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## [Runescape Tricks for Successful Living](#)

### *Luck shines on he who is prepared*

Runescape is a very popular flash-based role playing game that you can play online. The game world is very generous continuing the line initiated more than 15 years ago by MUDs, within a graphical environment. So, if you're not already playing some high end MMORPG with a monthly fee, you might want to give Runescape a try. Here are some hints, tips and tricks to get you on your way to becoming a powerful war overlord, with the help of fast and easy money, good leveling spots and other significant details.

**Easy money hints** Go to Port Sarim, west of Draynor village, and ask one of the people in the blue uniforms to go to Karamja and pay them 30 GP. When you get there, walk off the dock and you should see a house. Enter the house and talk to a man named Luthas. He will ask you to pick bananas. Answer "Yes", pick bananas, put them in the crate, then talk to Luthas to collect your moderately earned 30 GP. If you would like more money in multiples of 30, ask him to get another 30 GP for doing the job again. Stay here for a long time if you need to spend several thousand on items.

Get your smithing and mining levels up to 40 and mine gold in the Lesser Pits on Karajama Island. However, be careful of the level 21 skeletons. There are five rocks, so on a good night, when no one is on, you can hit them in a row making your trip very easy. You can usually get 25 gold ore that becomes 25 gold bars. Put them into carts and sell for 1k a gold cert.

Mine and smith until you are at level 20 at both. Make Bronze Bars and turn them into things at an Anvil such as: a 2-H, Mail Plate Body, Skirt, or Kite Shield and sell them at the market for good prices. You can also do this with Mithril, Runite (not Rune), Adamantite, Iron, and Steel.

Get your mining level up to 30. Mine coal and you can make them into certificates and trade them for 1,000 GP each.

Get your mining level to at least 15, and your smithing level to at least 30. Go to the mine south of Falador. Mine lots of iron, and take it to Falador Furnace. Go north of Falador to Doric's Anvils. Create Iron Square Shields and Iron Kite Shields, and then take them to the shield shop in Falador to sell for fast and easy money.

When you begin smithing a particular type of metal, smith Daggers at first and sell most or all of them. Then, once you get your smithing level high enough to make Short Swords, create as many of them as possible then sell as many of them as possible at the Varrock Sword Shop. They give you the best value per bar. It is possible to make over 1500 gp by selling Steel Short swords. It is also a good idea to allow the swords to regenerate after each sale because you can then get the most possible money for each of them.

If your smithing level is 34 and mining is 20, go to Falador and to the Dwarven Mines. Keep mining until you have about 100 to 200 iron ore banked. Then, make all the bars you can. You should have between 50 to 100 bars. Smith them into Iron Chest Plates, then go back to Varrok and sell them to Hovick the Armorer. If your smithing is lower, then smith Bronze Bars and make bronze two handed and large helms and items until you can make Bronze Chest Plates. Make those until your smithing is level 34, then repeat the steps for about 10,000 gp every five to ten minutes.

Go to Karamja Isle and to where the people fish. People will fish lobsters and swordfish until they cannot carry anymore. They will drop the fish. Take lots of lobsters and swordfish. You can make these into Certs in Draynor, and sell Swordie Certs for 2,000 gp.

There are about seven spawn points for coins. In the wilderness, go to the Dark Warrior's castle and kill them until you get the Rare Black Mace and Black Medium Helmet, which both sell for a lot of gp. Get your crafting up to level 40 and make all kinds of jewelry, which also sell for a lot of money. Make Strength Potions and sell them by the wilderness in Varrock for 1,000 gp. Get your magic level up to 55 (high level alchemy) and buy a Runeite Medium, for 8,000 to 10,000 gp. Use it on the Runeite Medium to get 18,000 gp. Buy another Runeite Medium and repeat those

