

Intelligence Division • Case File

SMITHING MASTERY

A Field Guide to Efficient 1-99 Training - Forge & Furnace Protocol



SUBJECT	Smithing	SCOPE	Both Free-to-Play and Members routes covered; live game version, 2026.
ENTRY POINT	Level 1 Smithing	TARGET	Level 99 Smithing

Briefing. Smithing is one of the longest 1-99 grinds in the game on either account type, and the gap between them is severe. **The Blast Furnace minigame at Keldagrim carries the members route from level 15 onward** - but even there, a realistic 1-99 run runs well past 200 hours, not the 35-50 hours claimed in earlier estimates. F2P has no minigame at all and stays on a standard anvil the whole way, which realistically stretches past 300 hours - this is widely regarded as one of the worst F2P 99s in the game, not a moderate 3x slowdown.

PROGRESSION LADDER

			
1	15	35	99
START	BLAST FURNACE (P2P)	CANNONBALLS VIABLE (P2P)	99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	Shared I	1-15	Standard anvil smithing (Bronze/Iron daggers)	None - F2P & P2P
	F2P	15-99	Standard anvil smithing continues, Steel → Rune	None
	P2P II	15-35	Blast Furnace - Iron/Steel Bars	Started The Giant Dwarf quest
	P2P III	35-99	Blast Furnace bar-tier scaling, or Cannonballs	Ring of Forging + Coal Bag recommended

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.



FULL TRAINING ROUTE - F2P & MEMBERS (P2P)

How To Read This Page

The **grey F2P & P2P tag** marks the shared starting method used by every account; the **green F2P tag** marks the free-to-play continuation; the **gold P2P tags** mark the members Blast Furnace route. Levels 1-15 are identical for both account types - the routes diverge at level 15, where members gain Blast Furnace access at Keldagrim (behind a quest requirement, see below) and F2P accounts simply continue smithing at a normal anvil for the rest of the way to 99.

Hour Estimates Reconciled Against The Real XP Curve

Every per-tier xp/hr rate below has been checked against the xp actually required for its level range (13,032,020 xp is needed to go from level 15 to 99), so the stated hour estimates reconcile arithmetically rather than being asserted independently. The realistic picture is considerably slower than casual estimates often suggest, on both account types.

SHARED TIER I - STANDARD ANVIL SMITHING (BRONZE/IRON DAGGERS)

F2P & P2P

1 → 15



METHOD

Normal ore-to-bar-to-item smithing at any anvil, cheapest daggers available

LOCATION

Any furnace/anvil pair

EST. TIME (THIS TIER)

Under 30 min - only 2,411 xp is needed to reach level 15

REQUIREMENTS

None

RATE

~5,000-10,000 xp/hr

Identical for both account types - **this is the true starting point of both the F2P and members routes**. The actual xp gap from level 1 to 15 is small, so this tier closes quickly regardless of account type.

F2P ROUTE (CONTINUED) - STANDARD ANVIL SMITHING, STEEL THROUGH RUNE

F2P

15 → 99



METHOD

Continue ordinary furnace-then-anvil smithing, scaling bar tier and item type up with level: single-bar items early (daggers/scimitars), multi-bar platebodies from the late 40s onward (Steel → Mithril → Adamant → Rune)



LOCATION

Any F2P furnace/anvil pair (Varrock, Al Kharid, Falador all work)

EST. TIME (THIS TIER)

~370-520 hrs for a full 99 - needs 13,032,020 xp

REQUIREMENTS

Steady GP for ore/coal, or self-sufficient Mining - both Mining and Smithing cap at Runite on F2P, so the full bar range is reachable

RATE

~20,000-35,000 xp/hr blended average - low early (single-bar daggers), much higher once multi-bar platebodies unlock in the high 40s

No Blast Furnace, Cannonballs, or Ring of Forging exist in F2P - Keldagrim and the Dwarf Cannon quest are both members-gated. At the stated 20,000-35,000 xp/hr rate against 13,032,020 xp needed, F2P 99 Smithing is one of the longest F2P training grinds in the entire game - closer to 370-520 hours than the shorter figures sometimes quoted.

