

Intelligence Division • Case File

P2P END GAME MONEY MAKING

The ruleset's highest-ceiling raiding and bossing content.



SUBJECT	Doom of Mokhaiotl (Delve 1-16) & Nex (Duo)	SCOPE	Members (P2P) account; live game version, 2026.
GP BRACKET	250M+ GP	TRACK	P2P • End Game

Briefing. This is destination content for maxed or near-maxed accounts – the two highest-ceiling entries on the live wiki's hourly-profit table, both demanding top-tier gear, deep supply investment, and real boss-specific game knowledge. Neither is a place to start cold; both assume substantial prior bossing experience.

WEALTH BRACKET LADDER

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

ICON	TIER	REQUIREMENT	METHOD	KEY CONSIDERATION
	I	Ranged 90, Defence 70, Hitpoints 90, Magic 80, Prayer 77	Killing the Doom of Mokhaiotl (Delve 1-16)	~13,464,000 gp/hr
	II	Attack 90, Strength 95, Defence 90, Ranged 95, Magic 90, Prayer 84	Killing Nex (Duo)	~11,185,000 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.

KILLING THE DOOM OF MOKHAOTL (DELVE 1-16)

P2P

Ranged 90, Defence 70, Hitpoints 90, Magic 80, Prayer 77



LOCATION

The Doom of Mokhaiotl's lair.

WHO IT'S FOR

Maxed or near-maxed accounts (250M+ GP) with top-tier gear and the raid/boss-specific game knowledge these fights demand.

STARTUP COST

Very high – best-in-slot or near-BiS gear, large potion and supply stockpiles per trip. A single unsuccessful trip can still cost several hundred thousand gp in consumables even without dying.

ATTENTION REQUIRED

Very high – among the most mechanically intensive content in the game.

NEXT UPGRADE

There isn't a higher stage in this ladder – from here, further growth is about efficiency (better gear, faster kill times) within the same content, not a new bracket.

RATE (GP/HR)

~13,464,000 – the single highest-profit method on the entire live wiki table at the time of writing.

WHEN TO USE IT

This is destination content, not something to jump into cold – it assumes substantial prior bossing experience.

HOW AFK

None – a demanding, mechanically dense fight that requires full attention throughout.

WHAT CAN GO WRONG

A genuinely dangerous fight – a mistake can mean death and losing carried items per standard death mechanics (protected items aside), on top of the up-front supply cost already spent for that trip.

KILLING NEX (DUO)

P2P

Attack 90, Strength 95, Defence 90, Ranged 95, Magic 90, Prayer 84



LOCATION

Nex's lair.

WHO IT'S FOR

Maxed or near-maxed accounts (250M+ GP) with top-tier gear and the raid/boss-specific game knowledge these fights demand.

STARTUP COST

Very high – best-in-slot or near-BiS gear, large potion and supply stockpiles per trip. A single unsuccessful trip can still cost several hundred thousand gp in consumables even without dying.

ATTENTION REQUIRED

Very high – among the most mechanically intensive content in the game.

NEXT UPGRADE

There isn't a higher stage in this ladder – from here, further growth is about efficiency (better gear, faster kill times) within the same content, not a new bracket.

RATE (GP/HR)

~11,185,000

WHEN TO USE IT

This is destination content, not something to jump into cold – it assumes substantial prior bossing experience.

HOW AFK

None – a demanding, mechanically dense fight that requires full attention throughout.

WHAT CAN GO WRONG

A genuinely dangerous fight – a mistake can mean death and losing carried items per standard death mechanics (protected items aside), on top of the up-front supply cost already spent for that trip. Nex also requires a second player (duo), adding a coordination/trust dependency that solo content doesn't have.

✓ QUICK-REFERENCE RECAP

GP Bracket

This guide covers the 250M+ GP P2P End Game bracket – the top of the wealth-progression ladder. There is no higher stage; from here, growth is about efficiency within the same content, not a new bracket.

ICON	METHOD	REQUIREMENT	INVESTMENT	LOCATION	RATE (GP/HR)	ATTENTION
	Killing the Doom of Mokhaiotl (Delve 1-16)	Ranged 90, Defence 70, Hitpoints 90, Magic 80, Prayer 77	Ranged 90, Defence 70, Hitpoints 90, Magic 80, Prayer 77	Doom of Mokhaiotl's lair	~13,464k	Very High
	Killing Nex (Duo)	Attack 90, Strength 95, Defence 90, Ranged 95, Magic 90, Prayer 84	Attack 90, Strength 95, Defence 90, Ranged 95, Magic 90, Prayer 84	Nex's lair	~11,185k	Very High

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)