

The RuneScape Get Rich Guide

By Xeetr/Xeetr2

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Best Viewed Under 800x600

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1. Getting Started as a New RuneScape Player

If you are a new player, making money in a legit way will be very hard for you no matter what. You don't know what you're really doing, you don't know your surrounding environment, and you really don't know how to make the big money that more developed players dream of owning. Well, the best thing you can do as a new player is to get to know the game around you. RuneScape is a virtual world, with a working economy. There are many ways to make money, but there are also many ways to lose it as well.

Tips to make money Pick a useful skill and just train it. You should be a free player starting out, so I recommend mining, fishing, or woodcutting. Those are the three biggest money making player skills in the free world. If you want an idea of what you could get for a certain ore, log, or fish, the prices are listed below. ***Tip*** Selling in bulk will up the value of each individual item as a whole. So the more ores, logs, or fish you have, the more likely you are to get a better deal for each individual ore or fish. Also be sure to cook your fish, most players look for cooked food.

Market Price of Ores

Tin/Bronze: 5-20gp ea
Iron: 50-110gp ea
Coal: 100-200gp ea
Silver: 300-400gp ea
Gold: 300-500gp ea
Mithril: 350-500gp ea
Adamant: 800-1000gp ea
Runite: 10000-12000gp ea

Market Price of Fish

Shrimp: 5-10gp ea
Anchovies: 5-20gp ea
Herring: 10-20gp ea
Trout: 40-50gp ea
Salmon: 50-70gp ea
Trout: 100-120gp ea
Lobster: 150-200gp ea
Swordfish: 300-400gp ea

Market Price of Logs

Log: 5-100gp ea
Oak: Not Available
Willow: 20-40gp ea
Yew: 250-300gp ea

I have left out the member items, because this section was designed for newcomers. For free players I recommended mining either bulk amounts of iron or coal because of its abundance, and fishing lobsters, because pkers (player killers) or high level trainers usually rely on them as their main source of food. ***Note*** The Price ranges are based on amounts. If you have what's considered "bulk" (an amount of over 1k of the ore or fish) then you have a greater chance of receiving in trade the higher end of the market price. Do not waste your time loading up on tin/bronze ores, or shrimp/anchovies/ herring/trout/salmon because they really are just a waste of time. Concentrate on anything else, and in no time, you'll be pulling in the cash.

2. Collecting Items for Money

Collecting useful items is a great way of making money, especially if you don't feel like training a skill such as mining or fishing. Below I will list what are the useful items that other people will buy off you.

Cow Hides: Recommended that have you have done Prince Ali quest. Go to any free world with an empty inventory. Go the Lumbridge Cow Farms and collect cow hides until you have a full inventory, walk to Al Kharid bank through the Al Kharid gate, and repeat. Do this until you have over 1000 of them. May be boring, but it will be rewarding in the end. The Cow Hide price ranges from 100-150gp each hide.

Arrow Stealing: Before you do this, let me warn you, other players will get very angry if you do this. It's not even a great way to make money, but I see so many people doing it, I figure I might as well include it in this guide. Just find someone ranging a monster, and when their arrows appear, run and pick them up. The ranger will probably curse at you, call you names, logout, or maybe just ignore you. I'd avoid this way. It's just straight up lame.

Herbs: (Members) Unid Herbs (Unidentified) go for 1k each in large amounts. Go to the edgeville dungeon wilderness, usually you won't get attacked there, I rarely have, it's always safe to bring teleports with you. Bring your full set of armor, weapon, and teleport runes. You won't need food for a trip if you have over 40 defense. Just kill chaos druids (level 13) until you have a full inventory of unidentified herbs. Walk back to the edgeville bank and repeat. ***Note*** When you sell off your herbs, it's a good idea to have at least 11 stacks of unidentified herbs, with at least 10 in each stack. Players will not buy your herbs if you only have a few stacks because most likely those stacks are low level herbs. Don't worry though, if you get a lot of unidentified herbs, you should easily get 11 stacks.

Flax: (Members) Flax picking is an easy way to make, its just boring. Fletchers need bowstrings. Bowstrings come from spinning flax. Flax is found in random places around the RuneScape world. The best two places are either west of Catherby or the very few flax plants that are outside the Gnome Bank. Pick these, and get a good bulk amount, and expect to get as much as 100gp each flax. ***Note*** You can spin the flax into bowstrings if you'd like, you get 15 crafting experience for each flax you spin. Bowstrings also sell as high as 150gp each.

