OSRS Articles: Pissgaming.zone - Blogger

A follow up on the previous post, Part II of Rune Dragon Alt Supplies Used - Blogger post on this Blogger site. Yes, Calistomebel.com , but, this is a follow-up for people interested in knowing how much money is made from this account it's important to separate the two for clarity. For those who are interested in the Supplies and investment, click the link above to see our first post on this RDA subject.

This experiment has already been done for the purpose of covering this method in OSRS, and has been documented alongside Twitter & Reddit, links to the authors of the other/supporting pages as they're used. Now, to cover the results of running a Rune Dragon Alt for 10k kills. If you'd prefer this in YouTube format, a video may be embedded below created by us, for you to enjoy without having to read as much.

Loot From: OSRS Rune Dragon Alt (RDA), 10/20/30k

If you're the type to prefer reading, feel free to continue doing so on this page. We're about to cover the loot from running this account, and the video is there for those who prefer to watch instead.

Screenshots from killing the dragons were taken at milestones of 10k, 20k, 30k, and even 40k - where I stopped monitoring progress, but continued to run the alt, for the handy linking below of the images for all to get an idea of how much money this type of account generates. These were all kept in a handy bank tab on the RDA account so things don't get mixed around to create confusion

To provide the food that'll be used on the Rune Dragon account, the most 1T-Cooked Karambwans for Cooking experience, and created Prayer Potion (3)s from (unf)s for prayer to the work on an equivalent goal, and it will do that to resupply whenever more are needed for the RDA to stay functioning. These training methods are useful even without the extra use for the finished items and therefore the experience rates, so this extra step is taken in supplying the alt.

While this information isn't absolutely necessary to the present page on its own, I've included it here and can continue to elucidate so for a touch while longer during this section to introduce the concept of "effective costs" items have for the player throughout all supplies, having actually cost money but having a return related to them. Not a moment return sort of a money-making method, rather a guaranteed and slow-releasing one being more an asset that depreciates and has, after enough RDA (or their purpose otherwise) uptime, an efficient cost to the initial buyer of "0".