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Thieving is a useful skill in Old School RuneScape that offers various benefits such as earning money, unlocking doors, and disabling traps. Earning money through thieving can be achieved by pickpocketing NPCs or stealing from stalls and chests. However, some quests require a specific Thieving level, making training essential for progress. Training this skill is relatively easy but can be click-intensive, especially when done while being AFK. Earning money through thieving provides a decent amount of Gold, although it may not be the best way to gain wealth. Once you reach level 99 Thieving, you'll receive the Thieving cape, which grants a 10% success chance when attempting to pickpocket NPCs. To train your Thieving level quickly, consider using certain items. For instance, the Ardougne Cloak provides a 10% success chance while pickpocketing in Ardougne city. This cloak can be obtained by completing the Ardougne Medium Diary. Alternatively, you can use Rogue's Gear to gain more rewards when pickpocketing NPCs. The Dodgy Necklace offers a 25% chance of not getting stunned upon failing to pickpocket, while the Gloves of Silence provide a 5% success chance. Fastest methods to reach level 99 Thieving include: * Pickpocketing NPCs in Lumbridge (Level 1-5) * Stealing from Cake Stalls in East Ardougne (Level 20) * Stealing from Silk Stalls in East Ardougne (Level 25) * Stealing from Hosiudius Fruit Stalls (Level 31) These methods can help you reach level 99 Thieving efficiently and provide a good understanding of the skill's benefits and strategies. ===== To reach level 60 Thieving in Old School Runescape, players can utilize the Pyramid Plunder minigame located within Sophanem City. Accessing this location is readily achievable via either the Pharaoh's Sceptre Teleport or the Carpet Teleport. Upon entering the pyramid, players must locate and interact with the Guardian mummy inside one of the four entrances, which will lead them to the heart of the minigame. To minimize unnecessary downtime from being caught by NPCs, utilizing a Dodgy Necklace with 10 charges before it degrades can be beneficial. Completing the Ardougne Hard Diary yields a 10% increase in pickpocket success rates across OSRS, while the Medium tier applies this increase to Ardougne NPCs. Wearing Gloves of Silence offers a 5% increase, although this becomes obsolete upon completing relevant Ardougne Diary tiers, as the effects do not stack. For efficient thieving training from level 1 to 99 in OSRS, following the optimal route involves using the most effective methods at each bracket. Low-level training can be expedited by completing quests like Tribal Totem, Fight Arena, Biohazard, Hazael Cult, and Tower of Life, which grant 7,200 thieving experience and level 24 thieving. Additional quests such as Death of the Dorgeshuun, Creature of Fenkenstrain, The Giant Dwarf, The Golem, The Queen of Thieves, and The Feud provide another 22,500 thieving experience, boosting players to level 37. Between levels 37 and 45, fruit stalls in Hosiudius offer the best experience, with rates up to 43,000 thieving experience per hour when stealing from two stalls, provided that the fruit is dropped and not banked. Blackjacking NPCs in Pollniveach provides the fastest experience rates to level 99, starting at level 45, with access to higher-tier NPCs as progress is made, including Bearded Pollnivnian Bandits, Pollnivnian Bandits, and Menaphite Thugs. The Stealing Artefacts mini-game is slightly faster than blackjacking until level 65 and requires 75% favour in Piscarilius, lockpicks, and stamina or energy potions. Players can also engage in the Pyramid Plunder mini-game at level 21 thieving or higher, although it becomes viable only at level 91, offering the fastest training method currently, requiring the completion of Ictharlin's Little Helper quest. ===== The Ultimate Guide to Thieving in OSRS: Alternatives to Pyramid Plunder ===== For easy access to the mini-games entrance via the Jalsavrah teleport, it's highly recommended to stock up on high-healing food, stamina potions and antipoison when using this method. Training with this method will yield the highest experience rates, so it's essential to be well-prepared. The strategy for Pyramid Plunder involves rapidly progressing through the final room in the minigame to maximize experience gain. Once inside, loot all the urns and the golden chest before exiting to repeat the process. If time allows, you can also target the second-to-last room for additional experience. Pyramid Plunder Rooms: Using this method from levels 91 onwards will grant approximately 270,000 thieving experience per hour. Conversely, players training with levels 71-80 can expect around 125k thieving exp/hour, while those between 81 and 90 can achieve 190k thieving exp an hour. Collaborating