

Intelligence Division • Case File

HUNTER MASTERY

A Field Guide to Efficient 1-99 Training - Box Trapping Protocol



SUBJECT	Hunter Training Protocol, bird snaring through box-trapped chinchompas.	SCOPE	Members-only skill - no F2P training path exists; live game version, 2026.
ENTRY POINT	Level 1 Hunter	TARGET	Level 99 Hunter

Briefing. This dossier tracks three escalating tiers of Hunter training, from basic bird snares through to Black Chinchompa box-trapping. **Hunter has no Free-to-Play training path** - membership is required from level 1 (see callout below). All chinchompa box-trapping additionally requires partial completion of the **"Eagles' Peak"** quest, and the real level gates sit higher than commonly assumed: Grey chinchompas need level 53, Red need 63, and Black need 73 - not 27/63 as sometimes stated. Unusually for a 1-99 skill, this route is typically **GP-positive overall**: caught chinchompas resell for more than the trap and time cost.

PROGRESSION LADDER



1

START



53

GREY CHINS



63

RED CHINS



73

BLACK CHINS



99

99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-53	Bird snaring (Crimson Swift / Copper Longtail / Polar Kabbit)	"Eagles' Peak" (partial) before any box trap
	II	53-73	Grey (53) → Red (63) Chinchompa box-trapping	"Eagles' Peak" (partial)
	III ★	73-99	Black Chinchompa box-trapping (or Herbiboar from 80)	"Eagles' Peak" (partial); Herbiboar also needs 31 Herblore

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.

Free-to-Play Status

Hunter is a **members-only skill** - it cannot be trained at all on a Free-to-Play account, from level 1 onward. Unlike most other skills, there isn't even a token F2P-eligible activity to point to; Hunter's entire trap and creature roster (bird snares, box traps, deadfalls, net traps, and Falconry) sits behind the members client. There is no F2P tier in this dossier because none exists; every method below requires an active membership from square one.

TIER I - BIRD SNARING

P2P

1 → 53



METHOD

Crimson Swift / Copper Longtail Bird / Polar Kebab snares; complete "Eagles' Peak" (partial completion, requires 27 Hunter to start) somewhere in this bracket - it is a hard prerequisite for box-trapping any chinchompa

LOCATION

Feldip Hills, Piscatoris, or Karamja (varies by target)

EST. TIME (THIS TIER)

~7-14 hrs

TRAP COUNT

1-2 snares at a time

REQUIREMENTS

None for the birds themselves; "Eagles' Peak" must be at least partially completed before Tier II

RATE

~10,000-20,000 xp/hr

AFK RATING

Low - frequent manual re-baiting

This bracket now runs to level 53, not 27 - Grey chinchompas are not catchable until 53 Hunter, so bird snaring covers a much larger range than previously stated. Basic single-trap snaring; simple and cheap but noticeably slower than the box-trapping methods that follow. Most players push through this bracket quickly rather than optimising it - the specific bird chosen barely matters for xp/hr, so pick whichever is nearest to a bank. Failed catches simply reset the trap, so there's no real risk beyond lost time.

TIER II - GREY → RED CHINCHOMPA BOX-TRAPPING

P2P

53 → 73



METHOD

Box-trapping chinchompas (multiple traps, laid and re-baited in rotation) - Grey from level 53, switching to Red at 63

LOCATION

Feldip Hills warrens

EST. TIME (THIS TIER)

~12-21 hrs

TRAP COUNT

Up to 5 box traps (Hunter level dependent)

REQUIREMENTS

"Eagles' Peak" partially completed (hard requirement for all box-trap chinchompa hunting)

RATE

~40,000-70,000 xp/hr

AFK RATING

Medium - a 5-trap rotation runs itself briefly

Corrects the previous level gate: Grey chinchompas require 53 Hunter and Red require 63, not 27/63 as sometimes stated. Scales up nicely as more traps can be run at once - the number of simultaneous box traps is level-gated, so re-check the requirement each time it increases. Is **profitable** once caught chins are sold on the Grand Exchange, effectively subsidising the rest of the grind. Grey chins sell for very little; switch to Red as soon as the level allows. Rate range here is hedged - solid per-bracket source data is thinner than for Black chins, so confirm current rates in-game.

FLAGSHIP ROUTE

TIER III - BLACK CHINCHOMPA BOX-TRAPPING

P2P

73 → 99



Feldip Hills, the Hunter training hub - OSRS Wiki



METHOD

Same box-trapping loop, highest-tier chinchompa

LOCATION

Feldip Hills warrens (Wilderness variant grants one extra trap but carries PvP risk)

EST. TIME (THIS TIER)

~75-120 hrs standard; as low as ~48 hrs with tick manipulation at high level

TRAP COUNT

5-6 box traps depending on level

REQUIREMENTS

Level 73 Hunter; "Eagles' Peak" partially completed

RATE

~100,000-160,000 xp/hr with standard box-trapping; up to ~250,000 xp/hr at 99 with advanced tick-manipulation technique

AFK RATING

Medium-High at max trap count

The best all-round Hunter xp/hr in the game across this whole bracket, and typically GP-positive overall since Black Chinchompas are in constant demand from Ranged trainers (they're the reagent for Ranged "chinning"). **This bracket alone requires over 12 million of the skill's 13 million total xp** - the previous 55,000-75,000 xp/hr figure significantly understated real rates, which run well into six figures. **Alternative:** Herbiboar (level 80 Hunter **and 31 Herblore**, Fossil Island) is not actually slower - real xp/hr (~137,000-171,000) is comparable to or higher than standard Black Chinchompa rates, just with far less active clicking (a tracking-and-digging loop instead of trap rotation). Treat it as a genuine flagship-caliber alternative from 80 onward, not merely a relaxed side option.

