

Intelligence Division • Case File

WOODCUTTING MASTERY

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



SUBJECT	Woodcutting (Gathering skill)	SCOPE	Covers both Free-to-Play and Members routes; live game version, 2026.
ENTRY POINT	Level 1 Woodcutting	TARGET	Level 99 Woodcutting

Briefing. Woodcutting's 1-99 route is a tree-tier upgrade ladder, but the ladder is longer than it first looks. **Regular through Willow trees is identical for F2P and P2P accounts;** from there, F2P caps out on Willow/Maple/Yew while members continue on to Teak and, eventually, Redwood. **Redwood trees require level 90 Woodcutting to cut, not just Woodcutting Guild's level-60 entry requirement** - the guild grants early access to the building and its Yew/Magic trees at 60, but Redwoods themselves stay locked for another 30 levels, which is a substantial, easy-to-miss chunk of the climb.

PROGRESSION LADDER

				
1	30	60	90	99
START	WILLOW TREES	GUILD ENTRY	REDWOOD UNLOCK	99

ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-30	Regular → Oak → Willow Trees	None (F2P & P2P)
	F2P	30-99	Willow → Maple → Yew Trees (F2P ceiling)	None
	II	30-60	Willow → Teak → Maple → Yew Trees	P2P; Ape Atoll access for Teaks
	III	60-90	Yew → Magic Trees (bridge to Redwood)	P2P; Woodcutting Guild access recommended
	IV	90-99	Redwood Trees	P2P; 90 Woodcutting (not 60)

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- FULL TRAINING ROUTE - F2P & MEMBERS (P2P), EARLY-MID LEVELS

How To Read This Page

Tier I is identical for every account type. After level 30, the **green F2P tag** marks the free-to-play ceiling (Willow/Maple/Yew); the **gold P2P tags** mark the members route through Teak, which is faster at the same level range. Both sides continue on the next page - P2P still has 60 → 99 left to cover, since Redwood doesn't unlock until level 90.

TIER I - REGULAR → OAK → WILLOW TREES

F2P & P2P

1 → 30



METHOD

Chop Regular trees, then Oaks, then Willows as level allows, at any convenient bank-adjacent patch

LOCATION

Draynor Village Willows are a classic bank-adjacent pick

EST. TIME (THIS TIER)

~1-2 hrs

REQUIREMENTS

None

RATE

~10,000-40,000 xp/hr, rising toward the Willow end of the bracket

No requirements and no cost beyond an axe - drop logs or bank them for early Firemaking/Fletching xp on the side if desired. Identical route for F2P and P2P accounts.

F2P CEILING

F2P ENDGAME - WILLOW → MAPLE → YEW TREES

F2P

30 → 99



METHOD

Continue Willow to 45, switch to Maple (Corsair Cove Resource Area, needs Dragon Slayer I), then Yew from 60 - all three are genuine F2P trees



LOCATION

Draynor Village or Edgeville Willows; Corsair Cove for Maple; scattered F2P Yew spawns

EST. TIME (THIS TIER)

~215-320 hrs

REQUIREMENTS

None for Willow; Maple needs Dragon Slayer I completed; Yew is F2P-open

RATE

~20,000-50,000 xp/hr, rising as you move up tree tiers

No F2P equivalent exists to Teak or Redwood trees - this is one of the longest sustained grinds available to any F2P account. Note the F2P/P2P split runs differently here than in Fletching: the Yew *tree* is F2P-open even though the Yew *longbow* item is members-only - each item's access flag has to be checked on its own, not assumed from the raw material.

TIER II - WILLOW → TEAK → MAPLE → YEW TREES

P2P

30 → 60



METHOD

Continue Willow, add Teak once 35+ and travel is arranged, then Maple (45) and Yew (60)

LOCATION

Teak spawns at Ape Atoll and several other members areas; any Maple/Yew patch after

EST. TIME (THIS TIER)

~3-10 hrs

REQUIREMENTS

Membership; Ape Atoll, Isle of Souls, or Prifddinas access for Teaks

RATE

~25,000-90,000 xp/hr - Teak alone runs close to 90,000 xp/hr once unlocked

Teak (level 35, ~85 xp/log) actually unlocks **before** Maple (level 45) - worth prioritizing the travel to a Teak patch as soon as it's available rather than sticking with Maple purely for convenience. Dramatically faster than the F2P Willow/Maple/Yew ceiling at the same level range.

Log Disposal Reminder

Dropping logs instead of banking is almost always faster overall at every tier on this page - the time spent walking to and from a bank rarely pays for itself in extra clicks, unless the patch happens to sit directly beside one (Draynor Village Willows being the classic example). Only bank logs deliberately if you plan to use them for Firemaking or Fletching afterward.