3. Getting Started as a New RuneScape Member

Wow so you're finally a member! What to do, there's just so much. First off I'd say forget about making money and have some fun for about a month in members. Do some quests, explore the map, get used to the members world. Members is a lot different than free. Ok, but maybe you're just devoted to making money, so take a look through this section then. ***Note*** This section is concentrated on member skills and not member pking or dueling. There is a special section for that further into the guide.

A lot of skills are extended in members. You can fish more fish, cut down more trees, even mine a special type of rock known as the Gem Rock. Some skills you may want to take a look at are thieving, fletching, and slayer. Free skills which are expanded on in members which can make you even more money then before are fishing, woodcutting, and runecrafting.

The New Skills: Thieving and fletching are skills you can pick up on right away. In order to make money in slayer, you want to aim for 85, and that takes a lot of hard work and determination, but, 85 slayer is the best money maker in the game. Having a few abyssal whips as monster drops in a week - you can't beat that. Thieving becomes profitable once you can steal nature or blood runes. Honestly though, I would not recommend this method as a main source of income. Fletching is a great way to make money however. If you have 60+ woodcutting, 70+ fletching, and 55+ magic, you can cut your yew logs, cut the logs into yew long bows, string the bows, and high alch the bows for 768gp each!

Expanded Skills: Woodcutting and runecrafting I'd say would be the best skills to train if you're looking to expand upon free player skill. The obvious of woodcutting, cut magic trees, and get 1k each log. Runecrafting can be a great way to make money, without the insane level requirements that most other skills require. Once you reach 44 runecrafting, craft natures!!! This is how to craft nature runes. If you do it any way you are wasting your time. Bring 10k gp with you, your nature tally (or tiara to save one slot of space), full essence pouches if you have any, large amounts of noted essence (amounts over 1k), and the rest of your inventory slots can be filled with regular essence. What to do is walk/run to the nature altar, craft your essence. Run northwest from the nature altar to the general store, sell whatever amount of essence you need to refill your inventory and pouches, and go back to the nature altar and repeat. Each nature rune sells for 300-350gp each. This is a great way to make cash. ***Note*** Be careful of "essence stealers." They wait at the general store and wait for you to sell your essence and try to buy it for their own use.

Money/Skill Raising Method: Here is an example of how to make money on members. This method requires 60+ woodcutting, 70+ fletching, 44+ runecrafting, 15+ crafting, and 55+ magic. Start out by picking 1000 flax. Spin the flax into bow strings. Cut 1000 Yew logs, then cut them into Yew longs (u). String them to make 1000 Strung Yew Long Bows. Runecraft yourself 1000 nature runes. Use those nature runes to high alch all your yew longs. You will make 768,000gp when you are done. This is a lot of work, I know, I've tried it, but the experience you get from this method makes it worth it. Below is a list of how much exp you gain in each skill used if you do exactly this method.

Woodcutting: 175,000xp, Fletching: 150,000xp, Runecrafting: 9,000xp, Crafting: 15,000xp, Magic: 65,000xp

So along with making 768,000gp you also earn a total of 414,000 exp combined and spread out over five skills! Not too bad a way to make money if you're also looking to raise a few skills while getting it.

4. Become a Merchant, Safest Quick Method of Cash

Every economy has their merchants, and RuneScape is no different. Basically what a merchant does in RuneScape is buy an item or amount of items cheap from one player and sells them for a higher price to another player making a profit. You can merchant with so many different items in RuneScape. The best items to merchant with are raw materials (ores, fish, logs, etc), or if you are rich enough, Rare items. It's best to have atleast 200-300k saved up before you start merchanting. ***Note*** that materials are much easier to sell in bulk. Below are lists of commonly traded items.

Mined Ores	Smelted Bars	Cooked Fish	Hides	Misc Items
Iron: 75-100gp	Iron: 100-200gp	Lobster: 150-200gp	Cow: 50-150gp	Big Bones: 200-400gp
Coal: 100-200gp	Steel: 500-600gp	Swordfish: 300-400gp	Green: 1k-1.5kgp	Drag Bones: 2k-3kgp
Silver: 100-400gp	Silver: 200-400gp	Shark: 800-1kgp	Blue: 1.5k-2.1kgp	Unid Herbs: 500-1kgp
Mithril: 300-450gp	Mithril: 1k-1.2kgp			

Note This is just a list of commonly traded items. There are many more items that can be traded among various players.

Where to Merchant: Free Play, you have basically have two areas. Varrock west bank or Falador east bank. Varrock west bank (World 1/29/31) is the major trading area. Just about every item available in f2p is sold there. It's a good place to do business. Falador east bank is where a lot of materials related to mining/smithing are sold. Again, it's a good place to do business but its limited to what's being bought and sold there. A good idea is to teleport between Varrock west and Falador east periodically. If business seems slow in one area check the other, or switch worlds.