with other players is highly recommended to boost experience rates, as the correct door leading to the next room remains unchanged for all participants. Unlike popular opinion, you don't need to adhere to the meta or most efficient training methods - there are numerous alternative strategies available for 1-99 thieving. One notable method is Chambers of Xeric, which offers AFK-style training with competitive experience rates suitable for low-level players. Another example is the Thieving Room puzzle challenge within the raid, where players can steal Cavern Grubs to feed a Scavenger Beast and progress through the room. This chest-bassed method provides relatively high experience rates without requiring any thieving level. Master farming pickpocketing Ardougne Knights offers an extremely AFK training experience, requiring minimal effort from players. With proper gear, such as the Rogue's Outfit, players can earn substantial profits - approximately 7.5 million gold for levels 55-99 and 15 million with the Outfit worn. The underground city of Dorgesh-Kaan boasts Rich Chests that can be looted using a picklock at level 78+, providing consistent loot in the form of gems. Although this method offers lower experience rates compared to other alternatives, it provides reliable rewards for players willing to put in the effort. Lastly, Hazael Cult is a novice quest released on August 15, 2002, featuring Hazael, a Zamorakian Mahjarrat, and his followers attempting to revive him. You have a choice in this quest, either helping Ceril Carnilleen get his family armour back and stop Hazael's resurrection or join the cult and assist in bringing back their master. Choosing the good side will result in receiving more coins and having the option to obtain the Carnilleen's armour, while joining the cult will only give you the Mark of Hazael as a reward. ===== Walkthrough for Ceril Side To start, head south from East Ardougne to begin the quest. After speaking with Ceril, walk east until you reach the clock tower. Enter the cave located south of Valve 3 and talk to Clivet about Hazael's resurrection. He will ask for your help but refuses if you decline. Instead, go back upstairs, find the sewer valves, and turn them in a specific direction to progress. ===== Rewritten Text (SD): You have two options in this quest: either help Ceril Carnilleen get his family armour back and prevent Hazael's resurrection or join the cult and assist in bringing back their master. Choosing the good side will give you more coins, while joining the cult will only reward you with a cosmetic item, the Mark of Hazael. ===== Rewritten Text (NNEs): You have two options in this quest. You can help Ceril Carnilleen to get his family armour back and stop Hazael's resurrection, or you can join the cult and assist them in bringing back their master. If you choose the good option, you will receive more coins and the chance to obtain the Carnilleen's armour. ===== Rewritten Text (IB): As you begin this quest, you are faced with a difficult decision: do you help Ceril Carnilleen recover his family's stolen armour and thwart Hazael's resurrection, or do you join the cult and aid in their dark ritual to bring back their master? The choice you make will have significant consequences, as both paths offer unique rewards and challenges. Thieving in Old School RuneScape: A Comprehensive Guide to Maxing Out Thieving from Level 1 to 99 ===== Looking forward to seein everyone at the meeting tomorrow and discuss our strategies for training Thieving in Old School RuneScape (OSRS). Whether you're a new player or a seasoned adventurer, this guide covers the fastest methods, useful tips, and profitable alternatives to get you to that coveted Thieving Cape. Updated for 2025, we'll walk you through every step to optimize your XP rates and make the journey as smooth as possible. Let's dive into the world of pickpocketing, stalls, and blackjacking! Thieving is a members-only skill in OSRS that lets you steal coins, items, and loot from NPCs, stalls, and chests. It's not just about the thrill—Thieving unlocks key content like quests (e.g., Desert Treasure and Monkey Madness 2) and offers some of the best money-making methods at higher levels. Ready to become a master thief? Here's what you need to know: Key Benefits of Thieving You'll need 64 Thieving for the Quest Cape and 91 for the Achievement Diary Cape. Money-Making: High-level methods like pickpocketing elves can net you up to 3M GP per hour. Fast XP: With optimal methods, you can achieve over 250K XP per hour. Essential Thieving Equipment and Unlocks Grab these items and unlocks to boost your success rates and XP efficiency. They're not mandatory, but they'll make your life much easier. Dodgy Necklaice: Gives a 25% chance to avoid stuns when failing a pickpocket. Stock up—these crumble after 10 uses. Gloves of Silence: