

Intelligence Division • Case File

FLETCHING MASTERY

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



SUBJECT	Fletching (1-99)	SCOPE	F2P-viable through Maple Longbows only; Yew/Magic Longbows and all Dart fletching are P2P-exclusive. Live game version, 2026.
ENTRY POINT	Level 1 Fletching	TARGET	Level 99 Fletching

Briefing. Fletching is **entirely GP-gated rather than time-gated** - every tier below is a straight-line bank-standing method that scales with how much you're willing to spend on logs, bow string, and dart tips. Materials are Grand Exchange-purchasable and bows are cut at any bank, but **the F2P/P2P split matters more here than the original brief assumed**: the Yew longbow itself is a members-only item (not just its logs), so F2P accounts are actually capped at **Maple Longbows** (level 55) and grind that single method the rest of the way. On P2P, Yew Longbows are a relaxed AFK choice - the genuine flagship for speed is **Dart fletching** (Adamant/Rune/Dragon tips), which trains multiple times faster than any bow once unlocked.

PROGRESSION LADDER



1

START



25

BOWS



55

MAPLE (F2P CAP)



70

YEW (P2P)



81

DARTS (P2P)



99

99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-25	Arrow Shafts / Shortbows / Longbows (u)	None
	II	25-55	Willow & Maple Longbows (Cut + String)	None - F2P ceiling at Maple (55)
	III	55/70-99	Yew Longbows (Cut + String) - P2P AFK Route	70 Fletching; membership
	IV	55/67-99	Darts (Adamant → Rune → Dragon) - P2P Flagship	67+ Fletching; membership

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.

F2P FREE-TO-PLAY ROUTE

Free-to-Play Ceiling - Corrected

Fletching's core action (cutting/stringing at a bank) has no location requirement, and Willow and Maple Longbows are both genuinely F2P items - so Tiers I-II below really are **identical for F2P and P2P** up to level 55. **Past that point F2P has no further upgrade:** the Yew longbow itself is flagged members-only (not just the Yew tree), so an F2P account must keep fletching Maple Longbows the entire way from 55 to 99, unlike Woodcutting or Firemaking where the F2P material ceiling sits much closer to 99.

TIER I - ARROW SHAFTS, SHORTBOWS & LONGBOWS (U)

F2P & P2P

1 → 25



METHOD

Cut logs into Arrow Shafts, or fletch Shortbows (u, lvl 5) / Longbows (u, lvl 10) / Oak bows (lvl 20-25)

LOCATION

Any bank

EST. TIME (THIS TIER)

~0.5-1 hr

REQUIREMENTS

None

RATE

~9,000-27,000 xp/hr

Slower xp/hr than later tiers since low-level bows are worth very little xp each - buy logs off the Grand Exchange rather than chopping your own to save time. Quick regardless: the xp required this low is tiny.

TIER II - WILLOW & MAPLE LONGBOWS (CUT + STRING)

F2P & P2P

25 → 55



METHOD

Cut bow (u) - Willow unlocks at 40, Maple at 55 - then string immediately for combined xp

LOCATION

Any bank

EST. TIME (THIS TIER)

~1-2 hrs

REQUIREMENTS

Bow string (buy off GE)

RATE

~75,000-157,000 xp/hr, rising toward the Maple end of the bracket

Very click-intensive but genuinely fast xp/hr - bank a stock of both logs and bow string before starting a session. This is the last tier F2P and P2P share.

F2P CEILING

TIER F2P-CEILING - MAPLE LONGBOWS (CUT + STRING)

F2P

55 → 99



METHOD

Keep cutting and stringing Maple Longbows - no higher-tier bow is F2P-obtainable

LOCATION

Any bank

EST. TIME (THIS TIER)

~80-125 hrs

REQUIREMENTS

Bow string; Maple logs (GE)

RATE

~105,000-157,000 xp/hr

The real F2P ceiling for this skill. Yew Longbows are a members-only item outright (not just a members-only tree), so there is no F2P upgrade path past Maple - this single tier covers the rest of the climb to 99.

MEMBERS (P2P) ROUTE

Shared Start

P2P accounts train identically to F2P through Tiers I-II above (1 → 55, Arrow Shafts through Maple Longbows) - see the Free-to-Play Route pageGroup. The routes fork at 55: P2P has two genuinely different options below, an AFK bow route and a much faster click-intensive Dart route.

