

Intelligence Division • Case File

MINING MASTERY

A Field Guide to Efficient 1-99 Training - Ore Extraction Protocol



SUBJECT	Mining Training Protocol - F2P/P2P ore mining through Motherlode Mine, Volcanic Mine, and 3-tick granite.	SCOPE	F2P & P2P routes both covered; live game version, 2026.
ENTRY POINT	Level 1 Mining	TARGET	Level 99 Mining

Briefing. Mining is a genuinely slow skill even at reasonable xp/hr - recalculated against the real xp table, a full 1-99 runs roughly **230-300 hours** via Volcanic Mine, or **~105-165 hours** for players willing to learn 3-tick Granite (the current fastest method in the game, not 3-tick iron). **Motherlode Mine requires 30 Mining to use, not level 1** - it's a mid-tier low-effort option, not a starting method. F2P has no minigames at all, but plain iron ore power-mining is faster than most players expect: up to ~52,500 xp/hr with nothing but a rune pickaxe and the right spot.

PROGRESSION LADDER

					
1	15	30	45	70	99
START	IRON UNLOCKS	MOTHERLODE UNLOCKS	GRANITE UNLOCKS	VOLCANIC MINE	

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-30	Copper/Tin → Iron Ore power-mining	None
	II	30-70	Motherlode Mine (low-effort), or continued Iron Ore (faster)	30 Mining (Motherlode)
	III ★	70-99	Volcanic Mine, or 3-Tick Granite power-mining	Mining 50 (Volcanic) / 45 + Quarry access (Granite)

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 (F2P) ROUTE

F2P TIER I - COPPER/TIN BRIDGE

F2P

1 → 15



METHOD

Hand-mine Copper/Tin ore anywhere convenient - this bracket exists only to reach 15 (Iron unlock)

LOCATION

Al Kharid mine, Varrock East/South mines, Dwarven Mine (F2P section)

EST. TIME (THIS TIER)

under 1 hr - only 2,411 xp separates level 1 from 15

Don't overthink this bracket - it's trivial in xp terms. Move to Iron Ore the moment level 15 hits.

UNLOCK / REQUIREMENTS

Unlocks at level 1 - no other requirement

RATE

~3,000-8,000 xp/hr (17.5 xp/ore, low volume this early)

F2P TIER II - IRON ORE POWER-MINING (F2P FLAGSHIP)

F2P

F2P FLAGSHIP

15 → 99



Al Kharid mine - the only F2P site with 3 iron rocks in a no-travel triangle - OSRS Wiki



METHOD

Drop-mine Iron Ore at the 3-rock triangle (no banking); a rune pickaxe removes almost all remaining downtime by 41 Mining

LOCATION

Al Kharid Mine - the sole F2P location with the 3-rocks-in-a-triangle no-travel setup (guarded by aggressive level-14 scorpions)

EST. TIME (THIS TIER)

~250-290 hrs at standard (non-manipulated) rates
- Mining is a slow skill even at F2P's best method

This is F2P's actual best method essentially the whole way from 15 to 99 - there is no F2P equivalent to Motherlode Mine, Volcanic Mine, or the Quarry (all three are members-only), so there's no "upgrade" past iron ore, only faster execution of the same method via a better pickaxe and tick manipulation. The ~52,500 xp/hr baseline is considerably higher than older guides often assume - don't undersell it.

UNLOCK / REQUIREMENTS

Unlocks at level 15 - no other requirement. Best rates need a Rune pickaxe (Attack level is not required to wield a pickaxe for mining) and specifically the Al Kharid Mine layout

RATE

~35,000 xp/hr early, reaching ~50,000 xp/hr at 41 (rune pickaxe), capping around ~52,500 xp/hr from 61+ (100% success chance). Tick-manipulation (eating food to skip the mining animation delay) pushes noticeably higher and works the same in F2P as P2P.

F2P Ceiling

There is no F2P equivalent to the Motherlode Mine, Volcanic Mine, or the Quarry (granite) - all three are members-only areas. F2P Mining tops out at iron ore power-mining for the entire 15-99 range, which is why total time (~250-290 hrs) is close to the slower end of the P2P range despite the same core method.

