

38 (to mine dense essence blocks)

38 (to chip dark essence blocks)

73+ (highly recommended)

20+

81 recommended

75+

70+ recommended

80+

43+ and 70+ for protection prayers and Barrows armour (optional but strongly recommended)

87+

85+ , , recommended

68

32

85

61

40

49

31

60

55

72

80+ , , recommended for Melee

80+ recommended for Ranged

44+ (70+ recommended, especially for Melee)

55 (High Level Alchemy) (optional)

90+ , ,

70+

95

80+ recommended

80+ recommended

80+ recommended

80+ recommended

70+ recommended

85+ recommended

75

90+

43+

- High melee stats

43+ (Protect from Melee)

43+ strongly recommended for protection prayers (higher prayer means fewer supplies used per trip)

70+ , , recommended for Melee

50+ (75+ recommended for powered staves) for Magic

50+ (75+ recommended for Toxic blowpipe) for Ranged

80+ recommended for Melee
60+ recommended for Ranged

45+
75+
43+
89+ (optional, strongly recommended)

70+
70+
40+
43+ (70+ recommended)
89+ (optional, strongly recommended)

75 (59 or 27 possible, but decreased profit)
21 (70+ recommended to mine through the rocks - optional)
70+ , and (optional)

56
70/80 recommended
Decent recommended

17 to enter Puro-Puro
- Various requirements for quests

- High melee stats
70+ for Piety recommended

- High recommended to increase running energy restoration
43+ recommended, especially for lower levels
40+ (optional for Teleport to House)

60+ , or recommended
40+ recommended

25 (43+ recommended for protection prayers)

75+

27 (59 recommended, 75 strongly recommended)

66 recommended

67 recommended

75 or 80 recommended

83

38

38

73 or 69 for shortcuts

85 Construction for POH fairy ring (Optional)

26

29 for building the loom and bank on Fossil Island (recommended)

90+ recommended for Melee

70+ recommended for Ranged

37 recommended (can also be attacked with Magic)

70 recommended (can be boosted)

70+ (99 recommended)

50 for Rogue equipment

- Decent

13 (50 recommended for Large Pouch)

82 for Magic Imbue

70 recommended for Revitalization pool

60+ recommended for run regeneration

63

70/80 recommended

Decent recommended

80+ recommended for Melee

60+ recommended for Ranged
25 recommended for Protect Item

42 strongly recommended
66 recommended
43 (optional but there may be aggressive foes nearby)

75
70/80+ (85+ strongly recommended)
55 (High Level Alchemy)

83
70+ , , recommended
70 recommended
43+ recommended

90
38 (to mine dense essence blocks)
38 (to chip dark essence blocks)
70+ , and (optional)

60 / to enter the dungeon itself
70+ (80 recommended)
70+ recommended

30
34
70+ recommended
40+ recommended

75 (90+ recommended)
- Optional: 60 to wield a dragon axe
- Optional: 70 and 50 to wield a crystal axe

47
60+ , , recommended

45+ recommended

80+ recommended

80+ , , recommended for Melee

80+ recommended for Ranged

75+ recommended for Magic

43+ (70+ recommended, especially for Melee)

80+ , , recommended for Melee

70+ recommended for Ranged

70+ recommended

44+ (70+ recommended especially for Melee)

15+ (41+ for Rune pickaxe, 60+ for Mining Guild)

13+ recommended

30+ (41+ strongly recommended for Rune pickaxe, 60 recommended for access to the Mining Guild)

70

43

30+ (41+ strongly recommended for Rune pickaxe, 60 recommended for access to the Mining Guild)

50

43

Recurring methods

Effective hourly profit is the amount of money you would make in an hour if you could continuously use these money makers. It is best not to use activities that have an effective profit less than what you can normally make otherwise.

Note that you can only do one type of herb farming at once, one type of brewing at once, and one of either picking papayas or coconuts.

32 (65 if using the Farming Guild herb patch)

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold or 73 to use the shortcut to get

on the roof of Troll Stronghold (if completed Making Friends with My Arm then you will automatically be teleported on the roof using the Stony basalt)

62

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

85

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

35 needed to light the fire pit in Weiss

38

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

50

61 (Trollheim Teleport or troll stronghold teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

56

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

67

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

73

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

16

58 recommended for Watchtower Teleport, 45 for Camelot Teleport

16 recommended for the underwall tunnel agility shortcut to the Yanille patch

13

58 recommended for Watchtower Teleport, 45 for Camelot Teleport

16 recommended for the underwall tunnel agility shortcut to the Yanille patch

79

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

44

61 (Trollheim Teleport, 96 strongly recommended for Spellbook Swap)

47 recommended for shortcuts to Troll Stronghold

- Skills needed to complete all Ardougne Diary tasks:

- 90

- 50

- 50

- 50

- 91

- 85

- 50

- 81

- 69

- 45

- 59

- 94

- 52

- 42

- 60

- 65

- 91

- 50

- 82

- 50

Starting off

Players can visit the Stronghold of Security for some quick coins. Players can get 10,000 just for completing the first three levels. This can be done even at Combat level 3, making it a

good way to obtain your first bit of money.

Miscellaneous methods

Merchanting

Grand Exchange flipping, or merchanting, is the high-risk, high-reward activity of buying items for a low price and selling them at a higher price. You are looking for items that are unstable, but are frequently traded, with a changing price due to supply and demand.