

Intelligence Division • Case File

CRAFTING MASTERY

A Field Guide to Efficient 1-99 Training - Artisan's Bench Protocol



SUBJECT	Crafting (1-99 progression)	SCOPE	F2P and P2P share the route to level 63; dragonhide from 63 onward requires membership. Live game version, 2026.
ENTRY POINT	Level 1 Crafting	TARGET	Level 99 Crafting

Briefing. Crafting rewards volume over cleverness: leather items, then gold amulets, carry a Free-to-Play account all the way to level 63 with no membership needed at all. **Gold Amulets (u) is the standout mid-game method** - no gems or string, just gold bars and a mould. Past level 63, though, the route is **P2P-only**: every colour of tanned dragon leather (even green) is a members-restricted item that cannot be bought on the Grand Exchange by an F2P account, regardless of whether the finished body piece itself is F2P-tradeable. Members should plan on dragonhide bodies carrying the entire back half of the grind to 99.

Reading The Access Tags

Every tier in this dossier is tagged by account type: **F2P** marks a tier trainable on a Free-to-Play account, **P2P** marks a tier that requires membership, and **F2P & P2P** marks a tier that plays out identically on either account type. **Note:** tanned dragon leather (green, blue, red, and black alike) is itself flagged as a members-only item on the Grand Exchange, even though the crafted Green d'hide body happens to be F2P-tradeable once finished. An F2P account cannot legally buy the raw leather needed to make it, so Crafting genuinely forks into a P2P-only back half at level 63 - it is not a fully F2P-compatible skill end to end.

PROGRESSION LADDER



1

START



20

GOLD AMULETS



63

GREEN D'HIDE (P2P)



99

99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-20	Leather Gloves / Cutting Cheap Gems	None
	II	20-63	Gold Amulets (u)	Amulet mould
	III	63-84	Green → Red Dragonhide Bodies	Members - tanned dragon leather
	IV	84-99	Black Dragonhide Bodies	Members - black dragon leather

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-II FREE-TO-PLAY & MEMBERS - SHARED ROUTE (LEVELS 1-63)

Genuinely F2P-Compatible Through Level 63

Leather items, cut gems, and gold jewellery all use materials with no Members flag - an F2P account can buy leather, gold bars, and an amulet mould straight off the Grand Exchange and follow this exact route. F2P and P2P players should train identically from level 1 to level 63.

Where The Route Actually Splits

Tanned dragon leather - green included - carries a Members flag on the Grand Exchange, so it cannot be bought or held by an F2P account even though the finished Green d'hide body does not. From level 63 onward, this dossier's route is P2P-only; there is no F2P equivalent bulk method at a comparable xp/hr, so F2P accounts pushing past 63 are limited to slow, low-volume gemmed jewellery (sapphire/emerald/ruby amulets) rather than dragonhide.

TIER I - LEATHER GLOVES / CUTTING CHEAP GEMS

F2P & P2P

1 → 20



METHOD

Craft the highest-level leather item available (gloves → boots → cowl → vambraces), or cut sapphires - the cheapest F2P-accessible gem (opal and jade are both members-only and unavailable on a free account)

LOCATION

Any bank near a leather source (Al Kharid)

EST. TIME (THIS TIER)

Under 1 hr (~20-35 min) - only 4,470 xp is needed to reach level 20

REQUIREMENTS

Needle and thread (leather route)

RATE

~8,000-15,000 xp/hr

Only ~4,470 xp separates level 1 from level 20 on the real OSRS xp curve - this tier is genuinely brief, not a multi-hour grind. Gem cutting is a fine substitute if banking leather feels clunky.

TIER II - GOLD AMULETS (UNSTRUNG)

F2P & P2P

20 → 63



METHOD

Craft Gold Amulets (u) from gold bars + amulet mould at any furnace

LOCATION

Any furnace + nearby bank

EST. TIME (THIS TIER)

~6.5-9 hrs (needs 364,129 xp to close the gap from 20 to 63)

REQUIREMENTS

Amulet mould (bought, tradeable, no Members flag)

RATE

~40,000-55,000 xp/hr

No gems or string required - just gold bars and a mould. This tier now runs all the way to level 63, not 46 - that is where dragon leather (the next method) actually unlocks, and it is where the F2P-compatible route ends.

MEMBERS (P2P) ROUTE - DRAGONHIDE BODIES (LEVELS 63-99)

P2P From Here On

Every dragonhide colour below requires membership to obtain the tanned leather, regardless of the finished body's own trade flag. Real unlock levels: Green d'hide body unlocks at 63, and Black d'hide body at 84 - both figures below are taken directly from the OSRS Wiki's item pages.