F2P Efficiency Tips

- Upgrade pickaxe the moment a new tier is affordable - Attack level isn't required to wield a pickaxe for mining, only to wield it as a weapon.
- Al Kharid Mine is the only F2P site with the specific 3-rock-triangle layout that eliminates travel time between rocks - other F2P sites (Varrock East/South, Dwarven Mine F2P section) work but are slower.
- Tick manipulation (timing food consumption to skip the post-mine delay) is optional, not mandatory - the standard method already reaches 99, just slower.

I-III MEMBERS (P2P) ROUTE - IRON BRIDGE TO VOLCANIC/GRANITE

TIER I - COPPER/TIN/IRON BRIDGE

P2P

1 → 30



METHOD

Hand-mine Copper/Tin, then Iron Ore from level 15 - identical to the F2P route, since Motherlode isn't reachable yet

LOCATION

Al Kharid mine, Varrock East/South mines, Dwarven Mine (F2P section works fine here too)

EST. TIME (THIS TIER)

~1-4 hrs (only 13,363 xp total to reach level 30)

A common mistake is assuming Motherlode Mine is available from level 1 - it explicitly requires **30 Mining to mine in the area** (not boostable), even though there's no level requirement just to walk in. Bridge through iron ore power-mining until then.

UNLOCK / REQUIREMENTS

Unlocks at level 1 - no other requirement. **Motherlode Mine needs 30 Mining and will not work before this bridge is complete**

RATE

~3,000-8,000 xp/hr (1-15), ~35,000-45,000 xp/hr (15-30, iron ore)

TIER II - MOTHERLODE MINE (LOW-EFFORT), OR IRON ORE (FASTER)

P2P

30 → 70



METHOD

Motherlode Mine pay-dirt collection (low attention, AFK-friendly), or continued Iron Ore drop-mining (higher attention, faster)



LOCATION

Motherlode Mine (Dwarven Mine, Falador side); iron ore at Al Kharid/Piscatoris/Mining Guild

EST. TIME (THIS TIER)

~18-29 hrs (Motherlode) or ~9-16 hrs (Iron Ore) for this bracket

This is a genuine effort/speed trade-off, not a strict upgrade: Motherlode is markedly slower but close to AFK, while Iron Ore is roughly 1.5-2x faster but demands continuous clicking. The Motherlode's Prospector kit (worn set) gives a permanent, universal +2.5% Mining xp bonus once fully earned - but per the Wiki itself, **it is not worth the ~10 hours it takes to earn if you're optimising purely for fastest 99**; get it only if you want it for the Falador hard diary or a master clue step.

UNLOCK / REQUIREMENTS

30 Mining for Motherlode (not boostable); Iron Ore has no further requirement. Level 60 unlocks the Mining Guild's iron rocks (higher-density, needs a Mining Guild ring or 60 Mining to enter)

RATE

Motherlode: ~25,000-40,000 xp/hr, low click-intensity. Iron Ore: ~45,000-55,000 xp/hr below 60, ~70,000-80,000 xp/hr from 60 (Mining Guild + Varrock armour) - meaningfully faster than Motherlode, at the cost of constant clicking

FLAGSHIP ROUTE

70 → 99

TIER III - VOLCANIC MINE, OR 3-TICK GRANITE POWER-MINING

P2P



Volcanic Mine, Fossil Island - OSRS Wiki



METHOD

Volcanic Mine (Blast Mining minigame), or 3-tick Granite manipulation at the Quarry/Cape Conch mine

LOCATION

Fossil Island (Volcanic Mine); Kharidian Desert Quarry or Cape Conch mine (Granite)

EST. TIME (THIS TIER, 70-99)

~224-273 hrs (Volcanic Mine); Granite is normally run from its 45 unlock rather than 70, so see the Combined Estimate below for its full-range total

UNLOCK / REQUIREMENTS

Volcanic Mine: 50 Mining + the Bone Voyage quest (Fossil Island access) + numulites entry fee. Granite: 45 Mining, Quarry access (members area, no quest gate), and practiced tick manipulation - not beginner-friendly

RATE

~45,000-55,000 xp/hr (Volcanic Mine, scaling with level/skill); ~80,000-126,000 xp/hr (3-tick Granite, scaling toward the ~120-126k efficient benchmark near level 99)

3-tick Granite, not 3-tick iron, is the current fastest Mining method in the game (~120,000-126,000 xp/hr efficient at 99) - it is members-only (the Quarry and Cape Conch mine both require membership) and extremely click-intensive, a real step up in difficulty from the Volcanic Mine. Volcanic Mine is the moderate-difficulty choice: less mechanically demanding, still solidly members-only, no F2P equivalent to either. Amethyst mining (Mining Guild, level 92) is a genuine low-effort late-game alternative but is **slow**, not fast - about 20,000-25,000 xp/hr; pick it for near-zero attention, not for speed.