TIER III - YEW LONGBOWS (CUT + STRING), AFK ROUTE

P2P

55/70 → 99



METHOD

Bridge on Maple to 70, then cut Yew Longbow (u) and string immediately

LOCATION

Any bank

EST. TIME (THIS TIER)

~65-95 hrs from level 55

REQUIREMENTS

70 Fletching; membership; bow string; Yew logs (GE)

RATE

~135,000-202,500 xp/hr from level 70

The Yew longbow is a members-only item, not an F2P/P2P-shared method. It's the relaxed, lower-click choice for P2P players who don't mind a longer grind - Magic Longbows (85+, ~165,000-247,000 xp/hr) are a modestly faster optional AFK finish on top of this, for members past 85.



METHOD

Bridge on Maple/Yew to 67, then feather Adamant (67) → Rune (81) → Dragon (95) dart tips into darts

LOCATION

Any bank

EST. TIME (THIS TIER)

~19-26 hrs from level 55

REQUIREMENTS

67+ Fletching; membership; dart tips + feathers (GE)

RATE

~450,000-750,000 xp/hr - several times faster than any bow

The genuine flagship for raw speed, not Yew Longbows - dart tips are a members-only item outright, so this is P2P-exclusive with no F2P equivalent at any level. Heavier GP cost than bows (especially Dragon tips), but the click-per-xp payoff is dramatically better; competitive speedrunners hit 1-99 Fletching in single-digit hours almost entirely on darts.

✓ QUICK-REFERENCE RECAP

Combined Estimate

P2P via **Darts (flagship)**: roughly **21-28 hours** end to end - close to the original estimate, but that number only holds for the Dart route, not Yew Longbows. P2P via **Yew Longbows (AFK)**: roughly **66-100 hours** - much slower, traded for far less clicking. **F2P (capped at Maple)**: roughly **83-125 hours** - Fletching is genuinely fast on P2P, but the F2P ceiling is a long grind with no Yew-tier escape.

Corrected: F2P Is Not Fully Fletching-Compatible Past 55

Fletching's core action has no location requirement, and Willow/Maple Longbows are genuine F2P items, so Tiers I-II are identical for both account types. But the Yew longbow and all dart tips are themselves flagged members-only items - the Grand-Exchange logic that lets F2P buy some members-sourced materials (like dragonhide) does **not** extend to items that are members-restricted outright. Past level 55, F2P and P2P Fletching diverge sharply.

GP Budget Estimate

Tiers I-II are near-free. Yew Longbows (P2P AFK) need a moderate budget for logs and bow string across a long grind. Darts (P2P flagship) are the most GP-intensive - Dragon dart tips especially - but sell finished darts back or use them, since the speed payoff is substantial. Maple Longbows (F2P ceiling) are cheap per action but add up across 80-125 hours.

Recommended Approach

Bank in bulk before each session rather than buying piecemeal - Fletching's click rate is high enough that running out of materials mid-session wastes significant potential xp/hr. Stock at least 1-2 hours' worth of logs/tips and bow string/feathers at a time.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Arrow Shafts / Shortbows / Longbows (F2P & P2P)	1-25	None	Any bank	~9-27k	~0.5-1 hr
	II - Willow/Maple Longbows (F2P & P2P)	25-55	Bow string	Any bank	~75-157k	~1-2 hrs
	F2P Ceiling - Maple Longbows	55-99	None (F2P)	Any bank	~105-157k	~80-125 hrs
	III - Yew Longbows, AFK (P2P Only)	55/70-99	70 Fletching; membership	Any bank	~135-202k	~65-95 hrs
	IV - Darts, Flagship (P2P Only)	55/67-99	67+ Fletching; membership	Any bank	~450-750k	~19-26 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 Fletching method.

- OSRS Wiki - Fletching training
- OSRS Wiki - Pay-to-play Fletching training
- OSRS Wiki - Free-to-play Fletching training
- OSRS Wiki - Longbow
- OSRS Wiki - Yew longbow
- OSRS Wiki - Maple longbow
- OSRS Wiki - Dart
- OSRS Wiki - Dart tip
- OSRS Wiki - Grand Exchange