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Broad Bolts

Unlocked at level 55

Pay 300 Slayer Points to learn how to make them.



This article gives tips about training the Fletching skill. Starting off[edit | edit source] Early levels can be skipped by completing quests that give Fletching experience. Completing Animal Magnetism, Big Chompy Bird Hunting and Zogre Flesh Eaters will grant a total of 3,262 Fletching experience, which will get the player up to level 18. These quests have few requirements and can be done at a low level. Completing Temple of Ikov and The Fremennik Trials will grant an additional 10,812 Fletching experience, which will get the player up to level 30. Quest Experience reward Fletching requirement Other requirements Big Chompy Bird Hunting 262 5 30 . 30 Animal Magnetism 1,000 - 18 . 19 . 30 35 Zogre Flesh Eaters 2,000 30 (if fletching your own comp ogre bow) 4 . 8 . 30 The Fremennik Trials 2,812 25 (if crafting your own lyre) 40 . 40 (if crafting your own lyre) Temple of Ikov 8,000 - 42 . 40 Total 14,074 Zero time methods[edit | edit source] Fletching can be trained entirely while doing other activities, meaning that the skill is considered passive and can be trained in "zero time". Activities which involve a lot of running or have downtime, and do not require full inventory space are well-suited for Fletching training, such as questing, training Agility, training Hunter (excluding black salamanders and black chinchompas), farm runs, training Slayer, subduing Wintertodt etc. Darts[edit | edit source] Fletching darts is arguably the most feasible option for zero time training, as it only requires two clicks to fletch a set of darts, doesn't interrupt movement, offers high experience per action and dart tips usually have a high supply on the Grand Exchange. However, this comes at a moderate to high loss and requires a large amount of capital to buy all the dart tips and feathers needed. Most common and usually the cheapest options are mithril or adamant. Ironmen: You must have completed The Tourist Trap quest in order to smith dart tips. However, darts can be Fletched without the quest using dart tips dropped from monsters and implings. Tip: If you are not click-savvy, consider fletching darts on mobile with two fingers tapping feathers and dart tips one after another. It's common to fletch 20 or 30 darts per tick this way, but faster speeds are likely possible. Level Item Materials Experience(per dart) Max Experience(per buy limit) Material cost(per dart) Profit(per dart) GP/XP 10 Bronze 1.8 23,400 -50 -30 -16.67 22 Iron 3.8 49,400 -50 -34 -8.95 37 Steel 7.5 97,500 -77 -73 -9.73 52 Mithril 11.2 224,000 -93 -89 -7.95 67 Adamant 15 300,000 -203 -174 -11.60 81 Rune 18.8 206,800 -779 -423 -22.50 90 Amethyst 21 231,000 -593 -240 -11.43 95 Dragon 25 275,000 -2,648 -352 -14.08 Bolts[edit | edit source] Fletching bolts (attaching feathers to unfinished bolts) works similarly to darts, but it offers less experience per action compared to darts, and some options aren't viable due to low supply or low buy limits. Level Item Materials Experience(per bolt) Material Cost(per bolt) Profit(per bolt) GP/XP 9 Bronze 0.5 -29 -28 -56.00 24 Blurite 1 N/A N/A 39 Iron 1.5 -13 -2 -1.33 43 Silver 2.5 -11 -5 -2.00 46 Steel 3.5 -42 -7 -2.00 54 Mithril 5 -83 -5 -1.00 55 Broad[1] 3 -58 0 0.00 61 Adamant 7 -213 -27 -3.86 69 Rune 10 -341 -71 -7.10 84 Dragon 12 -2,080 -14 -1.17 ^ Requires the broader fletching slayer reward. Semi-zero time methods[edit | edit source] Some methods of Fletching training, while they can be done running or inbetween other activities, create products at a constant rate, rather than darts or bolts which give experience every two clicks and can be made incredibly quickly. The actions are done every two game ticks (1.2 seconds) and in sets of 10 or 15, requiring periodic requeueing to make another set. These methods open a dialogue window upon creation which can delay the