Where to Merchant: Members, you've got a few more area. Instead of Varrock west, the major trading area is Fally Park (World 2). Seers usually has a good market for logs, flax/bow strings, and nature runes. Catherby can also be tried for fish supplies (I have never tested that area out before so this is assumed). Like on free, you should constantly be teleporting between the market areas of Varrock west, Fally Park/East, and Seers bank. Don't forget to use the **forums** to your advantage!

Anti Scam Methods: Scammers are a problem in the market. They always have been, but if you get scammed, it's pretty much your own damn fault for not paying attention. Pay attention! That's all there is to it. Below is a list of common scams in the market to look out for.

Money Change Scam: The person you trade with attempts to change the amount of money he initially offered. Most of these scammers will remove a zero from their offer. Example: Scammer changes 1000k to 100k hoping you won't notice. Another scam, this one a little more tricky involved changing a number likewise: Scammer changes 6000k to 60004 hoping you won't notice. Apparently both of those look very similar in trade, so be sure to check the second trade screen always!

Team Scam: Two players will try to trick you into buying one of their items for a ridiculously high price. Example: Team Scammer 1 says: "Buying charcoal for 8 mil cash!" While somewhere a little off to the side Team Scammer 2 says: "Selling charcoal only 500k!!!" Charcoal is obviously worth nothing. Just be sure to know what the items' value is before you buy it. Chances are if you've never heard of it before it's not worth anything.

Item Change/Removal Scam: The scammer attempts to change an item to something else or remove it from the trade screen. Example: Scammer changes Rune Kite to Mithril Kite hoping you won't notice, or removes it right before you click accept. Check the second screen, and there's no way you will fall for this.

5. Investing in Rares with Analysis/History

Investing in rares always pays off in the long run. The market these days is very unpredictable. There will be stable periods, and there will be days where rares may rise/drop hundreds of k of gp, maybe even millions. This is all thanks to the manipulators. The golden days of the market ended in the summer of 2004. Before that every rare merchant played the market fair to make their profits, today the market is run by a bunch of immature, lying, scamming 12 year olds. Sorry, but that's just how it is. Despite that, if you buy a rare today, expect a big profit in the months to follow.

When to buy Rares: The best time to buy rares is during their stable price periods. When the price hovers around a general point for an extended period of time, such as two weeks, that's a good time to buy a rare. Also, buying up rares at least 2-3 months before a major holiday such as Halloween or Xmas is a very good idea because they always go up during the holiday periods. Each year they've been going up faster and faster so I suggest buying one soon if you still have the chance.

When not to buy Rares: Avoid buying rares after price spikes. When the price of a rare goes up insane amounts of a very short period of time (week-day), most likely they will crash after. Again, thank the manipulators for this BS. It's more likely rares will do this in the holiday periods, so be on the watch for their prices. Do not buy a rare that corresponds to its holiday within 2 weeks of the holiday. Most merchants are already rolling in the profits by then and are selling off the mass amounts of hoarded rares at that time period, which could cause prices to slip before the holiday even comes about. This happened last year with Santas. The price reached 750k by the end of November, and dropped down to 500k the following because of a few merchants who were already selling off their Santas early to beat out the competition. They did recover to 700k by Xmas, but that's just extra time you'd have to wait to gain your profit.

Rare Item Price List (Updated 09/01/05)

- Easter Egg: 1.5-1.6 mil
- Pumpkin: 2.5-2.7 mil
- Green Mask: 4.0-4.2 mil
- Santa Hat: 4.1-4.3 mil
- Disk of Returning: 4.5-5.0 mil
- Blue Mask: 5.2-5.4 mil
- Red Mask: 6.5-7.0 mil
- Purple Phat: 24-25 mil
- Yellow Phat: 27-28 mil
- Green Phat: 29-30 mil
- Red Phat: 37-38 mil
- White Phat: 45-48 mil
- Blue Phat: 64-65 mil
- Xmas Cracker: 60-61 mil
- Half Wine: Price Not Available

Note If someone claims to have a holiday rare item or discontinued item that is not on the list above, do not buy it, because it is worthless. People have been tricked into being scammed by players who claim to have such items.

6. Pking and Dueling for Cash

Pking (player killing) or staking can bring in huge amounts of money, but unlike other slower methods of making cash, these methods involve great risks, especially staking.

