

Efficient Guide To RuneScape

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Chapter 1

Introduction

This guide assumes you're already maxed and going for 200m all skills. It is also based on playing an average of 10 hrs/day which puts your total time to finish at 3-4 years and a value on time at 20M gp/hr.

talk about efficiency, what it means/is and what will be covered in guide.
guide to 200m skills efficiently
covering comp/trim reqs
quests
dailies

Methods: Magic for slayer -i 99 Melee xp 75+ fight cauldron

Chapter 2

Auras

Order of purchase and upgrade

Chapter 3

Quests

Optimal order to complete quests
Required unlockables: Ancient Spellbook/Curses.
Highly recommended: glacors, dwarf trader ...

Chapter 4

Skills

4.1 Order

Do skills that make profit first. E.G. 200m magic gives about 1B gp to 200m

4.2 Dailies

The skills mentioned here will be trained either entirely with dailies or saved until last.

4.2.1 Divine Locations

Yew Party at reset

4.2.2 Wilderness Warbands

1.5 years for each 200m wb skill

If you average 10hrs/day it takes 6 y Mining, Smithing, Herblore,

4.2.3 Troll Invasion

Hard mode combat - use reward on divination

4.2.4 Jack of Trades Aura

Divination

4.2.5

4.2.6 Farming

Magic trees and

4.2.7 Woodcutting

not complete daily

4.2.8 Firemaking

completely daily boc dr0wns technique 153k xp at fight kiln

4.2.9 Divination

Daily challenge of choice (more efficient than dg)

4.2.10 Slayer

Daily SOF masks - abyss, gargoyles and jadinkos
Use the Contract on ranged.

4.2.11 Fletching & Thieving

On aura hours, 280k - 340k thieving xp/hr

4.2.12 Dungeoneering

Daily sinkholes

4.3 Runecrafting

4.4 Herblore

Overloads 10k for PVM and 200m all combats. Remainder of experience from warbands.

4.5 Firemaking

Daily Book of Char

4.6 Thieving

Traders on Aura hours with Fletching

4.7 Combat and Slayer

Treat defence as an overflow. Melee: Train Attack and Strength first and then melee xp switches to defence. Magic: Glacors, overflow into def xp 630k xp/hr Prayer: End on 30m xp from slayer with bonecrusher and infernal urns Attack/strength rest finished with waterfiends/fight cauldron(fletch)/airuts

4.8 Crafting

Black Dragonhide Shields Dstones at the same time (hard to buy)

4.9 Hunter

Catch chronicle fragments at divination 100M xp Finish with energy potion Jadinkos

4.10 Fishing

Collect bonus experience so you finish fishing and woodcutting C2s at the same time.

4.11 Cooking

Making wines 800k xp/hr

4.12 Divination

4.13 Summoning

Slayer 90-100M experience, rest from dagannoths and glacors

4.14 Firemaking

4.15 Fishing

4.16 Ranged

Doing daily SOF masks

4.17 Construction

Mahogany Tables

4.18 Agility

Use Barbarian Assault bonus experience at Barbarian Outpost Advanced Course.

Chapter 5

Completionist Cape

5.1 Regular

1. All skill levels at maximum (120 Dungeoneering and 99 in all other skills).
2. All quests completed (Including Odd Old Man's wish list and Fur 'n' Seek).
3. All tasks completed.
4. All magic spells unlocked from Livid Farm.
5. Bones to Peaches unlocked from the Mage Training Arena.
6. Unlocked the Tune Bane Ore spell from a scroll in Ritual of the Mahjarrat.
7. All Varrock Museum Kudos earned.
8. Unlocked use of the Abyss.
9. Unlocked all Music tracks.
10. Completed The Curse of Zaros miniquest.
11. Completed the Hopespear's Will miniquest.
12. Completed the Fight Kiln.
13. Obtained Tarn's Diary in The Lair of Tarn Razorlor.
14. Returned Clarence to rest.
15. Reached the end of the Stronghold of Player Safety.
16. Reached the end of the Stronghold of Security.
17. Hunted the Thalassus ten times after the Deadliest Catch quest.
18. You must have claimed a reward from Claus the chef for doing him a favour after completing Carnillean Rising.
19. You must have scored at least 1,111 in a session of Big Chinchompa Distraction and Diversion.

20. Completed all of Doric's and Boric's tasks following What's Mine is Yours.
21. Completed the player-owned port tutorial.
22. Must have unlocked the Enhanced yaktwee stick by catching 1,000 charm sprites.
23. Must have constructed a Tuska mask.
24. Complete the Hyu-Ji, Quin or Eastern Curiosities storylines from your Port.
25. You must find all the pieces of the Reefwalker's Cape forgotten scroll.

5.2 Trimmed

All of the above and:

1. 4,000 Chompy kills.
2. Scabarite research completed.
3. Highest rune shop unlocked from Ali Morrisane.
4. All hot-air balloon travel routes unlocked.
5. Must have completed the Sheep Shearer miniquest.
6. Must have completed the Witch's Potion miniquest.
7. Eagle transport routes fully unlocked.
8. Defeated the 4 sub-bosses in the Pollnivneach Slayer Dungeon after Smoking Kills.
9. Unlocked ability to craft all Slayer items and to deliver killing blows quicker.
10. Master White Knight rank obtained.
11. Flying broomstick unlocked. (Includes unlocking the teleport option and getting all magic XP)
12. Found all hidden treasure from Making History.
13. Achieved a score of 1,250+ in Conquest.
14. Unlocked the full power of the Ivandis flail and blisterwood weapons. (500 vyrewatch corpses burnt.)
15. Speak to Lanthus while wearing a full set of profound decorative armour.
16. Unlocked maximum access to Mobilising Armies rewards. (401 Rank.)
17. Defeated all champions.
18. Achieved level 5 in each Barbarian Assault role.
19. Completed all court cases.
20. Completed 25 chimp ice deliveries.

21. Completed all Barbarian Training with Otto.
22. Found all barbarian notes in the Ancient Cavern.
23. Unlocked all rewards from the Artisans Workshop.
24. Obtained all circus clothing.
25. Completed the Dahmaroc statue in your player-owned house.
26. Unlocked the scroll of life ability.
27. Unlocked the scroll of cleansing ability.
28. Unlocked the scroll of efficiency ability.
29. Earned the Vyrelord/Vyrelady title after the Branches of Darkmeyer.
30. Made a Zaros symbol in Char's training cave.
31. Attain the highest Esteem rank possible (rank 1) from training in the Runespan.
32. Obtain Song from the Depths hidden rewards.
33. Obtain all the dragonkin journals by killing the Queen Black Dragon.
34. Acquire a champion's tackle box from the Fish Flingers distraction and diversion.
35. Explore the Eastern Lands as far as the Shield from your player-owned port.
36. Complete the Hyu-Ji, Quin and Eastern Curiosities storylines from your player-owned port.
37. You must have personally poked Vorago's eye out. (Be the player who uses the Maul of Omens to defeat him.)
38. You must have earned the right to wear the title 'of Daemonheim'.
39. You must have survived the Shadow beneath the barrows.

Chapter 6

Minigames