actions, making them less feasible for actions like Agility where there is constant interruption, but are still useful. Tipping bolts[edit | edit source] Some options are not viable due to low supply, low trade volume of material or product, or low buy limits, and often require a large amount of capital. Level Item Materials Experience(per bolt) Max Experience(per hour)[1] Material cost(per bolt) Profit(per bolt) GP/XP Volume 11 Opal-tipped bronze bolts 1.6 48,000 -91 -35 -21.87 15074 26 Jade-tipped blurite bolts[2] 2.4 72,000 -6 -6 -2.50 N/A 41 Pearl-tipped iron bolts 3.2 96,000 -67 5 1.56 83102 48 Red topaz-tipped steel bolts 4 120,000 -356 17 4.25 75261 51 Barbed-tipped bronze bolts 9.5 285,000 -177 -6 0.63 27614 56 Sapphire-tipped mithril bolts 4.7 141,000 -148 8 1.70 133848 58 Emerald-tipped mithril bolts 5.5 165,000 -132 15 2.73 372321 63 Ruby-tipped adamant bolts 6.3 189,000 -283 23 3.65 899280 65 Diamond-tipped adamant bolts 7 210,000 -363 -1 0.14 1253304 71 Dragonstone-tipped runite bolts 8.2 246,000 -569 -1 0.12 1417257 73 Onyx-tipped runite bolts 9.4 282,000 -848 1 6.60 299351 76 Amethyst-tipped broad bolts[3] 10.6 318,000 -356 -12 -1.13 674041 ^ Assumes 3,000 actions of 10 per hour. ^ Blurite bolts in all forms are untradeable. ^ Requires the broader fletching slayer reward. Adding tips to dragon bolts can be more profitable, but requires a large amount of capital, and some options are not viable due to low supply, low trade volume of material or product, or low buy limits. Level Item Materials Experience(per bolt) Max Experience(per hour)[1] Material cost(per bolt) Profit(per bolt) GP/XP Volume 84 Opal 1.6 48,000 -2,156 161 100.63 19225 Jade 2.4 72,000 -2,156 -382 -159.17 0 Pearl 3.2 96,000 -2,122 -178 -55.62 0 Red Topaz 4 120,000 -2,387 -758 -189.50 0 Sapphire 4.7 141,000 -2,097 -372 -79.15 25 Emerald 5.5 165,000 -2,120 340 61.82 9354 Ruby 6.3 189,000 -2,163 75 11.90 448312 Diamond 7 210,000 -2,243 39 5.57 392728 Dragonstone 8.2 246,000 -2,365 -39 -4.76 41291 Onyx 9.4 282,500 -10,277 72 7.66 5207 ^ Assumes 3,000 actions of 10 per hour. Arrows[edit | edit source] Level Item Materials Experience(per arrow) Max Experience(per hour)[n 1] Material cost(per arrow) Profit(per arrow) GP/XP 1 Headless 1 45,000 -4 3 3.00 1 Bronze 1.3 58,500 -11 -8 -6.15 15 Iron 2.5 112,500 -13 -10 -4.00 30 Steel 5 225,000 -50 -41 -8.20 45 Mithril 7.5 337,500 -48 -45 -6.00 52 Broad[n 2] 10 450,000 -62 N/A -6.20 60 Adamant 10 450,000 -103 -81 -8.10 75 Rune 12.5 562,500 -236 -176 -14.08 82 Amethyst 13.5 607,500 -318 -73 -5.41 90 Dragon 15 675,000 -1,973 -38 -2.53 ^ Assumes 3,000 actions per hour. ^ Requires the broader Fletching Slayer reward. Level Item Materials Experience(per javelin) Max Experience(per hour)[1] Material cost(per javelin) Profit(per javelin) GP/XP 3 Bronze 1 45,000 -44 -43 -43.00 17 Iron 290,000 -27 -25 -12.50 32 Steel 5 225,000 -54 -50 -10.00 47 Mithril 8 360,000 -135 -127 -15.87 62 Adamant 10 450,000 -149 -90 -9.00 77 Rune 12.4 558,000 -614 -473 -38.15 84 Amethyst 13.5 607,500 -793 -400 -29.63 92 Dragon 15 675,000 -944 -75 -5.00 ^ Assumes 3,000 actions of 15 per hour. A profitable way of training Fletching is to fletch headless arrows using arrow shafts and feathers. This grants 15 experience per action, for 1 experience per headless arrow fletched. Level 1-5/10: Arrow shafts[edit | edit source] The best way to get from level 1 to level 5 is by fletching arrow shafts, which give 5 experience per log. Experience needed: 388 Logs needed: 78 Time: 150 seconds Logs cost = 4,212 Arrow shafts = 1,170 Total Profit/Loss = -3,042 Level 5-9/9: Bows[edit | edit source] Making bows is a very slow method of training Fletching, but it requires a low amount of effort and is usually cheap or profitable. Fletching unstrung bows is more AFK-able but yields less experience per hour, stringing bows is faster but requires paying more attention. Since fletching unstrung bows takes 3-ticks per bow, fletching an inventory takes 