

Intelligence Division • Case File

P2P EARLY GAME MONEY MAKING

Members' first real unlocks start beating anything F2P offers.



SUBJECT	Guardians of the Rift & ranarr potion-making	SCOPE	Members (P2P) account; live game version, 2026.
GP BRACKET	100K – 1M GP	TRACK	P2P • Early Game

Briefing. This guide continues **Guardians of the Rift** as the anchor method into a scaling range, and adds **ranarr potion-making** as a second option once Herblore 30 and a working bankroll are in place - the first stage where a members account needs real capital, not just skill levels, to run its best method.

WEALTH BRACKET LADDER

01 VERY EARLY	02 EARLY	03 MID	04 MID-LATE	05 LATE	06 END
ICON	TIER	REQUIREMENT	METHOD	KEY CONSIDERATION	
	I	Runecraft 27+	Guardians of the Rift (scaling)	Runecraft Guild / Abyss	
	II	Herblore 30	Making Ranarr Potions	Grand Exchange bulk buying	

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.

GUARDIANS OF THE RIFT (SCALING)

P2P

**LOCATION**

Runecraft Guild / the Abyss minigame instance.

WHO IT'S FOR

Members accounts continuing from guide 007 who are pushing Runecraft higher for a growing rate.

STARTUP COST

Low - the minigame provides most tools; a small reinvestment into runecrafting pouches speeds it up but isn't required.

ATTENTION REQUIRED

High - a fast-paced minigame, not a passive click-and-wait method.

NEXT UPGRADE

Once Smithing 30 is reached, move to guide 009 (Mid Game) and the Blast Furnace.

RATE (GP/HR)

~1,094,000+ (scales with level)

WHEN TO USE IT

Kept running through this entire stage - the same minigame scales with level rather than being replaced.

HOW AFK

Low - it's an active minigame with constantly-changing tasks.

WHAT CAN GO WRONG

No death/PK risk (it's an instanced minigame) - the only real risk is a low points-per-game run if unfamiliar with the minigame, which just means slower profit that session, not a loss.

MAKING RANARR POTIONS

P2P

Herblore 30

**LOCATION**

Any bank with access to a Grand Exchange for ingredient buying.

WHO IT'S FOR

Accounts with a working bankroll (100K+) who can afford to buy secondary ingredients up front - this method needs capital, unlike anything on the F2P track.

STARTUP COST

Moderate - buying herbs/secondaries from the Grand Exchange in bulk is the method itself, not optional.

ATTENTION REQUIRED

Low - simple, repetitive, low-risk indoors activity.

NEXT UPGRADE

Once Smithing 30 is reached, move to guide 009 (Mid Game) and the Blast Furnace.

RATE (GP/HR)

~1,068,000

WHEN TO USE IT

Once Herblore 30 is reached and there's enough GP on hand to buy a batch of unfinished potions/ingredients at once.

HOW AFK

Low-moderate - mixing potions is a steady banking loop.

WHAT CAN GO WRONG

Pure market risk - herb and potion prices move with supply and demand, so margins can shrink between buying ingredients and selling the finished potions. No death/PK risk.

✓ QUICK-REFERENCE RECAP

GP Bracket

This guide covers the 100K-1M GP stage; once Smithing reaches 30, move on to P2P 009 (Mid Game) and the Blast Furnace.

ICON	METHOD	REQUIREMENT	INVESTMENT	LOCATION	RATE (GP/HR)	ATTENTION
	Guardians of the Rift (scaling)	Runecraft 27+	Runecraft 27+	Runecraft Guild / Abyss	~1,094k+	High
	Making ranarr potions	Herblore 30	Herblore 30	Any bank	~1,068k	Low

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 (live hourly profit table, accessed 2026-09-08)