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This article gives tips on firemaking skill training. Recording logs[edit | edit source] The fastest Firemaking experience is gained by burning the highest level registry available. The best place to do this tick-perfectly is in the eastern part of the Great Stock Exchange, as the bank is just a tile away from an area a trunk can be burned and the area has a lot of empty space. When timed correctly, the player can move to another square between the lighting of the trunks, which allows the player to burn the trunks in any formation. The player should have noticed logs in the inventory and used them on a banker while being two steps away when banking for more logs. An easier but slower method is to simply burn logs in a row from east to west. The best place to do this is in Varrock: use Varrock Teleport, light the trunks of the fountain and bank in the West Bank of Varrock. The table below assumes that 1495 tass are burned per hour. Levels Log type Experience XP/HR Logs needed Log price Money spent GP/XP

1-15	Normal	40	59,400	61	38	-2,318	-0.95	15-30	Oak	60	89,100	183	56	-10,248	-0.93	30-35	Willow	90	133,650	101	21	-2,121	-0.23	3	5-42	Teak	105	155,925	221	190	-41,990	-1.81	42-45	Arctic pine	125	185,625	128	376	-48,128	-3.01	45-50	Maple	135	200,475	295	7	-2,065	-0.05	50-60	Mahogany	157.5	233,887.5	1,095	468	-512,460	-2.97	60-75	Yew	202.5	300,712.5	4,626	254	-1,175,004	-1.25	75-90	Magic	303.8	451,143	13,614	984	-13,396,176	-3.24	90-99	Redwood	350	519,750	21,966	304	-6,677,664	-0.87
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Total spent money: -21,868,174 Wintertodt[edit | edit source] Subduing Wintertodt from level 0 Firemaking onwards is a slower, but cost-effective and low-effort alternative to burning logs. It also grants Woodcutting's passive experience of cutting the mist roots, and the Pyromancer equipment, which increases the Firemaking experience by 2.5%. The fastest way to gain Wintertodt's Firemaking experience is to be in an official world (307, 309, 311), which have fast games that usually last about 4 minutes. Light a brazier as soon as the round begins, chop mist roots until you have a complete inventory and burn them in the brazier. Correct and shine the brazier if necessary. Fletching the mist roots in lighters is only recommended when the player would not meet the 500-point mark for the extra experience gained at the end of the round. Otherwise, mistroots should not be fletched on lighters, as this significantly hinders experience rates. Having the ornate rejuvenation pool and the basic jewelry box in the player's home is strongly recommended, as players can teleport to their home after each round, use the pool to heal and quickly teleport back. Players can teleport to Clan Wars through a dueling ring and restore their stats using the free-for-all portal, or teleport to the Eldinist Statue in Nardah with a Desert Amulet (4). It is also very very have the cover hitpoints along with a regeny bracelet to mitigate the damage caused by the cold; with all this and using the Redemption prayer, at high levels of Firemaking it is very likely that players will not need any food to heal themselves. Players can gain extra experience between rounds by doing other activities during downtime, such as burning logs, fletching darts or making wine jugs. Experience rates vary depending on the player's level. It takes about 600 bullets and 40 hours (assuming an average death length of 4 minutes and a 60-second break) to move from level 50 to level 99 Firemaking, hourly experience experience per hour 50 161,000 50 10,000 60 193,000 60 12,000 70 226,000 70 15,000 80 2 58,000 80 17,000 90 290,000 90 19,000 99 320,000 99 21,000 Share This article gives tips on firemaking skill training. Firemaking Training training typically involves training near a bank for greater efficiency, and repeatedly withdrawing bank records and burn them. Firemaking is typically trained in an area with plenty of space, where players can burn 27 trunks in a row without objects in the way. Below is a list of some good places to train: Local players should start making fire in the House blinkilius. From this location, the player will end up directly at the entrance of the bench. Outside the Bank Of Blinkilius House in Great Kourend. Players can run to Tynan's fishing supplies due to the east and burn logs to the bank entrance. Port Phasmats Bank. You have time to queue, go to the bank, make another line, go back to the bank, etc. Equip the ghostamulet to skip a dialogue with the ghost bankers. Ghosts Ahoy can be made for quick trips and free entry. Rogues's Den. It is possible for players to place their fires so that they end up next to or too close to the banker. The Rogues Den can be easily accessed with a game necklace. Varrock is the west bank. Players must start at the western wall of zaff's staff and work their way west. There is enough space to light up two inventories of trunks parallel to each other, which is actually a bit more efficient than rogues's Den method, while still being very close to a bank The Great Exchange