Pking Risks of losing money while pking aren't too high as long as you know what you are doing. You should by now know what the certain types of pures are if you are a pker so I won't go into that right now. Below are just a list of tips that could help you become a successful pker.

Multi-Class Pker: I find having all three classes of combat (mage, range, melee) maxed at your level gives you a serious advantage over everyone else. If a mage attacks you, switch on the range gear. If a melee attacks you, start maging them. If a ranger attacks you, slash away with your weapon and hope for the best. Other pkers may switch around their armor as well, forcing you to switch around more frequently than you may like. It's difficult at first to get adjusted to, but like everything in a video game, you will get used to it, and become very good at it eventually.

Tip You can train mage without gaining hp. Cast curse/confuse, alchs, or teleports when training magic. Same can be done with range in members only once you hit level 50. Then you can access the range guild and train there without gaining any hp. As a pker you want to keep your hp as low as possible, that's what food is for.

Multi Combat: Unless you are with a team, just stay out. I don't even know why I'm putting this tip in. Step into a multi zone alone and your just asking to get owned.

Binding: Use these to your advantage. If you need to get away, bind and run. If you're attacking with range or mage, bind and hopefully it will be succesful and mage/range away. Only requires three slots of inventory, very useful spell.

Dueling risks of losing money can be very high. Stake a lot, you may lose a lot. The only advice that can be given here is to design a character with perfect staking stats. If you no armor duel, 1 defense, 1 prayer, maximum strength/mage. If you armor duel, high attack and defense, low-medium strength, 1 prayer. Keep your duels pray off.

7. Random Chances at Richness

There aren't to many ways to getting random riches. There are a few ways though. These ways are pretty much limited to higher levels. Go on King Black Dragon and Kalphite Queen trips. Hopefully you will be the one to get the dragon med or square from the kbd, or chain from the queen! Remember this is totally random, but I do know people who have gone to the queen with other random people and get a chain as a drop, and just leave. Pretty lame right? Drop stealer? Well, just to make the people you went with feel better, tell them you got fire runes or something as a drop, say your low on food, and teleport. And so ends this section, like I said, there aren't many ways to randomly get rich.

8. The Underground Market [Very Risky]

This is section is currently not available. This guide is currently aimed at being comepletley legit. As a future update though, I may include this section.

9. Examples of How I Made Money

I look for what's hot and what's not i the market. About a year ago, big bones would sell in bulk for over 600gp each! This only lasted for about a span of one month, but luckily I was one of the first to find out this great merchant method, and rolled in millions upon millions in a weeks span. ***What you can do similar*** Use the Jagex updates to your advantage if you can! Example: Recently Jagex updated Family Crest quantlets, allowing people to switch from one to another. The crafting quantlets allow for 2x smithing exp when smelting Gold Ores. Gold Ores spiked upward in price, going from about 300-400gp ea to over 600 ea in bulk! What a great opportunity there to make some cash. Merchants buy as much hold as possible for 300-400 ea and sell for over 600 ea in bulk making 2x of what they spent!

If nothing is hot, goes with what's always good. If there's nothing in the market that bring in insane amounts of profit, just go with something that will guarantee you some kind of decent profit. For example: After the big bone craze died down, I went back to merchanting with steel/mith bars, coal, silver ores/bars, and rares. If you're a good merchant like I once was, you'll constantly be making profits with general raw materials and rares.

Invest! Invest! Invest! Rares are always going up in value over time, so it's never a bad idea to put a lot of your money in rares if you can afford them (unless a dupe happens again which is very unlikely. A smart duper these days would not let out his secret, dupe items secretly and sell them off ebay). Anyime I was not active in the market, I would invest in rares, only to come back a month or so later to check up on their prices and find out that I made a few nice mil for letting rares just get dusty in my bank. When I got my first phat set it was It was worth about 20 mil, after about a year it was worth 120 mil, a free 100 mil for letting phats just sit in bank? How sweet is that.

10. Credits & Coming Soon

Created by: Xeetr (forum free gamers) , Xeetr2 (sythe)

Special Thanks: Jagex for giving me 3 years of fun, and to you the customer

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Contacts: msn/email:rscash4sale@hotmail.com | aim:rscash4sale

Note Below is just a list of visions of what may be to come in future updates of this guide. They are not finalized plans.

- SE Guide which included Section 8 completed and an AutoScape section which would contain recommended Autos/Scripts
- Complete entire item price guide including all armors/weapons/raw materials: anything traded frequently among players
- Updated rare item prices and comparison to previous prices
- More money making while skill gaining methods
- Recommended monster list to train on if you are intrested in getting some decent loot, while getting fast exp