

Intelligence Division • Case File

FARMING MASTERY

A Field Guide to Efficient 1-99 Training - Patch Rotation Protocol



SUBJECT	Farming (1-99 progression)	SCOPE	Zero Free-to-Play access - members-only from level 1 (see callout); live game version, 2026.
ENTRY POINT	Level 1 Farming	TARGET	Level 99 Farming

Briefing. Farming does not run on an xp/hr clock like most skills - it runs on **login frequency**. Plant every unlocked patch each session, unlock every regional patch as quests allow, then scale seed tier up to Torstol. Active playtime across the whole 1-99 is genuinely low - the OSRS Wiki's own training guide puts a fully-built, maxed-out tree run at up to **2,400,000 xp per actively-spent hour** - but real calendar time is not: the same guide estimates **roughly 3-4 months** to 99 via consistent runs, since herbs take ~80 minutes and trees take days to mature regardless of how much you play. **Farming has no Free-to-Play access at all** - it is a members-only skill from level 1, not a "severely limited" F2P skill as some guides describe.

Reading The Access Tags
Every tier in this dossier is tagged by account type, using the same color key across the entire Skill Mastery series: **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. Farming carries no F2P tag anywhere in this dossier - the skill has zero Free-to-Play access, confirmed against the OSRS Wiki's own Free-to-play content page, so every tier below is P2P.

PROGRESSION LADDER

			
1	34	65	99
START	TITHE FARM	GUILD + TREES	99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-34	Allotments + Herb Patches + unlock Tithe Farm	Members access
	II	34-65	Tithe Farm + Herb Patch Rotations (Ranarr/Toadflax)	Patch-unlock quests; Guild beginner wing at 45
	III	65-99	Torstol Herb Runs + Farming Guild + Tree Runs	65 Farming (Guild interm.); 85 (Guild adv.)

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.



MEMBERS (P2P) ROUTE - FARMING REQUIRES MEMBERSHIP FROM LEVEL 1

No Free-to-Play Access - Members Only From Level 1

Farming has **zero Free-to-Play access**. It does not appear in the OSRS Wiki's list of F2P-available skills at all, and the Farming skill page itself confirms **members-only** status - unlike a common claim that F2P has a small allotment path at Lumbridge and Falador. There is no F2P tier in this dossier because there is no F2P method to show; every tier below requires an active membership.

Field Note - Not An xp/hr Skill

Farming's real bottleneck is your **login frequency**, not your clicking speed. A patch run takes minutes and is worth planting on the way to literally anything else - herbs take roughly 80 minutes to mature and trees take days, regardless of how much you play in between.

TIER I - ALLOTMENTS, HERB PATCHES & TITHE FARM UNLOCK

P2P

1 → 34



METHOD

Plant cheap allotments/herbs on every unlocked patch each session

LOCATION

Falador, Catherby, Ardougne starting patches + Kourend Tithe Farm at 34

EST. TIME (THIS TIER)

Login-frequency dependent

REQUIREMENTS

Members access; Tithe Farm minigame opens at level 34

RATE

Passive; scales with number of patches planted per login, not a flat xp/hr

Passive patch runs cost almost nothing in active time - plant on your way to a bank trip, a slayer task, anything. Total xp to level 34 is under 21,000, a rounding error against the ~13.03 million needed for 99.

TIER II - TITHE FARM + HERB PATCH ROTATIONS

P2P

34 → 65



METHOD

Grind Tithe Farm for active xp; unlock and rotate regional herb patches (Ranarr/Toadflax) alongside it

LOCATION

Hosidius Tithe Farm; regional herb patches as unlocked

EST. TIME (THIS TIER)

Not meaningfully measured in hours - scales with patches owned and Tithe Farm sessions run

REQUIREMENTS

Priest in Peril (Morytania patch), My Arm's Big Adventure (Troll Stronghold), Making Friends with My Arm (Weiss); Farming Guild beginner wing opens at 45 Farming

RATE

Tithe Farm scales with seed tier - up to ~90,000-100,000 xp/hr with Logavano seeds (74+); expect meaningfully less with the Golovanova (34+) and Bologano (54+) seeds available in this range

Not a flat xp/hr skill - progress here scales with how many patches are unlocked and rotated plus how much Tithe Farm is played, not with grinding time at a single spot. Falador, Catherby, and Ardougne patches need no quest, just members access to the region.

