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Osrs kourend gem stall

With the Old School RuneScape Wiki Gem booth there is a booth that can be stolen from Level 75 Thieving, giving you 160 thieving experience. Thieving from the Green Gemstone Gems stall is a requirement for the Fremennik Hard Diary. Content 1 Locations 2 Thieving Information 3 Location References[edit | editing source] Thieving info[edit | edit source] Regular[edit | edit source] The following drop rates are provided by Jagex, unless otherwise stated. [1] References[edit | edit source] From Old School RuneScape Wiki The Kourend Castle Gem Stall. is a jewel stand in Kourend Castle run by a jewel merchant. Gems sold to this booth by players remain in stock until they have been purchased. Players who have 75 or more Thief can steal from this booth. Please note that the player will receive an un honed sapphire, emerald, ruby or diamond, as well as 160 thieving experiences. Guardians will attack if they notice a thief. The stand completes every minute and forty seconds, so it's perfect for the hop world. For Ironmen, the replenishment time is much longer. Stock[edit | edit source] Sells after: 100.0% • Buys after: 80.0% • Change to: 2.0%ItemNumberin stockRestocktimePricesold atPricebought atGE price Sapphire2unknown 250 200 367 Emerald1 500 4 00 562 Ruby1unknown 1000 800 982 Diamond0unknown 2,000 1,600 1,899 in: Share Needs map Non-player characters Community content is available under CC-BY-SA unless in in More Old School RuneScape Wiki at Stores, Interactive Scenery, Thieving Share Needs image Needs maps Stores Interactive scenery Thieving community content is available in CC-BY-SA, unless otherwise stated. Thieving is a fairly linear and basic skill in skills training. Depending on the chosen method, you will spend a lot of time training in the same place. This makes it boring for many players, however others enjoy the simplicity and ease of methods such as pocket-sized Ardougne Knights at higher levels. Depending on your tolerance for these activities, you will either love or hate Thieving training. In this guide, I will discuss the different methods available to you, their advantages and disadvantages, approximate costs (or profits) and XP rates. I will also examine the reasons that may motivate you to train your Thieving skills, and outline content that requires a certain level of Thievery to access them. Early levels of thieving probably won't make you a decent amount of gold, but that's not a problem. You can just easily order some here at food4rs for great prices and 24/7 service! Why improve your Thieving skills in Oldschool Runescape? Thieving training can be done for a number of reasons, one of which starts with that high-level, pocket-sized some NPCs bring up 1M GP per hour profit. For those looking for high XP rewards, players with a higher level of thievery are also able to earn 200-300K + XP per which is quite desirable and quickly relatively compared to other skills. In addition, there is a reason to unlock the content; there is a limited amount of content blocked by the thief level requirement (described below), the most notable of which are achievement log tasks, the rewards of which are often highly desirable. Some players may opt to level up Thieving using methods such as pocketing, whereby you are essentially spamming left-click on one tile to get XP. Many players find it relaxing and enjoy the possibility of multitasking while earning XP. However, some may find this process tedious and choose to use another method (such as pyramid plunder mini-games), discussed later. Task requirements There are many tasks in OSRS that have thieving level requirements to complete them. Most notable are Dragon Slayer II, which requires level 60 Thieving, Monkey Madness II, which requires level 55 Thieving, and Desert Treasure at 53 Thieving. The full list of quests with Thieving level requirements is as follows: Level 13 - The Lost Tribe Level 14 - The Giant Dwarf Level 15 - Cold War Level 15 - Guardian Level 17 - Hand in Sand Level 21 - Tribal Totem Level 22 - Darkness Grade 23 - Death to Level 21 25 Dorgeshuun - Creating Fenkenstrain Level 25 - The Dig Site Level 25 - Golem Level 30 - The Feud Level 30 - The Slug Menace Level 37 - Spirits of the Elid Level 40 - Fairytale II - Cure a Queen Level 42 - Temple Ikov Level 50 - Legends' Quest Level 50 - Mourning's End Part I Level 53 - Desert Treasure Level 55 - Monkey Madness II Level 58 - Grim Tales Level 60 - Dragon Slayer II Diary Requirements Similarly, many achievement diaries in OSRS have thieving level requirements to complete. Diary rewards are probably even more useful than in-game mission rewards, so this can provide a strong incentive