QUICK-REFERENCE RECAP

Combined Estimate

P2P: recalculated from the real xp table, the full 1-99 route via Motherlode/Iron then Volcanic Mine totals roughly **~230-300 hours**. Switching to 3-tick Granite from its level-45 unlock instead of Volcanic Mine cuts that to roughly **~105-165 hours**, at a real cost in mechanical difficulty. F2P: the full 1-99 route via iron ore power-mining (no better method ever unlocks) totals roughly **~250-290 hours** - close to the P2P non-technical total, since both routes lean on the same core method for most of the grind.

Efficiency & Pitfalls

- Motherlode Mine requires 30 Mining to use** - it is not a level-1 method; bridge through ore mining first.
- The Prospector kit gives a real, permanent +2.5% xp bonus once fully earned, but the Wiki itself notes it isn't worth the ~10-hour investment for a fastest-99 route - get it for diary/clue reasons, not speed.
- Gem rocks found while power-mining are a nice bonus but not worth detouring for - stopping to bank/sort gems measurably lowers ore-per-hour.
- 3-tick Granite is unforgiving of small timing errors and is genuinely difficult to learn; practise before committing to it as a primary long-session method, and don't feel obligated to use it - Volcanic Mine and even plain Iron Ore both reach 99.

Where This Fits

Mining feeds directly into Smithing (ore-to-bar) and provides gems used in Crafting - see the **Smithing Mastery** and **Crafting Mastery** dossiers if training either alongside this one. Motherlode Mine's coal/ore byproducts are frequently stockpiled by players also working through a Smithing grind.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	F2P I - Copper/Tin Bridge	1-15	None	Al Kharid / Varrock / Dwarven Mine (F2P)	~3k-8k	under 1 hr
	F2P II - Iron Ore Power-Mining	15-99	None	Al Kharid Mine (F2P)	~35k-52.5k	~250-290 hrs
	P2P I - Copper/Tin/Iron Bridge	1-30	None	Al Kharid / Varrock / Dwarven Mine	~3k-45k	~1-4 hrs
	P2P II - Motherlode (low-effort) / Iron (faster)	30-70	30 Mining (Motherlode)	Falador (Motherlode) / Al Kharid, Mining Guild (Iron)	~25k-80k	~9-29 hrs

	P2P III ★ - Volcanic Mine / 3-tick Granite	70(or 45)-99	50 Mining + Bone Voyage (Volcanic); 45 Mining + Quarry access (Granite)	Fossil Island (Volcanic) / Desert Quarry (Granite)	~45k-126k	~105-273 hrs (route-dependent)
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All figures approximate and recalculated against the OSRS xp table as of this revision. In-game xp rates, minigame rewards, and item prices fluctuate and were cross-checked against the OSRS Wiki current as of early September 2026 - the Wiki is the primary source for level requirements and stated xp/hr; hour estimates are XP Department's own arithmetic (xp required ÷ stated xp/hr), not copied from any single source. This dossier assumes full game access unless noted otherwise. Always confirm current mechanics in-game before committing to a specific method.

- OSRS Wiki - Pay-to-play Mining training
- OSRS Wiki - Free-to-play Mining training
- OSRS Wiki - Motherlode Mine
- OSRS Wiki - Volcanic Mine
- OSRS Wiki - Quarry
- OSRS Wiki - Prospector kit
- XP Department xp-table arithmetic (verified checkpoints: L50=101,333 / L92=6,517,253 / L99=13,034,431 total xp)

COMPILED BY - XP DEPARTMENT INTELLIGENCE DIVISION

FILED FOR - GUIDES SECTION (SKILL MASTERY SERIES)