48.6 seconds; stringing bows takes 2-ticks per bow which makes an inventory take 16.8 seconds to string. This section will show the time and number of either logs or unstrung bows and bowstrings needed to reach level 99 if switching to each newly unlocked bow type you can fletch as soon as possible, along with the amounts of the materials involved: logs, bow strings, unstrung bows and finished bows. The below table assumes 1,700 bows are fletched per hour, and 2,450 bows are strung per hour. Levels Bow type XP/action XP/h(fletching) XP/h(stringing) XP needed Logs/unstrung bowsand bow strings needed Logs cost Unstrung bows and bowstrings cost Total profit/loss(fletching) Total profit/loss(stringing) GP/XP(fletching) GP/XP(stringing) 5-10 Shortbow 5 8,500 12,250 764 153 8,262 17,595 -7,497 -9,333 -9.80 -12.20 10-20 Longbow 10 17,000 24,500 3,315 332 17,928 39,176 -15,272 -20,916 -4.60 -6.30 20-25 Oak shortbow 16.5 28,050 40,425 3,367 205 10,455 23,780 -9,225 -16,195 -2.73 -4.79 25-35 Oak longbow 25 42,500 61,250 14,548.5 582 29,682 73,332 -20,370 -48,306 -1.40 -3.32 35-40 Willow shortbow 33.33 56,525 81,462.5 14,816.5 445 12,905 61,855 0 -29,815 0.00 -2.01 40-50 Willow longbow 41.5 76,550 101,675 64,093.65 1,545 44,805 247,200 32,445 -50,985 0.51 0.80 50-55 Maple shortbow 50 85,000 122,500 65,279.15 1,306 10,448 245,528 91,420 -5,224 1.40 0.08 55-65 Maple longbow 58.3 99,025 142,712.5 282,771.15 4,851 38,808 907,137 334,719 315,315 1.18 1.11 65-70 Yew shortbow 67.5 114,750 165,375 288,156.85 4,269 849,531 1,336,197 17,076 183,567 0.06 0.64 70-80 Yew longbow 75 127,500 183,750 1,248,440.35 16,646 3,312,554 6,974,674 1,831,060 1,614,662 1.47 1.29 80-85 Magic shortbow 83.3 141,100 203,350 1,272,516.35 15,277 15,949 188 13,000 727 -4,628 931 -1,512 423 -3.64 -1.19 85-99 Magic longbow 91.5 155,550 224,175 9,775,779.25 106,840 111,540 960 23,934 400 641,040 12,607 1,29 Level 40-80: Battlestaves[edit | edit source] Fletching battlestaves requires one piece of Celestrus bark, and yields 80 experience per bark. Only level 40 is needed to fletch a battlestaff, which makes it a better training method than fletching bows in this level range. At level 80, players can fletch magic shortbows which yields more experience per action. Experience needed: 1,948,844 Celestrus barks needed: 24,361 Time: 17 hours 40 minutes Experience rate: 110,000 experience per hour Celestrus barks cost = 195,229,054 Battlestaves = 187,798,949 Total Profit/Loss = -7,430,105 Level 92-99: Redwood shields[edit | edit source] Redwood shields are an alternative method to fletching bows. Fletching one shield requires two redwood logs, and gives 216 experience per shield. Experience needed: 6,517,178 Redwood logs needed: 60,346 Time: 38 hours 35 minutes Experience rate: 168,000 experience per hour Redwood logs cost = 21,362,484 Redwood shields = 11,314,875 Total Profit/Loss(fletching) = -10,047,609

The average full birdhouse run takes 1 minute and 20 seconds if you're efficient, and theres 4 birdhouse locations per run making the maximum possible xp per run, using redwoods, 4.8k hunter xp. There's 4 birdhouse trap locations, and all are easily accessible using the giant mushroom teleportation system, which only requires you to go to the ... The optimal quest guide lists Old School RuneScape quests in an order that allows new Members to progress in a way that minimises the amount of skill training to completion of all the quests. This guide does not take into consideration ununlockable content, such as fairy rings or dragon equipment, that provides numerous benefits to the player's game progression. For that, it is ... Broader fletching 300 Allows for fletching broad arrows, which are often used as an efficient Fletching training method. Malevolent masquerade 400 Unlocks the ability to craft the slayer helm, uniquely useful for training against Slayer monsters. Herb sack: 750 The herb sack can store up to 30 of each grimy herb in a single inventory