for players to increase their thieving skills. Diary tasks that have a thieving level requirement are as follows: Level Diary Difficulty Task 5 Ardougne Easy Steal cake from stalls in the Market East Ardougne 5 Fremennik Easy Steal with Keldagrim Crafts or Baker Stand 5 Varrock Easy Steal from the tea stand at Varrock 21 Desert Easy Open sarcophagus in the first room pyramid plunder 25 Desert Medium Steal a Phoenix pen from Desert Phoenix 25 Kourend &Kebos Easy Steal with a Hosidius Food Stall 38 Ardougne Medium Pickpocket The Master Farmer north of East Ardougne 38 Lumbridge &Draynor Medium Pickpocket Martin The Master Gardener 40 Falador Medium PickpockEt Falador Guard 42 Fremennik Medium Steal with Rellekka Fish Stalls 47 Kandarín Medium Steal from chest in Hemenster 49 Kourend &Kebos Hard Deliver artifact to Captain Khaled. 50 Falador Hard Crack Walls Safe in cave 50 Karamja Hard Kill Deathwing in w dungeon under Kharazi Jungle 65 Desert Hard Knock out a Menaphite bandit 72 Ardougne Hard Attempt to steal from King Lathas's chest 75 Fremennik Hard Steal from the Keldagrim gem stall 75 Western Provinces Hard Pickpocket a Gnome 78 1Lumbridge &Draynor Elite Steal from a Dorgesh-Kaan rich chest 80 Ardougne Elite Pickpocket a Hero 82 Ardougne Elite Attempt to picklock the door to the basement of the Yanille Agility Dungeon 84 Wilderness Elite Steal from the Wilderness Rogues' Chest 85 Western Provinces Elite Pickpocket Elf 91 Desert Elite Steals from the Great Golden Chest in the last room of Pyramid Plunder Quests With Thieving XP Rewards In addition, there are many quests that reward Thieving XP. You can complete them before heading to level 99 if you think that the xp reward is worth while: Reward for quest XP Thief Tower of Life 500 - Creation Fenkenstrain 1000 25 Golem 1000 25 Hand in sand 1000 17 Spirits Elid 1.0 000 37 Biohazard 1250 - Giant Dwarf 1500 14 Hazeel Cult 14 1500 - Tribal Totem 1775 21 Death dorgeshuun 2,000 23 Queen of Thieves 2000 20 Fight Arena 2,175 - Fairytale II - Cure a Queen 2,500 40 Fremennik Trials 2,812 - The Slug Menace 3,500 30 Icth Little Helperlarin's 4500 - Ratcatchers 4500 - Darkness of Hollowvale 6000 22 Grim Tales 6,000 58 Contact! 7,000 - Dragon Slayer II 15,000 60 The Feud 15,000 30 Monkey Madness II 15,000 55 Mourning's Ends Part I 25,000 50 Some Good-To-Know's MouseKeys For repetitive clicking tasks such as pickpocketing, you should know about a Windows program called MouseKeys. MouseKeys is a accessibility tool that lets you control your mouse using the NumPad keyboard keys. You can find full tutorials on how to use this software online, but basically when you turn it on, you will be able to use the 5 key on the NumPad to left click. Due to the intense clicking of the nature of such tasks, it is beneficial than conventional use of the mouse, because it is easier on the hand and feels more comfortable for a long time. Rogues' Outfit Rogue is an inalienable set of armor obtained from the Rogues' Gear Chest, which is obtained after successfully opening safes at the end of the Rogues' Den minigames. When wearing rogue armor items, there is a chance to earn loot twice from the NPC, with a full set guaranteeing double loot. You can get it with 50 Agility and 50 Thieving that you need to start minigames. Obtaining a full outfit takes from 1 hour (at a high level of thievery) to 4 hours, depending on RNG. It is a. It is recommended to get a full outfit as soon as you are able, if you are going to level up using pocket money, as the total loot will be much larger. This is almost necessary if you intend to use methods involving pocketing, such as Master Farmers or Ardougne Knights. Pocket tips Very useful tip for pocket money: Go to the options menu, go to the game controller in the upper right corner and select Hidden in npc option 'Attack. This converts Pickpocket to left-click, not right-click. In addition, you can select more than once in one animation, so clicking on spam will maximize your experience. In addition, there are many elements that can be obtained that significantly increase the success rate of pocket money. Notable items include: Ardougne Cloak 2 - 10% increased chance of pocket money in Ardougne (even if the coat is not equipped) 3 - 10% increased chance of success while pocketing around Gielinor (even if the coat is not equipped) Clever Necklace When equipped, the necklace gives a 25% chance to avoid stun and damage to the player during pocket NPCs. The necklace begins with 10 loads; one load is consumed every time the necklace effectively prevents damage. Silence Gloves Gloves reduce the risk of defeat during pocket money by 5%. Finally break through after 62 no pickpockets. To wear silence gloves, players need at