Trap Mechanics & AFK Technique

Box traps and bird snares both have a chance to fail on each catch attempt, at which point the trap must be reset rather than simply re-baited - watch for the "trap fell over" message. Running the maximum trap count for your level in a tight loop (lay all traps, circle back to check/collect/re-lay) is what separates quoted top-end rates from realistic ones; a slow or interrupted rotation can lose 30%+ of the listed xp/hr.

Selling Chinchompas & GE Notes

Caught chinchompas are worth selling in bulk rather than one at a time - large batch Grand Exchange offers avoid the per-item buy limit bottleneck. Black Chinchompa prices fluctuate with Ranged-training demand; checking current GE price before committing to a long Tier III session is worth the extra minute, since it affects whether the tier nets a profit or a modest loss.

✓ QUICK-REFERENCE RECAP

Combined Estimate

End to end, Tier I through Tier III realistically totals **~95-155 hours** of played time with standard box-trapping (roughly 7-14 hrs for Tier I, 12-21 hrs for Tier II, and 75-120 hrs for Tier III alone) - considerably longer than the ~25-35 hours previously stated, since the 73-99 stretch requires over 12 million of the skill's 13 million total xp. Advanced tick-manipulation technique at high level can bring Tier III down to roughly 48 hrs, tightening the total toward the lower end. Unlike most 1-99 grinds, chinchompa resale value typically covers most or all of the trap/time cost along the way.

Efficiency & Pitfalls

- Complete "Eagles' Peak" (at least partially) before attempting any chinchompa box trap - it is a hard requirement, not optional flavour.
- Always run the maximum trap count your current level allows - checking this after every level-up is worth more xp/hr than any other single habit.
- Bank runs are the biggest hidden time sink; the Feldip Hills warrens bank booth is close enough that most players underestimate how much it saves.
- Don't sell caught chinchompas one at a time - batch them into single large Grand Exchange offers.
- A failed trap ("trap fell over") must be fully reset, not just re-baited - watch for the message rather than assuming every check succeeds.
- Grey chinchompas are barely worth banking for profit - sell or drop them once Red chins are unlocked rather than hoarding.
- If box-trapping's repetition becomes tedious, Herbiboar (level 80+, plus 31 Herblore) is a legitimate full swap with comparable xp/hr, not a downgrade - it trains the skill at a similar or better pace with very different, lower-effort gameplay.

Where This Fits

Black Chinchompas caught here double as the primary consumable for the **Ranged Mastery** dossier's endgame "chinning" tier - if Ranged training is also planned, catching a surplus during Tier III is worth considering rather than buying them back later at Grand Exchange prices.

Trap Types Beyond This Guide

This dossier focuses on the fastest xp/hr path, but Hunter has several other trap and creature types worth knowing about even if they're not the main route: **Deadfall traps** (used on certain rabbits and other small creatures, mostly low-level and slower than box-trapping), **Net traps** (used on Kebbits and similar ground creatures, often paired with tracking), and **Falconry** (a levels 43-plus method using a trained falcon to hunt specific Kebab species for their fur, popular for its very low click intensity rather than raw speed). None outperform the box-trapping line above for pure 1-99 efficiency, but each is a reasonable change of pace or a fit for a specific in-game goal (certain fur/pelt drops aren't obtainable any other way).

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Bird Snaring	1-53	"Eagles' Peak" (partial) before Tier II	Feldip Hills / Piscatoris	~10k-20k	~7-14 hrs
	II - Grey (53+) / Red (63+) Chinning	53-73	"Eagles' Peak" (partial)	Feldip Hills warrens	~40k-70k	~12-21 hrs
	III - Black Chinning (73+) ★	73-99	"Eagles' Peak" (partial)	Feldip Hills warrens	~100k-160k (up to 250k w/ tick-manip)	~75-120 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. Hour estimates are derived directly from the real OSRS xp table (13,034,431 xp for level 99) divided by the stated rate ranges, not flat assumptions. Grey/Red chinchompa xp/hr in particular is a hedged estimate - confirm current rates in-game. This dossier assumes full game access unless noted otherwise. Hunter has no Free-to-Play training path, so no F2P route is presented in this dossier's tier tables above.

- OSRS Wiki - Hunter training
- OSRS Wiki - Grey chinchompa
- OSRS Wiki - Red chinchompa
- OSRS Wiki - Black chinchompa (Hunter)
- OSRS Wiki - Eagles' Peak
- OSRS Wiki - Herbiboar

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FILED FOR - GUIDES SECTION (SKILL MASTERY SERIES)