

Intelligence Division • Case File

F2P END GAME MONEY MAKING

The free-to-play ruleset's actual profit ceiling.



SUBJECT	Runite bar smelting (Superheat Item) & High Alchemy of profitable F2P items	SCOPE	Free-to-Play account; live game version, 2026.
GP BRACKET	8M+ GP	TRACK	F2P • End Game

Briefing. This is the ceiling of the free-to-play ruleset - two high-Magic, high-Smithing methods that outproduce anything earlier on the F2P ladder. Both demand real trained levels and real reinvested capital, and both are a **destination** rather than a starting point: the accounts running these have already worked through guides 001-005.

WEALTH BRACKET LADDER

01	02	03	04	05	06
VERY EARLY	EARLY	MID	MID-LATE	LATE	END

ICON	TIER	REQUIREMENT	METHOD	KEY CONSIDERATION
	I	Smithing 85, Magic 43	Smelting Runite Bars (Superheat Item)	~729,000 gp/hr
	II	Magic 55	High Alching Profitable F2P Items	~674,000 gp/hr

Reading The Access Tags

F2P

Free-to-Play - no membership required for this method.

P2P

Pay-to-Play - requires an active OSRS membership.

F2P & P2P

Identical method works on either account type.

SMELTING RUNITE BARS (SUPERHEAT ITEM)

F2P

Smithing 85, Magic 43



LOCATION

Anywhere with a furnace and a bank nearby – the Superheat Item spell removes the need to stand at a furnace at all.

WHO IT'S FOR

F2P accounts with high Magic and/or Smithing who have decided to stay F2P rather than buy membership.

STARTUP COST

Real capital either way – runite ore and coal bought in bulk. Expect to reinvest a meaningful chunk of the 8M+ bankroll to run at full rate.

ATTENTION REQUIRED

Moderate – mostly about maintaining supply (buying ore/coal on the Grand Exchange) rather than in-the-moment risk.

NEXT UPGRADE

There isn't a higher F2P tier. The next real upgrade is buying a Bond with this guide's own output and moving to the P2P track (guide 007 onward).

RATE (GP/HR)

~729,000

WHEN TO USE IT

Once Smithing 85 and Magic 43 are both trained – this is a destination, not a starting point.

HOW AFK

Low – an active, repetitive-click method.

WHAT CAN GO WRONG

No PK or death risk – no Wilderness involved. The real risk is market risk: GE prices for runite ore and coal shift, so profit is an estimate, not a guarantee.

HIGH ALCHING PROFITABLE F2P ITEMS

F2P

Magic 55



LOCATION

Anywhere – a bank to restock and any spellbook access is all this method needs.

WHO IT'S FOR

F2P accounts with high Magic and/or Smithing who have decided to stay F2P rather than buy membership.

STARTUP COST

Real capital either way – a stock of alchable items and Nature runes bought up front. Expect to reinvest a meaningful chunk of the 8M+ bankroll to run at full rate.

ATTENTION REQUIRED

Moderate – mostly about maintaining supply (buying alchable items on the Grand Exchange) rather than in-the-moment risk.

NEXT UPGRADE

There isn't a higher F2P tier. The next real upgrade is buying a Bond with this guide's own output and moving to the P2P track (guide 007 onward).

RATE (GP/HR)

~674,000

WHEN TO USE IT

Once Magic 55 is trained – this is a destination, not a starting point.

HOW AFK

Low – an active, repetitive-click method.

WHAT CAN GO WRONG

No PK or death risk – no Wilderness involved. The real risk is market risk: GE prices for alchable items and Nature runes shift, so profit is an estimate, not a guarantee.

Theoretical Ceiling - Not Recommended Here

The single highest-profit method on the live F2P hourly-profit table is actually **Smithing rune items via player-to-player trading** (Smithing 99, ~1,133,000 gp/hr). It isn't built as a full tier in this guide because 99 Smithing is an unrealistic ask for "end game F2P" framing aimed at players who haven't gone P2P yet – the two methods above are the realistic ceiling for that audience.

✓ QUICK-REFERENCE RECAP

GP Bracket

This guide covers the 8M+ GP F2P End Game bracket – the top of the free-to-play ladder. From here, the next step up is buying a Bond and moving to the P2P track (guide 007 onward).

ICON	METHOD	REQUIREMENT	INVESTMENT	LOCATION	RATE (GP/HR)	ATTENTION
	Smelting runite bars (Superheat Item)	Smithing 85, Magic 43	Smithing 85, Magic 43	Anywhere with a furnace/bank	~729k	Moderate
	High Alching F2P items	Magic 55	Magic 55	Anywhere (bank + spellbook)	~674k	Moderate

All figures approximate. In-game gp/hour rates, requirements, and item prices fluctuate and were sourced from the OSRS Wiki's live Money Making Guide current as of early September 2026. This guide assumes full game access unless noted otherwise. Always confirm current mechanics and Grand Exchange prices in-game before committing to a specific method.

- OSRS Wiki — Money making guide/Free-to-play (live hourly profit table, accessed 2026-09-08)