Boosts pickpocketing success by 5% (requires 54 Hunter; does not stack with Ardougne Diary). Rogue's Outfit: Dooms loot from pickpocketing (obtained from Rogues' Den minigame). Useful Unlocks Ardougne Diary (Medium): 10% increased pickpocketing success in Ardougne. Ardougne Diary (Hard): Extends the 10% bonus across Gielinor. Shadow Veil Spell: 15% chance to avoid stuns (requires 47 Magic and Arceus Spellbook). Fastest Thieving Training Methods Levels 1-5: Pickpocketing Men/Women by pickpocketing men or women in Lumbridge or Varrock. Each successful pickpocket will increase your overall skill level. Levels 6-15: Pickpocketing Shopkeepers Next, target shopkeepers in Varrock and other major towns to boost your earnings. Levels 16-25: Pickpocketing Elves High-level pickpocketing can bring in significant GP per hour. Focus on elves like those found in Elven Market or Wizards' Tower. Levels 26-35: Pickpocketing Nobles and Guards Continue targeting high-end NPCs, like nobles and guards, to maximize your earnings. Levels 36-45: Blackjacking High-level blackjacking can also yield significant profits. Look for NPCs willing to be blackjacked in Varrock or other major towns. Levels 46-55: Pickpocketing in Puzzles Try pickpocketing in puzzles like the one found in the Rogues' Den minigame to get extra rewards. Levels 56-65: High-Level Thieving Continue targeting high-level NPCs, and don't forget about high-end loot. Levels 66-75: Advanced Pickpocketing Techniques Learn advanced techniques for pickpocketing, such as using gloves with enhanced pickpocketing abilities. Levels 76-85: Expert Blackjacking Master the art of blackjacking to reap the rewards. Target NPCs in high-level areas like the Wizards' Tower. Levels 86-95: Specialized Thieving Try specialized thieving methods, such as those used by members-only skills or exclusive items. Levels 96-99: The Final Push Complete any remaining tasks and make sure you have everything needed for maximum efficiency. Remember to complete your objectives and stay focused to reach 99 Thieving in no time. With the right strategies and equipment, you'll be a master thief in no time! Thieving Guide for OSRS: Fastest Path to 99 Thieving ===== To reach level 5 Thieving in Old School RuneScape (OSRS), you'll need to accumulate 49 pickpocketing points. To speed up the process, use RuneLite's Menu Entry Swapper plugin to set "Pickpocket" as your left-click option. Levels 1-25: Bakery Stalls in Ardougne Head to East Ardougne's market and steal from the bakery stall while standing under the baker to avoid guards. Earners successful theft nets 16 XP, with cakes being useful for later healing. You can reach level 25 in approximately 30 minutes. Levels 25-45: Fruit Stalls in Hosiudius Move to the fruit stalls in Hosiudius (requiring 15% favor) and steal from the stall east of the market, earning 28.5 XP per action. Trap the nearby dog for uninterrupted thieving. This method takes around 2.3 hours to reach level 45. Levels 45-91: Blackjacking in Pollniveach Blackjack is the most efficient Thieving XP source between levels 45 and 91. You'll need partial completion of "The Feud" quest and a blackjack (any type) to target Bandits (level 55) until 65, then Menaphite Thugs (level 65) up to 91. Levels 91-99: Pyramid Plunder in Sophanem Pyramid Plunder offers the fastest XP from level 91. Complete "Ictharlin's Little Helper" for access or use a Pharaoh's Sceptre teleport. Loot urns and chests in the highest rooms you can afford, requiring 21+ Thieving with better XP at higher levels. Tips for Efficient Thieving * Optimize your setup using RuneLite plugins like Menu Entry Swapper and Inventory Tags for faster clicks and inventory management. * Bind actions to a foot pedal or mouse button if allowed by your setup for less strain. * Manage resources by bringing lightweight food (e.g., cakes or pies) to heal without banking often. Stamina potions are essential for Pyramid Plunder and artefact stealing. * Complete early quests like "Biohazard" (2,000 XP) or "The Feud" (15,000 XP) to skip low-level grinding. * Check the OSRS Wiki for a full list of Thieving XP quests.the necklace provides a certain level of protection against damage and stun while pickpocketing NPCs, but its effectiveness varies depending on several factors. The quest for repairing the tower is a crucial step in unlocking its secrets. During this process, it's essential to note that some steps are optional, but completing them will provide additional rewards. Fixing up the Tower ----- Repair Supplies Location All required items can be found on the ground floor or 1st floor. Search these crates as needed. Each crate contains the same item; repeat if you receive nothing. A pressure machine, pipe system, and strange cage at the top require attention. A hammer and saw (or crystal saw) are necessary for repairs. Pressure Machine ----- Items