steps to get easy money. Note: This spell uses 5 Fire Runes and 1 Nature Rune. **Easy level ups** Go to Rimmington, and then go to the room where two logs respawn. Go in it, close the door, and then wait until the little level 2 rats respawn there. Kill them until you reach level 5, then go back to Lumbridge. Go to the room with goblins in it. Close the door and wait until they respawn. Kill them and level up to about level 10. Then, go to Varrok and kill any level 9 men and level 10 muggers until you level up five more times. Then, go to the Wizard Tower to level up to level 20. Continue with the higher five levels each time until you are at level 40. An easy way to level up in your ranger level is to go to Port Sarim. Go inside the jail. Note: You will not be able to get your undamaged arrows again -- bring a lot of them. Shoot at the goblin first until you gain some levels, and then kill the mugger followed by the thief, black knight, and other prisoners. You will level quickly. Another place of interest for rangers is the wizard tower. Go down the stairs until you cannot proceed further. Look for the lesser daemon that is caged up. Note: Once again, you cannot get your arrows back. Also, beware of the level 25 dark wizard with a beard who will attack you. **Combat levels, prayer levels, money, and good items** Get a Brass Key by any means necessary. You can find them far into the "dungeon/mines" of Edgeville. Go to the locked little house with a ladder leading down inside in between Varrok and the Barbarian Village. Use the Brass Key with the door providing access. Take the first turn to the left into a close room (with a gate) filled with giants (level 36). The giants give good experience, drop big bones (better for prayer than normal bones), money (up to 47 GP dropping at a time), and good items (steel and iron items, gems of all grades except for diamond, and all runes). Note: Bring a fly fishing rod and feathers to fish for some food when down there. **Prayer skill level up** Gather bones off the floor and bury them to get experience in the Pray area. If you continue to do this, your Prayer points will be high enough to increase your strength or other stats. It is also good to put everything (including armor) you have in the bank. Then, go around picking up and burying bones when you cannot carry any more. There is a chicken farm near the starting point. Go northeast from the starting point to find the bridge. Cross the bridge and head north to find the chicken farm. **Rune Two-Hander** Get your mining to about level 35. Mine until you get 750 iron ore. Then, go to Draynor Manor, the location where the three men exchange fish, ore, and bars. Get all the ore into certificates at the man who exchanges certificates for ore. You should have 150 certificates. Go to World 1, where most of the high level characters are. Go beside the Varrock Castle. You will be able to trade your 150 iron ore certificates for a Rune Two-Hander. **Scife** To get a scife in Runescape, you must go to Varrock. Go to the place with a bunch of logs. Get your magic high enough to use weaken. Cast weaken on the log pile, and a level 22 Tree Spirit will appear. Be sure to kill it as it drops a scife and nature runes. **Points of interests in the wilderness** Varrock training ground: Wild level 1-10 north of Varrock. Level 13 rats, player fights, Body Runes to north, Altar to the north. Falador training ground: Wild levels 1-10 NW of Falador. Dark Wizards level 16 and 25. Wizards drop runes, altar south out of wild. Graveyard: Wild level 20, SW of Skeleton Training Ground and NE of Varrock altar, Skeleton level 25. Iron Dagger, Steel Dagger. Dark Warrior Encampment: Wild level 13 NW of Edgeville. Level 21 dark warriors and runes. Ice Mountain: Wild level 40 west edge of wild. Ice Warriors level 67, Ice Giant level 68. Altar to the south. Red Spider Village: Wild level 30, north of Hobgoblin training area. Level 36 Red Spiders. Inside are Steel Legs and a Gold Nugget. They take about five minutes to regenerate. Bandit Outpost: Wild level 22 northwest of Edgeville. North of Dark Warrior encampment. Level 29 bandits. Ghosts training ground: Wild level 17 NE Varrock after passage guarded by Giant. Ghosts level 25. Planks, Tiles, Steel Short Sword. Skeleton training ground: Wild Level 25, north of Ghost training ground. Level 32 Skeletons. Crossbows, Iron Scimitar. Lesser Demons: Wild level 42, eastern border of Wild. Level 79 lesser demons, Nature Runes. Greater Demons: Wild level 45, north of the Lesser Demons, two Greater Demons level 87. Ashes Small House of Spiders: Wild level 45, east of the Greater Demons, two Giant Spiders level 31, Sapphire Cut. Hobgoblin training area: Wild Level 30, northeast of Graveyard. Hobgoblins level 32, mining area,

Goblin Armor.Maze: Wild Level 40, northwest of the Hobgoblins, King Scorpions level 36, Black Knights level 46, Steel and Iron items.