

Intelligence Division • Case File

FIREMAKING MASTERY

A Field Guide to Efficient 1-99 Training - Combustion Protocol



SUBJECT	Firemaking (1-99 progression)	SCOPE	Free-to-play and members-game methods, both routes shown; live game version, 2026.
ENTRY POINT	Level 1 Firemaking	TARGET	Level 99 Firemaking

Briefing. Firemaking's efficient P2P path has only two real phases: burn whatever logs are cheapest to level 50, then commit to **Wintertodt** for the rest of the climb. It's one of the cheapest and fastest 1-99s in the game, with a rare bonus - the Pyromancer outfit keeps paying off the longer you run it. **Wintertodt is a members minigame (Trollheim)**, so F2P accounts fork at level 50 into a slower direct-burn continuation instead - covered as its own tier below.

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. Firemaking's Tier I carries the shared tag - both account types burn the exact same logs up to level 50 before the routes fork.

PROGRESSION LADDER



1
START



30
MAPLE LOGS



50
WINTERTODT



99
99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-50	Burn Logs Directly (Normal → Willow → Maple)	None
	II	50-99	Wintertodt	Level 50 Firemaking

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 FULL TIER PROGRESSION - F2P & P2P ROUTES

Field Note - A Shared Start, Then A Fork

Both account types burn identically from 1 → 50 - Tier I below is fully F2P-compatible. At 50, the routes diverge: **P2P** commits to Wintertodt (Trollheim, members-only); **F2P** has no minigame available and simply keeps burning progressively better F2P-obtainable logs all the way to 99.

TIER I - BURN LOGS DIRECTLY

F2P & P2P

1 → 50



METHOD

Burn whatever logs are cheapest/fastest to acquire (Normal → Willow → Maple)

LOCATION

Any bank-adjacent log source (Grand Exchange logs work fine)

EST. TIME (THIS TIER)

~1-2 hrs

REQUIREMENTS

None

RATE

~50,000-200,000 xp/hr, rising sharply Normal → Willow → Maple

Firemaking's xp/log climbs fast and burning has almost no downtime, so 1-50 is genuinely quick for anyone buying logs off the GE rather than chopping their own - most players clear it in under two hours, whether headed for Wintertodt or continuing the F2P burn below.

F2P CEILING

TIER II-F2P - CONTINUED DIRECT BURNING (MAPLE → YEW)

F2P

50 → 99



METHOD

Keep burning progressively better F2P logs (Maple, then Yew) - no minigame bonus available

LOCATION

Any bank-adjacent log source

EST. TIME (THIS TIER)

~40-48 hrs

REQUIREMENTS

None; Yew logs are F2P-obtainable

RATE

~135,000-300,000 xp/hr, scaling with log tier (Maple → Yew)

The F2P ceiling for this skill - there is no equivalent to Wintertodt's bonus xp or Pyromancer outfit outside membership. Burning is fast on paper, but sustaining it means buying and burning tens of thousands of logs off the GE with almost no downtime; casual/AFK play will land well below this range.

FLAGSHIP ROUTE

TIER II-P2P - WINTERTODT

P2P

50 → 99



METHOD

Wintertodt minigame - burn/feed the tree-boss for team xp and Pyromancer outfit pieces



LOCATION

Trollheim

EST. TIME (THIS TIER)

~40-50 hrs

REQUIREMENTS

Level 50 Firemaking

RATE

~160,000-320,000 xp/hr, scaling with Firemaking level and outfit pieces

The four Pyromancer outfit pieces add uneven bonuses (hood +0.4%, top +0.8%, legs +0.6%, boots +0.2%) plus a further +0.5% for the full set - **2.5% total xp** at full set, not a flat per-piece rate. Note Wintertodt's raw xp/hr isn't dramatically higher than tick-perfect Yew burning above - its real edge is cost (no logs to buy) and sustainability over a multi-hour session.

✓ QUICK-REFERENCE RECAP

Combined Estimate

P2P end to end (Tier I + Wintertodt): roughly **42-52 hours** - still one of the fastest 1-99s in the game. F2P end to end (Tier I + direct-burn continuation): roughly **42-50 hours** if burned efficiently - Firemaking is one of the few skills where the F2P ceiling isn't dramatically slower than the P2P flagship, since raw log-burning xp/hr scales up almost as fast as Wintertodt's does. F2P's real cost is GP (buying every log) and click-intensity, not extra hours.

Field Note - The Pyromancer Outfit

Wintertodt's four outfit pieces give uneven bonuses (hood +0.4%, top +0.8%, legs +0.6%, boots +0.2%), plus a further +0.5% for completing the full set - **2.5% total Firemaking xp**, not a flat +0.6% per piece. Still worth chasing early since it compounds over the rest of the grind. None of this is available to F2P accounts, who have no minigame-based bonus of any kind.

Buy vs. Chop Your Own Logs

Both routes work equally well banking Grand Exchange logs instead of chopping your own - Firemaking doesn't care where the logs came from. Chopping saves GP but adds a Woodcutting-training detour; buying is faster xp/hr for Firemaking specifically since there's no travel or chopping downtime.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Burn Logs Directly (F2P & P2P)	1-50	None	Any bank-adjacent logs	~50-200k	~1-2 hrs
	II-F2P - Direct Burn Continuation	50-99	None	Any bank-adjacent logs	~135-300k	~40-48 hrs
	II-P2P - Wintertodt	50-99	Level 50 Firemaking	Trollheim	~160-320k	~40-50 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. This dossier assumes full game access unless noted otherwise. Always confirm current mechanics in-game before committing to a specific Firemaking method.

- [OSRS Wiki - Pay-to-play Firemaking training](#)
- [OSRS Wiki - Free-to-play Firemaking training](#)
- [OSRS Wiki - Wintertodt](#)
- [OSRS Wiki - Pyromancer outfit](#)

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