is also a viable area to train, but due to the number of players there, it can sometimes cause game performance problems, among other distractions. Camp Wintertodt. Overview Level Required Regular Hourlog Experience Experience[1] Ash Collection[2] 1 Normal 40 46,000 42,000 1 Achey 40 46,000 42,000 15 Oak 60 69,000 6 63 000 30 Willow 90 103,500 94,500 35 Teak 105 120,750 110,250 45 Maple 135 155,250 141,7 50 50 Mahogany 181.125 165,375 42 Arctic pine 125 143,750 131,250 60 Yew 202.5 232,875 212,625 7 5 Magic 303.8 349,370 318,990 90 Redwood 350 402,500 367,500 + Assumes that 1,150 lores are burned per hour. Time. Assume that 1,050 tass are burned per hour. Level 1-99 This section will show the time and number of logs required to reach firemaking level 99. If the player schanges to each log type as soon as the skill requirement is met, it would take approximately 33 hours to reach level 99 Firemaking level 1. Level 1-15 - Normal records The fastest way to go from level 1 to level 15 is by burning normal records, which grant 40 experiences per log. Normal trunks can come from trees, evergreen, dead and dying trees can be cut almost everywhere in Gielinor, ranging from Lumbridge to the Desert. Buying logs for 1 to 15 Firemaking is not required, as getting level 15 is only several minutes of work; only 61 tass should be burned to raise firemaking from level 1 to 15. One must cut normal trunks to train the first levels of Woodcutting anyway, so one can also burn these trunks to get 15 Firemaking. Experience required: 2,411 Logs required: 61 Time: 2 minutes 27 seconds (147 seconds) Money spent: -8,418 Level 15-30 - Oak trunks The fastest way to get from level 15 to level 30 is by burning oak trunks, which grant 60 experiments per log. Oaks can be cut almost everywhere. Cutting wood level 15 to cut the oak trunks can be useful; Oak tins can also be purchased from other players. Experience required: 10,952 Oak trunks required: 183 Time: 7 minutes 20 seconds (440 seconds) Money spent: -26,169 Level 30-35 - Willow trunks The fastest way to get from level 30 to level 35 is by burning willow trunks, which grant 90 experiences per trunk. Willow trunks can be purchased from other players or can be cut with more than 30 woodcutting. Willows can be cut near the River Lum in Lumbridge, near Edgeville, near the sea south of the Draynor bank, south of the cabbage area northwest of Draynor Village, just west of the Catherby bank in Rimington, northwest of the shore in Seers' Village or the Barbarian Outpost. Experience required: 9,043 willow trunks required: 101 Time: 4 minutes 3 seconds (243 seconds) Money spent: -1,919 Level 35-45 - Teak trunks The fastest way to get from level 35 to level 45 is by burning teak logs, which grant 105 experience per log. Experience required: 39,106 teak logs required: 373 Time: 14 minutes 56 seconds (896 seconds) Money spent: -106,678 Level 45-50 - Onboard logs The fastest way to get from level 45 to level 50 is by burning log logs, which grant 135 log experience. If you did the throne search of Miscelania and manage the kingdom you can get many maple trunks very easily. Many choose to burn log trunks from level 45 to level 99. Experience required: 39,821 On-board logs required: 295 Time: 11 minutes 48 seconds (708 seconds) Money spent: -2,655 Level 50-60 - Mahogany logs The fastest way to get from level 50 to level 60 is by burning mahogany trunks, which grant 157.5 experience per trunk. Required experience: 172,409 mahogany taints required: 1,095 1,095 43 minutes and 48 seconds (2,628 seconds) Money spent: -452,235 Level 60-75 - Yew Records The fastest way to go from level 60 to level 75 is by burning yew trunks, which grant 202.5 log experience. These can be cut yourself, but it is much more efficient in general to buy them from other players. -260k/h Experience required: 936,679 Yew logs required: 4,626 Time: 3 hours 5 minutes 3 seconds (11,103 seconds) Money spent: -1,151,874 Level 75-90 - Magic logs The fastest way to get from level 75 to level 90 is by burning magic logs, which grant 303.8 log experience. Required experience: 4,135,911 Magic records required: 13,614 Time: Approximately: 9 hours 4 minutes 35 seconds (32,675 seconds) Money spent: -32,675 seconds 14,839,260 Level 90-99 - Red wood logs The fastest way to go from level 90 to level 99 is by burning red wood logs, that grant 350 experience per trunk. Required experience: 7,688,099 Redwood logs required: 21,966 Time: Approximately: 18 hours 4 minutes 45 seconds (65,085 seconds) Money spent: -6,743,562 Level 50-99 - Wintertodt An alternative to lighting records is doing Wintertodt from 50 Fire onwards. Although a little slower than burning logs normally, it is lucrative, and grants the Pyromancer equipment, which increases the Firemaking experience by 2.5%. Experience required: 12,933,098 Death count required: ~600 Time: Assuming an average death length of 4 minutes and a 60-second pause, around 40 hours. Money earned: Varies depending on the total level Community content is available in CC-BY-SA unless otherwise noted. Note.

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