MEMBERS (P2P) ROUTE - HIGH LEVELS

Corrected: Redwood Needs 90, Not 60

The Woodcutting Guild only requires level 60 to enter, and its Yew/Magic trees are available immediately - but the two Redwood trees inside the guild (plus one growable at the Farming Guild) require **level 90 Woodcutting** to cut. Players heading for Redwood need a real bridging tier from 60 to 90, not an immediate jump.

TIER III - YEW → MAGIC TREES (BRIDGE TO REDWOOD)

P2P

60 → 90



METHOD

Continue Yew inside the Woodcutting Guild (small passive guild bonus), switching to Magic trees at 75 for higher xp/log

LOCATION

Woodcutting Guild, Hosidius (Great Kourend)

EST. TIME (THIS TIER)

~70-145 hrs

REQUIREMENTS

Membership; Woodcutting Guild access (60) recommended for the passive bonus and convenience

RATE

~35,000-75,000 xp/hr, higher once Magic trees (75) are available

This bracket is the single largest chunk of P2P xp in the whole skill (roughly 40% of the total 1-99 requirement) and is often left out of shorter guides that jump straight from guild-entry (60) to Redwood - it can't be skipped, since Redwood is locked until 90.

TIER IV - REDWOOD TREES

P2P



METHOD
Chop Redwood trees inside the Woodcutting Guild (two trees), or one grown at the Farming Guild

LOCATION
Woodcutting Guild, Hosidius; one growable tree at the Farming Guild

REQUIREMENTS
Membership; 90 Woodcutting (Woodcutting Guild entry alone, at 60, is not enough)

RATE
~70,000-85,000 xp/hr at normal AFK pace; up to ~180,000 xp/hr with tick-manipulation at the Farming Guild tree

EST. TIME (THIS TIER)
~90-110 hrs at normal pace (as low as ~45 hrs with sustained tick-manipulation)

Correction: Redwood is not the highest raw xp/hr tree in the game - tick-manipulated Teak (~230,000-255,000 xp/hr) and Bloodwood trees (~130,000-210,000+ xp/hr) both beat it on pure xp/hr. Redwood earns its flagship spot for a different reason: long depletion timers mean minutes of real AFK time between clicks, making it the best *low-effort* xp/hr at high level, not the fastest overall.

✓ QUICK-REFERENCE RECAP

Combined Estimate

The **F2P route** runs approximately **215-320 hours** end to end - Woodcutting is among the slowest F2P skills to max, with no Redwood-tier equivalent available. The full **P2P route** runs approximately **115-265 hours** end to end, dominated by the 60-90 bridge to unlock Redwood - far longer than earlier estimates that treated Redwood as available straight from guild-entry level 60.

Choosing Your Route

Membership is still a major upgrade for Woodcutting, but less dramatically than the raw tree-tier list suggests - the P2P route finishes roughly **1.3-2x faster** than F2P, not 5-6x, once the real 60-90 Redwood bridge is counted for P2P too. Anyone planning to max Woodcutting on either account type should treat the back half as a long-term background activity (podcasts, alt-tabbing) given the multi-hundred-hour scale involved either way.

Related Skills

Logs collected at every tier feed directly into Firemaking and Fletching - many players burn or fletch a portion of their logs on the side rather than dropping or banking all of them, especially during the F2P Willow/Maple/Yew grind where the raw xp rate is already the practical ceiling.

Common Mistakes

Chopping at an overcrowded world or a patch shared with many other players wastes far more time than walking an extra few tiles to a quieter tree of the same tier - trees deplete faster than they respawn when multiple players compete for the same one. Assuming Redwood is available right at Woodcutting Guild entry (60) rather than 90 is the single most common planning mistake for this skill; budget the 60-90 bridge into any time estimate.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Regular/Oak/Willow [F2P & P2P]	1-30	None	Draynor Village	~10-40k/hr	~1-2 hrs
	F2P Endgame - Willow/Maple/Yew	30-99	None (F2P)	Draynor / Corsair Cove / F2P Yew spots	~20-50k/hr	~215-320 hrs
	P2P II - Willow/Teak/Maple/Yew	30-60	Members, Teak-area access	Ape Atoll and other Teak spawns	~25-90k/hr	~3-10 hrs
	P2P III - Yew/Magic Bridge to Redwood	60-90	Members	Woodcutting Guild	~35-75k/hr	~70-145 hrs
	P2P IV - Redwood Trees	90-99	Members, 90 Woodcutting	Woodcutting Guild / Farming Guild	~70-85k/hr	~90-110 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 method.

- OSRS Wiki - Woodcutting
- OSRS Wiki - Pay-to-play Woodcutting training
- OSRS Wiki - Free-to-play Woodcutting training
- OSRS Wiki - Redwood tree
- OSRS Wiki - Teak tree
- OSRS Wiki - Woodcutting Guild