needed: 4 Coloured balls, 3 Metal sheets, and 4 Valve wheels The pressure machine is fixed. On the 1st floor, follow these instructions to complete it: * Turn wheel 1 to the left until the ball plugs the hole. * Turn wheel 1 to the right until the pipe fills. * Pull the left lever. * Turn wheel 2 to the left until the ball plugs the hole. * Turn wheel 2 to the right until the pipe fills. * Turn wheel 3 to the right until water starts dripping. * Turn wheel 3 left once to plug the hole. * Turn wheel 3 to the right until the pipe fills. * Pull the right lever. * Turn wheel 4 to the right until water starts dripping. * Turn wheel 4 left once to plug the hole. * Turn wheel 4 to the right until the pipe fills. A message will appear, indicating that the machine is working. Pipe Machine ----- Items needed: 4 Pipes, 5 Pipe rings, and 6 Rivets On the 2nd floor, solve a simple puzzle similar to a jigsaw. As soon as you place a pipe in the correct location, it will lock into place. You only need to rotate the largest piece; the rest are already oriented correctly when you start. Caged Area (Top Floor) ----- Items needed: 5 Metal bars and 4 Bottles of binding fluid Clicking the horizontal or vertical button makes a bar appear. The bars can increase in size by using the + sign. Start with size one, as they begin there. Click "place bar" to insert it. If it disappears, repeat the steps with the next size up. Quick Guide: Repairing The Cage * Side One Horizontal: Size 2 * Side One Vertical: Size 2 * Side Two Horizontal: Size 2 * Side Two Vertical: Size 4 * Side Three Horizontal: Size 4 * Side Three Vertical: Size 2 * Side Four Horizontal: Size 2 * Side Four Vertical: Size 2 The cage should now be complete. The Alchemists' Secret ----- Once all three machines are fixed, go outside and talk to Effigy. He will invite you to join him at the top of the tower with the other alchemists. The alchemists begin creating a homunculus. Go back up to the top of the tower to start a long cutscene where the Homunculus is brought to life. To complete the quest, return to the base of the tower and talk to Effigy. Then, return to the top of the tower to confront the Homunculus. You will need to push the bar at the top of the screen either towards magic or logic. When pondering things, people often talk about magic and how it can solve problems or make life more interesting. Others think that logic is the answer, where everything has a reason and nothing's really that magical. But what do people actually do on a daily basis? Some say they're off rancrafting, enchanting jewelry, or performing alchemy. Others just eat, sleep, and go about their day without much excitement. As for unwanted bones, one might think to bury them or use them in some sort of crafting process. However, another idea is to turn them into food items like bananas or peaches! For traveling, some suggest using teleport spells or running as fast as possible. People often whisper about potions that can boost skills, but what's the real deal? Making magic potions involves combining ingredients in vials to enhance nutrients. When it comes to runes, some claim they're created by harnessing divine power, while others think it's just a matter of using essence and talismans. Using one's mind to move objects is also possible, or so they say. The existence of magic and logic seems to be a topic of debate, with some believing in the mystical forces at play and others relying on reason and science. In the end, it's up to each individual to decide what they want to study or believe in. Thieving in OSRS: A Comprehensive Guide to Training this Profitable Skill ===== oh, oh, it's magic!, a reference to the song Magic by Pilot. The player makes several references to begging during this quest, such as when talking with "Gummy", the player says Ah, come on. You know you want to give me free stuff., and when talking to "Currency" the Alchemist, the player says Hi Currency. Got any spare cash?. After the long cutscene with the Homunculus brought to life and after talking with Effigy, the player quotes their own mother saying "experience teaches fools", which is an old Latin phrase - experientia docet stultos. Examining the barricade on the top floor of the tower gives the message "Thou shalt not pass!", a reference to a famous line spoken by Gandalf in The Lord of the Rings. After the quest, the room north of Homunculus in the basement has an interactive light floor which turns blue when you walk on it. This may be a reference to the disco dance floor in Saturday Night Fever or the music video Billie Jean. In the 3rd Chaos Elemental letter (15th Postbag from the Hedge), the elemental hints at this quest by stating: "In the basement of the tower of life you'll find the homunculus; he's crossing a lobster with a jubbly! A spider with a sardine! A newt with a rooster!" The satchels, a