

Intelligence Division • Case File

P2P LATE GAME MONEY MAKING

High-level Thieving and entry-tier solo bossing.



SUBJECT	High-Level Thieving vs. Entry-Tier Solo Bossing	SCOPE	Members (P2P) account; live game version, 2026.
GP BRACKET	50M – 250M GP	TRACK	P2P • Late Game

Briefing. This stage offers two distinct late-game routes at a similar gp/hr band: **pickpocketing elves** in Prifddinas for a high-Thieving skiller account, or **killing Yama solo** for an account that's invested in combat and gear instead. Pick whichever set of stats you've already trained.

WEALTH BRACKET LADDER



01
VERY EARLY



02
EARLY



03
MID



04
MID-LATE



05
LATE



06
END

ICON	TIER	REQUIREMENT	METHOD	KEY CONSIDERATION
	I	Thieving 85+ (93 rec.), Agility 50, Magic 47, Herblore 93	Pickpocketing elves	Prifddinas access (Song of the Elves)
	II	Attack 80, Strength 80, Defence 75, Magic 82, Hitpoints 80, Prayer 77	Killing Yama (solo)	Real boss fight - death risk

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.

I THE METHODS

PICKPOCKETING ELVES

P2P

Thieving 85 (93 rec.), Agility 50, Magic 47, Herblore 93



LOCATION

Prifddinas, the elven city (Song of the Elves required to access).

WHO IT'S FOR

Well-developed accounts (50M-250M GP) with high Thieving who've avoided combat training — a skiller's route through this bracket.

STARTUP COST

Low — no consumables beyond food; the real cost was already paid training Thieving, Agility, Magic, and Herblore to these levels.

ATTENTION REQUIRED

High — a fast, repeated pickpocket-and-reposition cycle.

NEXT UPGRADE

Once combat stats push into the 90s, move to P2P 012 (End Game) for the ruleset's highest-ceiling raiding/bossing content.

RATE (GP/HR)

~4,259,000

WHEN TO USE IT

Once Thieving 85 (93 recommended) plus the supporting Agility/Magic/Herblore requirements are met — suits an account that's invested in skilling over combat.

HOW AFK

Low — a tight click-and-flee loop, not a walk-away method.

WHAT CAN GO WRONG

Failed pickpocket attempts stun and damage the character — rarely fatal at this level, but each failure wastes time and breaks the cycle. No Wilderness or PK exposure; the only real risk is lost efficiency from a broken rhythm.

KILLING YAMA (SOLO)

P2P

Attack 80, Strength 80, Defence 75, Magic 82, Hitpoints 80, Prayer 77



LOCATION

Yama's lair, accessed via the Um dungeon.

WHO IT'S FOR

Well-developed combat accounts (50M-250M GP) already geared and trained for solo bossing.

STARTUP COST

High — combat supplies, potions, and a real gear investment; budget a meaningful slice of the 50M+ bankroll for a first setup.

ATTENTION REQUIRED

High.

NEXT UPGRADE

Once combat stats push into the 90s, move to P2P 012 (End Game) for the ruleset's highest-ceiling raiding/bossing content.

RATE (GP/HR)

~6,070,000

WHEN TO USE IT

Once Attack 80, Strength 80, Defence 75, Magic 82, Hitpoints 80, and Prayer 77 are met and gear/supplies are ready — suits an account that's invested in combat over skilling.

HOW AFK

None — an active boss fight requiring full attention throughout.

WHAT CAN GO WRONG

This is a real boss fight, not a passive money maker. A mistake means death, and death means losing carried items per standard death mechanics (protected items aside) — on top of the consumables already spent on that trip. Under-preparing the fight, not the location itself, is the main risk.

✓ QUICK-REFERENCE RECAP

GP Bracket

This guide covers the 50M–250M GP stage of the P2P wealth ladder; once combat stats push into the 90s, P2P 012 (End Game) covers the ruleset's highest-ceiling content.

ICON	METHOD	REQUIREMENT	INVESTMENT	LOCATION	RATE (GP/HR)	ATTENTION
	Pickpocketing elves	Thieving 85+ (93 rec.)	Thieving 85+ (93 rec.), Agility 50, Magic 47, Herblore 93	Prifddinas	~4,259k	High
	Killing Yama (solo)	Combat 80s-90s	Attack 80, Strength 80, Defence 75, Magic 82, Hitpoints 80, Prayer 77	Yama's lair	~6,070k	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)

COMPILED BY - XP DEPARTMENT INTELLIGENCE DIVISION

FILED FOR - GUIDES SECTION (MONEY MAKING SERIES)