FLAGSHIP ROUTE

TIER III - TORSTOL HERB RUNS + FARMING GUILD + TREE RUNS

P2P

65 → 99



METHOD

Plant Torstol across every unlocked herb patch each ~80-minute rotation, plus tree and fruit tree runs

LOCATION

Farming Guild + every regional herb/tree/fruit tree patch

EST. TIME (THIS TIER)

~15-30 hrs hands-on, spread across the remaining calendar time to 99

REQUIREMENTS

Farming Guild: 45 for beginner wing, 65 for the intermediate tier (tree patch, Hespori), 85 for advanced (fruit tree patch, celestrus tree)

RATE

~30,000-60,000+ xp per ~15-20 min rotation for a realistic mid-progression run; the Wiki cites up to ~2,400,000 xp/active-hour for a fully-built, fully-paid endgame tree run with every special tree unlocked

The Farming Guild's **intermediate tier needs 65 Farming, not guild entry itself** (that opens at 45) - a common mix-up. The extreme ~2.4M xp/hr ceiling assumes redwood/celestrus/crystal trees and every patch already unlocked, so treat it as the theoretical top end, not a starting rate.



QUICK-REFERENCE RECAP

Combined Estimate

Farming doesn't reduce cleanly to a single "hours to 99" figure the way continuous-grind skills do. **Active hands-on time** across the full 1-99 is genuinely low - roughly **15-30 hours** of actual clicking, since the OSRS Wiki's own numbers put the theoretical ceiling as low as ~5-6 hours at maxed endgame efficiency (13,034,431 total xp needed, up to ~2,400,000 xp per active hour at best). **Calendar time is the real cost:** the Wiki's own training guide estimates **roughly 3-4 months** to 99 via consistent tree and herb runs, because growth timers (80 minutes for herbs, longer for trees) run in real time whether or not you're playing. Don't compare this total to a continuous-grind skill's xp/hr - the bottleneck here is login frequency, not clicking speed.

Field Note - Compost & Disease Prevention

Always apply **compost** or **supercompost** before planting - it protects the crop from disease and boosts the final yield, and the cost is trivial next to the seeds and time invested in a rotation. Skipping it is the single most common way new Farmers waste a whole rotation cycle.

Farming Guild Checkpoints

The Farming Guild opens in stages, not all at once: the beginner wing at **45 Farming**, the intermediate tier (tree patch, Hespori) at **65**, and the advanced tier (fruit tree patch, celastrus tree) at **85**. Treat all three as natural checkpoints rather than assuming the whole Guild unlocks at 65.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	P2P I - Allotments/Herbs + Tithe Farm unlock	1-34	Members access	Starting patches + Kourend	Passive, scales w/ patches	Login-dependent
	P2P II - Tithe Farm + Herb Patch Rotations	34-65	Patch-unlock quests; Guild 45	Tithe Farm + regional herb patches	Tithe Farm up to ~90-100k	Weeks, low active hrs
	P2P III - Torstol Runs + Farming Guild + Trees	65-99	Guild 65 (interm.) / 85 (adv.)	Farming Guild + all patches	~30-60k/rotation (up to ~2.4M/hr endgame)	~15-30 hrs hands-on

All figures approximate. In-game xp rates, minigame rewards, and item prices fluctuate and were sourced from the OSRS Wiki current as of early September 2026. This dossier assumes full members game access unless noted otherwise - Farming has no F2P path. Always confirm current mechanics in-game before committing to a specific Farming method.

- OSRS Wiki - Farming (skill page)
- OSRS Wiki - Farming training
- OSRS Wiki - Free-to-play
- OSRS Wiki - Tithe Farm
- OSRS Wiki - Farming runs
- OSRS Wiki - Farming Guild
- OSRS Wiki - Allotment patch

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FILED FOR - GUIDES SECTION (SKILL MASTERY SERIES)