post-quest reward, were created by Jaxx to test out a new kind of scripting, where what is being stored is in the players' database instead of the main game. Thieving is a members-only skill that lets you steal gold coins and items from chests, market stalls, or various NPCs. Moreover, it allows you to disarm traps and picklock doors, so you can access new areas. Thieving is an exciting skill in OSRS because of the wide variety of training methods. Also, it's one of the most profitable skills, which means you'll make millions on your path to level 99. Leveling up the skill can become frustrating if you don't have the necessary knowledge. Luckily for you, we've done the research, so you won't have to. This guide will go over the most profitable methods combined with the fastest to achieve 99 thieving. Also, we'll go over the top quests and items that give the best thieving bonuses. Why Train Thieving? Training the skill could be done for several reasons. At high levels pickpocketing specific NPC's can generate upwards of 1 million GP per hour. Those who seek high XP rewards and want their name in the high scores, can train thieving and get 200-300k XP consistently per hour. The skill is fast to train, which is what makes it desirable. Moreover, the skill unlocks a lot of new content. The most notable is the Achievement Diary tasks, which provide desirable rewards. To complete all the tasks for the diary, you'll need level 91 thieving. Also, thieving is a requirement in a lot of must-complete quests: The Lost Tribe - level 13 The Giant Dwarf - level 14 Cold War - level 15 Watchtower - level 15 The Hand In The Sand - Level 17 Tribal Totem - Level 21 Darkness of Hollowvale - level 22 Death To The Dorgeshuun - level 23 Creature of Frenkenstrain - level 25 The Dig Site - level 25 The Golem - level 25 The Feud - level 30 Spirits Of Te Eild - level 37 Fairytale II: Cure A Queen - level 40 Temple of Ikove - Level 42 Legends' Quest - level 50 Mourning's End part I - level 50 Desert Treasure - level 53 Monkey Madness II - Level 55 Grim tales - level 58 Dragon Slayer II - level 60 Some players only increase their thieving level so they can complete important quests. For example, to unlock Ancient Curses, you'll need to complete The Temple at Senanitsten. However, the requirements for that quest are completing the Morning's End series and Desert Treasure, which require a total thieving level of 66. What Equipment Do You Need To Train Thieving? Unlike other skills, thieving requires no items to get started. Therefore, low-level players can begin training the skill to earn experience and money. As you progress to higher levels, you'll unlock new methods to gain XP, such as pick locking doors, chests, and safes. Some locked doors or chests do not require a lockpick to open them. However, using them greatly increases the speed of opening them. Martin Thwait sells lockpicks for 20 GP, and he can be found inside the Rogues' Den, which is located in Burthorpe. Thieving Skill Requires Agility and Blackjack The thieving skill is attainable once a player has 50 agility and thieving. Moreover, specific training options necessitate possessing a blackjack, which can be obtained by conversing with the Black Jack Vendor in the town center of Pollniveach. The vendor is situated between the North camel man and South kebab shop. Thieving Skill Training Thieving skill acquisition is relatively simple in comparison to other skills within RuneScape. Players can acquire experience by right-clicking near NPCs, market stands, chests, or doors. The resultant action will be either pickpocketing or unlocking, depending on the method of training selected. If successful, players gain experience and specific items or gold coins. However, failure to successfully pickpocket may result in the NPC turning around and yelling "What do you think you're doing?" Subsequently, the NPC may attack and stun the player for a small amount of damage. Due to potential repeated failures during sessions, it is recommended that players bring food while practicing thieving. It's also possible to attempt another pickpocket immediately following the acquisition of items and experience. Picking up thieving skill like any other activity takes time so its good to do a few quests first this will allow you to explore Gielinor and get thieving XP at the same time some of these quests are needed for harder quests. # Best low-requirements quest Biohazard Hazael Cult Tower of Life Tribal Totem The Queen of Thieves Giant Dwarf Death to the Dorgeshuun The Golem Creature of Frenkenstrain Feud Finish these quest to get 29,700 XP which will take you to level 37 thieving # Thieving Guide Now that you know what to prepare before starting the skill its time to go into best training method. # Training methods for levels 1-5 Men/Women From levels 1 to 5 top option is to pickpocket