TIER III - GREEN → BLUE → RED DRAGONHIDE BODIES

P2P

63 → 84



METHOD

Craft dragonhide bodies from tanned dragon leather (Green at 63, Blue at 71, Red at 77)

LOCATION

Any bank near a furnace/tannery

EST. TIME (THIS TIER)

~7-10 hrs (needs 2,951,373 xp to close the gap from 63 to 84)

REQUIREMENTS

Needle and thread, or a costume needle for faster banking; buy pre-tanned leather

RATE

~310,000-420,000 xp/hr (rises with each colour tier - sourced from the OSRS Wiki's Crafting training page)

Dragonhide bodies bank in large batches at only 2-3 ticks per item, giving real xp/hr in the hundreds of thousands, not the tens of thousands sometimes quoted. **Steady profit alongside decent xp** for most of this bracket.

TIER IV - BLACK DRAGONHIDE BODIES

P2P

FLAGSHIP ROUTE

84 → 99



METHOD

Black Dragonhide Bodies from black dragon leather

LOCATION

Bank + tannery

EST. TIME (THIS TIER)

~22-25 hrs (needs 10,083,058 xp to close the gap from 84 to 99 - the single largest xp requirement of any tier in this dossier)

REQUIREMENTS

Needle and thread / costume needle; black dragon leather (Members-only material)

RATE

~400,000-450,000 xp/hr (estimated, extrapolating the same upward per-tier trend documented for Green through Red - not independently confirmed at this exact tier)

This final stretch alone is roughly two-thirds of the entire 1-99 grind's total time - the xp curve is exponential, and level 84-99 requires more than twice as much xp as every earlier tier in this dossier combined. Strung Amulets of Power/Glory are a legitimate late-game alternative for players who prefer jewellery, though their exact xp/hr is less consistently documented than dragonhide bodies.

✓ QUICK-REFERENCE RECAP

Combined Estimate

A fully-funded 1-99 Crafting run totals roughly **35-45 hours** - but the distribution is lopsided: Tiers I-II (levels 1-63, F2P & P2P) take well under 10 hours combined, while **Tier IV alone (Black D'hide, 84-99) accounts for roughly half the total time** because of how steeply the xp curve rises near 99.

Field Note - GE Buy Limits

Gold bars, tanned leather, and amulet moulds all carry **Grand Exchange buy limits** that reset every 4 hours. Long uninterrupted sessions should stagger purchases or split time between two adjacent tiers rather than relying on a single massive buy order.

Where This Guide's Route Splits By Account Type

Levels 1-63 (Tiers I-II) are genuinely identical for F2P and P2P - none of those materials carry a Members flag. From level 63 onward, dragon leather of every colour is a Members-only Grand Exchange item, so Tiers III-IV are correctly tagged P2P-only, not "F2P & P2P", despite the finished Green d'hide body itself being F2P-tradeable.

Realistic Play vs. The Documented Ceiling

The dragonhide xp/hr figures in Tiers III-IV are sourced from the OSRS Wiki's own banking-speed table, which lists three tiers of execution: plain needle-and-thread, a costume needle (allows 9 bodies per inventory instead of 8), and tick manipulation. The ranges quoted in this dossier span roughly that same spread - a player using a costume needle without tick manipulation should expect numbers toward the lower-middle of each range, not the top.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Leather Gloves / Cheap Gems (F2P & P2P)	1-20	None	Al Kharid area	~8-15k	Under 1 hr
	II - Gold Amulets (u) (F2P & P2P)	20-63	Amulet mould	Any furnace + bank	~40-55k	~6.5-9 hrs
	III - Green/Blue/Red D'hide Bodies (P2P)	63-84	Members - tanned dragon leather	Bank + tannery	~310-420k	~7-10 hrs
	IV - Black D'hide Bodies (P2P)	84-99	Members - black dragon leather	Bank + tannery	~400-450k (est.)	~22-25 hrs

All figures approximate. In-game xp rates, minigame rewards, and item prices fluctuate and were sourced from the OSRS Wiki and community efficiency guides current as of early September 2026. Per-tier hours are derived from the real OSRS xp-to-level curve, not flat estimates. This dossier assumes full game access unless noted otherwise. Always confirm current mechanics in-game before committing to a specific Crafting method.

- OSRS Wiki - Crafting training
- OSRS Wiki - Gold amulet
- OSRS Wiki - Green dragonhide body
- OSRS Wiki - Black dragonhide body
- OSRS Wiki - Green dragon leather
- OSRS Wiki - Black dragon leather

COMPILED BY - XP DEPARTMENT INTELLIGENCE DIVISION

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