least level 54 Hunter. It is worth noting that these gloves do not stack with the effects of the Ardougne coat(2) or (3), which means that they should be used only before obtaining a coat. Starting from level 1 – 5: Pickpocketing Men First starts thieving, the only option is pickpockets men or women around the OSRS. Once level 5 is reached, head to Ardougne. The acquisition of 5 thieves from pickpockets men and women takes 49 successful pickpockets. You can also fight in Arena 2175, leading you to level 14 if you start at 1. Levels 5-20/25: Place Stalls Next, you'll want to steal from Cake Stalls in Ardougne, each successful steal will bring you 16XP. To reach level 20, you will need 4082 XP, which requires 256 stolen cakes, or 7454 XP, or 466 cakes at level 25. There is also a Cake Stall in the Kingdom of The Great Kourend, this cake stand has a safe place where you can't be spotted (unless the guard accidentally goes back there, which doesn't happen often) while stealing from behind it. Levels 20-38: Silk stalls similar to cake stands. Silk Stalls are also conveniently located on the Ardougne market. Players gain 24 thieving experience each time they steal some silk, and it takes four seconds to replenish supplies. In order to achieve 38, will need to earn 25,938 XP, equivalent to stolen silk 1081. This method should be considered as for those who do not want to unlock hosidius fruit stalls that give much better XP. At level 30, you must complete the Feud quest as it gives the player 15,000 Thieving Experience Levels 25-45/55: Hosidius Fruit Stall Hosidius Hosidius Fruit Stalls in Great Kourend require you to have a 15% Hosidius House Favor and a Level 25 Thieving. Stealing from these fruit stalls gives you 28.5 experience per fruit. Fruits also appear much faster than silk in silk stalls. This method is very effective and is able to get

25,000 - 33,000 XP per hour, which is excellent considering the relatively low level. This method is recommended for most players and you should not be afraid of the process of gaining benefits, as it is relatively fast and simple. Level 45/55 - 91: Blackjacking Blacjacking is a high-click method with relatively high XP rates per hour. If you can tolerate this, this method is the fastest method of thievery, up to a high level (81+), with Pyramid Plunder and Ardougne Knights starting to overtake in the XP stakes. From level 45 to 55, blackjack Bearded Pollnivnian bandits located in the northern part of Pollnivneach. It is possible to reach about 50,000 – 80,000 experiences per hour depending on the level of thievery and clicking speed. You should expect to reach somewhere around 80,000 experiences per hour once closer to level 55 and with a fairly fast click speed. At level 55, you can start blackjacking the bandit located in Pollnivneach after completing the feud quest. For blackjacking you need a small pile of cash, familiar food (such as jugs of wine) and blackjack of any type. Level 55 – 99: Ardougne Knights Level 55, you can pocket Ardougne Knights. After completing the average tasks of the Journal, Ardougne is strongly recommended, as this increases the success rate of pocket money in Ardougne by 10%. Assuming the diary is completed and the player uses clever necklaces, it is possible to gain about 60,000 experience per hour at 55 Thieving, 105,000 experience per hour at 70, 150,000 experience per hour at 80 and 250,000 experiences per hour at level 95 using this method. You stop disappointing pocket knights at level 95 with diary perk. You will also earn coins for each pocket money, namely 50 for successful pockets. This loot will be doubled if you have a full Rogue outfit. About 3000 pickpockets per hour are possible, which means that the profitability of 300K XP per hour is possible at a high level. There are methods that exist to stop knight Ardougne from moving, which is very useful and convenient. To find the current world, head to South Ardougne Bank and join the clan chat channel so you can see the current active world. Pyramid Plunder Pyramid Plunder Plunder is a thieving minigame available from level 21, 21, alternative methods such as blackjacking up to level 71 are recommended due to the fact that XP rewards depend on the current level of Thievery. XP rates vary, with the possibility of up to 120,000 XP per hour from level 71, jumping to 200,000 per hour at level 81, and finally upwards of 270,000 XP per hour from level 91 upwards. It would be best to use this method from level 71 - 91, assuming you think blackjacking is better. At level 91 up, there is very little reason to do anything other than ardougne knights due to the unparalleled XP rates and afk level.

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