men or women. Best location is outside of Lumbridge Castle gates head north to furnace and see men and women walking around. # Training methods for levels 5-25 Varrock Tea Stalls Head over fountain at center Varrock then eastern until reach bank southeast until see tea stall. Doing this method give you no chance getting caught cake stalls. # Alternative training methods levels 1-25 Chambers of Xeric Players can lockpick chests inside thieving room for decent experience currently no requirements but recommended bring lockpick take stamina or super energy potions # Training methods for levels 25-38 Fruit Stalls Or Silk Stalls Stealing from fruit stalls give you 30k thieving experience per hour make sure get 15% Hosiudius Favour # Final Training Methods Master Farmers/Warrior Women Pickpocket master farmers make about 50-100k GP per hour pickpocket warrior women since wont get stunned as muchpickpocketing options in Old School RuneScape provide varying rewards for experience points (XP) and gold. Several methods are available, each with its own benefits and requirements. At levels 38-55, thieving can be trained using various methods such as Fremennik Fish Stalls/Blackjack Bearded Pollnivnian Bandits. However, at level 45, a quicker method unlocks - stealing from the fish stalls in Rellekka, offering 50k XP per hour and providing raw fish to cook. Another option is blackjack bearded Pollnivnian bandits or regular Pollnivnian bandits after reaching level 55 thieving. These methods offer wide XP ranges but are click-intensive. Blackjacking bearded bandits requires completion of The Feud Quest, while regular bandits can be found in the Northern buildings of Pollnivnian. A less click-intensive method is pickpocketing Ardougne knights, providing a respectable 60k XP per hour and decreasing chances of being stunned as levels increase. This method can become semi-AFK due to the ability to trap the knight inside the castle. When reaching level 65 thieving, Pyramid Plunder becomes an excellent option, offering the highest XP rates with each room unlocking at 10-level intervals. The game requires a high thieving level of 71+ to access deeper rooms. To achieve level 99 thieving in OSRS, players can expect to make between 50-150 million GP from artifacts, with the amount depending on Pharaoh's Sceptre loot. Early levels can be bypassed by focusing on useful equipment, allowing for higher profit rates later on. Thieving requires NPCs or stalls and chests, while specific quests demand a high skill level. Level 99 thieving grants the Thieving cape, providing a 10% success chance when pickpocketing NPCs. Ardougne Cloak and Rogue's Gear can aid training, offering increased success chances. Dodgy Necklaice and Gloves of Silence also exist but with limited benefits. Stealing Cakes in Old School Runescape: A Guide for Level 20-99 Thieves ===== Stealing cakes is an excellent way to gain experience points (XP) in the game, with each cake stolen rewarding around 16 XP. It's recommended to drop the cakes once you have a full inventory to avoid carrying unnecessary items. For level 25 Thieving, it's best to steal from the Silk Stalls located in East Ardougne. These stalls are near the Cake Stalls and can be guarded by hostile creatures. Stealing from these stalls gives around 15K XP per hour. To reach level 31 Thieving, stealing fruits from the Hosiudius Fruit Stalls is a good option. These stalls require 15% favor to access and can reward nearly 33K XP per hour if all the fruits are dropped from your inventory. The fastest way to reach level 60 Thieving is by participating in the Pyramid Plunder minigame, which can be accessed through the Pharaoh's Sceptre Teleport or Carpet Teleport. The Guardian mummy must be found inside the pyramid, and there's a limited time to collect as much Thieving XP as possible before being kicked out. Stealing from the last 2 rooms in the pyramid gives the best XP per hour, but be cautious of traps and avoid bringing important items. This method can reward around 50K XP per hour. For level 99 Thieving, pickpocketing Ardougne Knights is an efficient way to gain experience. Using the Ardougne Cloak 2 and Dodgy Necklaice can speed up the training process, and hiding the Attack option in settings allows for spamming the left-click to pickpocket efficiently. Bringing food is recommended to avoid taking damage from failing pickpockets. The house where the Knights are located can be found north of East Ardougne, and trapping the Knight inside the house enables easy pickpocketing. This method rewards around 120K XP per hour and can scale up to 250K depending on the number of times the player gets stunned. Overall, all the mentioned training methods require significant time and effort but can help players reach level 99 Thieving faster than other methods.

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