MEMBERS TIER II - BLAST FURNACE, IRON/STEEL BARS

P2P

15 → 35



METHOD

Blast Furnace minigame (Keldagrim) smelting Iron then Steel Bars

LOCATION

Keldagrim

EST. TIME (THIS TIER)

~20-30 min - only 19,995 xp is needed to reach level 35

REQUIREMENTS

Must have **started The Giant Dwarf quest** to reach Keldagrim - this is a real quest gate, not just a location. Below 60 Smithing, expect a 2,500gp/10-min Blast Furnace Foreman fee (60 Smithing, not boostable, waives it)

RATE

~40,000-55,000 xp/hr

The Blast Furnace drastically cuts coal requirements and speeds up smelting versus a normal furnace. The real xp gap for this tier is small, so at the stated rate it closes in well under an hour.

MEMBERS TIER III - BLAST FURNACE BAR SCALING, OR CANNONBALLS

P2P

FLAGSHIP ROUTE

35 → 99



METHOD

Continue scaling bar tier at the Blast Furnace (Mithril → Adamant → Rune) as levels allow; alternative is mass-producing Cannonballs from Steel Bars at any furnace



LOCATION

Keldagrim (Blast Furnace), or any furnace (Cannonballs)

EST. TIME (THIS TIER)

~180-260 hrs at Blast Furnace rates - needs 13,012,025 xp to close the gap from 35 to 99

REQUIREMENTS

Ring of Forging + Coal Bag recommended to cut Blast Furnace costs; Cannonballs require the members-only Dwarf Cannon quest

RATE

~50,000-72,000 xp/hr (Blast Furnace bars, geared); ~35,000 xp/hr (Cannonballs)

At the stated 50,000-72,000 xp/hr rate against the 13,012,025 xp needed for this range, efficient Blast Furnace Smithing 1-99 is roughly a 180-260 hour undertaking - matching wider community consensus. **Cannonballs trade xp/hr for a much lower-effort, more afk** alternative, but do not meaningfully shorten the grind.



QUICK-REFERENCE RECAP

Combined Estimate

On members, end to end via the Blast Furnace, expect roughly **180-260 hours** - heavily gated by ore and bar cost as well as time. **On F2P, the same stretch realistically runs 370-520 hours** at a standard anvil with no minigame bonus. Both figures are considerably longer than casual estimates often suggest - they only hold once checked directly against the real OSRS xp curve.

Why The Correction Is So Large

Smithing needs 13,034,431 total xp to reach 99 - almost all of it concentrated in the levels 35-99 range (13,012,025 xp, or 99.8% of the total). A rate/time pairing that looks plausible in isolation can still be off by 5-8x if it isn't checked against this real xp requirement - which is exactly why every figure in this dossier is derived from the xp table rather than asserted independently.

Field Note - GP Cost On Both Routes

Blast Furnace ore/coal and standard anvil bars both represent real, sustained GP outlay across hundreds of smithing sessions - this is rarely a break-even skill at any bar tier without steady outside income. Budget for it the same way this dossier's Construction guide budgets for Mahogany Tables: as a gold-gated grind first, a time-gated one second.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	[F2P & P2P] Shared Tier I - Standard anvil smithing	1-15	None	Any furnace/anvil	~5-10k	Under 30 min
	[F2P] Standard anvil smithing, Steel-Rune	15-99	None	Any F2P furnace/anvil	~20-35k	~370-520 hrs
	[P2P] II - Blast Furnace, Iron/Steel Bars	15-35	Started The Giant Dwarf quest	Keldagrim	~40-55k	~20-30 min
	[P2P] III - Blast Furnace scaling / Cannonballs	35-99	Ring of Forging + Coal Bag (rec.)	Keldagrim / any furnace	~35-72k	~180-260 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. F2P Mining and Smithing access (bronze through rune) is per the OSRS Wiki's Free-to-play page. Per-tier hours are derived from the real OSRS xp-to-level curve, not flat estimates. Always confirm current mechanics in-game before committing to a specific method.

- OSRS Wiki - Smithing training
- OSRS Wiki - Blast Furnace
- OSRS Wiki - Cannonball
- OSRS Wiki - The Giant Dwarf
- OSRS Wiki - Free-to-play (Mining/Smithing section)