space. You will need to bring an axe to chop logs, and optionally a Chisel to create rabbit bolts to save inventory space (with 32 fletching). These bolts are used for the Hunter Crossbow and you will get around 600 gold worth of bolts per spike, and can add up to a little over 100,000 gold per hour. OSRS Magic Training Guide Efficient methods of training Magic are usually tedious and require the use of clicking repeatedly. Nonetheless, most users consider this method worth the time and money expenditure in achieving the required levels for teleports, combat spells, high-level jewelry enchantments and enhanced magic defenses. Magic is fairly easy to learn, the only [...] You can easily make over 100k per trip, this efficient osrs herb running guide shows you exactly how. An efficient trip shouldn't take you longer than 5 minutes. In order to do efficient farm runs, you'll have to do some quests and achievement diaries to access the best teleportation methods. ... 81 fishing, 91 cooking, 82 thieving, 10 ... Broader fletching 300 Allows for fletching broad arrows, which are often used as an efficient Fletching training method. Malevolent masquerade 400 Unlocks the ability to craft the slayer helm, uniquely useful for training against Slayer monsters. Herb sack: 750 The herb sack can store up to 30 of each grimy herb in a single inventory space. Summary: OSRS Combat Training Guide. I hope the tips in this osrs combat training guide can help you pick and create your own path to advancing your combat level in Old School Runescape. For those who want to be ultra-efficient: you have to start with waterfall quest. You'll also want to complete the other quests on the list ASAP. The optimal quest guide lists Old School RuneScape quests in an order that allows new Members to progress in a way that minimises the amount of skill training to completion of all the quests. This guide does not take into consideration ununlockable content, such as fairy rings or dragon equipment, that provides numerous benefits to the player's game progression. For that, it is ... The average full birdhouse run takes 1 minute and 20 seconds if you're efficient, and theres 4 birdhouse locations per run making the maximum possible xp per run, using redwoods, 4.8k hunter xp. There's 4 birdhouse trap locations, and all are easily accessible using the giant mushroom teleportation system, which only requires you to go to the ... Mar 01, 2019 - M any OSRS beginners are wondering how to start making tons of gold, so that they can buy high-tier gear, and enjoy the game like the rest of the end-game players. Actually there are many methods to start making money, but in my opinion most of them are not worth it, based on the time needed, the complexity, how boring they are, and the low profits they offer. ... OSRS Magic Training Guide Efficient methods of training Magic are usually tedious and require the use of clicking repeatedly. Nonetheless, most users consider this method worth the time and money expenditure in achieving the required levels for teleports, combat spells, high-level jewelry enchantments and enhanced magic defenses. Magic is fairly easy to learn, the only [...] Mar 01, 2019 - M any OSRS beginners are wondering how to start making tons of gold, so that they can buy high-tier gear, and enjoy the game like the rest of the end-game players. Actually there are many methods to start making money, but in my opinion most of them are not worth it, based on the time needed, the complexity, how boring they are, and the low profits they offer. ... The average full birdhouse run takes 1 minute and 20 seconds if you're efficient, and theres 4 birdhouse locations per run making the maximum possible xp per run, using redwoods, 4.8k hunter xp. There's 4 birdhouse trap locations, and all are easily accessible using the giant mushroom teleportation system, which only requires you to go to the ...

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