

Forum:[Hack Forums](#)

Thread: [Bot mining in OSRS is more profitable than crypto mining on older PCs](#)

Hackers - January 2, 2022, 6:23 pm

I did some tests to see how much Monero could be mined using one of the better i7 CPU, as well as some GPU mining on various Nvidia cards. Older machines, even ones capable of great gaming experiences, don't have a great yield for crypto mining. Whether it's Ethereum, Bitcoin, Monero, or other popular hash solving, the PCs/Macs cannot profit more than a few dollars a month. However, mining in the motherlode mine with a bot can yield much, much more. Even at 70% efficiency with AFK breaks and logouts, a mining bot can bring in millions of gold that can be sold later. Better yet, you can stock up on ores (or whatever material you are skill botting) for years with a pretty good chance those assets will go up in value.

So, if you are thinking about mining crypto with old devices, you should instead consider botting in OSRS or other games first. You can bring in hundreds, or thousands of dollars per month with a bot farm as long as you have access to HQ scripts and dedicated IPs.

Mr. Corleone - January 2, 2022, 9:29 pm

(Jan 2, 2022 07:23 PM)___PHP___ Wrote: [\[CITE\]](#) Better yet, you can stock up on ores ldk, this would feel too risky for me to be honest.
I generally like to sell as fast as possible in order to avoid a ban fucking all my stuff xD

Hackers - January 3, 2022, 9:45 am

(Jan 2, 2022 10:29 PM)Mr. Corleone Wrote: [\[CITE\]](#) ldk, this would feel too risky for me to be honest.
I generally like to sell as fast as possible in order to avoid a ban fucking all my stuff xD
Well, I would agree as long as you mean selling the ores and then selling off the gold for fiat/crypto immediately. If you mean selling the ores and just keeping the gold on the account, I don't see much difference. One thing to keep in mind is that the stats I'm giving are for botting with intense anti-ban measures, to the point of making significantly less gold to avoid bans. The bots I am using can run for weeks and weeks because they log offline for hours, go AFK, use great mouse movements, don't follow strict paths, etc. That said, you are right that there is a risk in stock piling.

Jonesy Crazy - January 4, 2022, 4:00 pm

(Jan 3, 2022 10:45 AM)___PHP___ Wrote: [\[CITE\]](#) Well, I would agree as long as you mean selling the ores and then selling off the gold for fiat/crypto immediately. If you mean selling the ores and just keeping the gold on the account, I don't see much difference. One thing to keep in mind is that the stats I'm giving are for botting with intense anti-ban measures, to the point of making significantly less gold to avoid bans. The bots I am using can run for weeks and weeks because they log offline for hours, go AFK, use great mouse movements, don't follow strict paths, etc. That said, you are right that there is a risk in stock piling.

Whats the best bot client these days to use? And where to buy dedi ip's? I been outta rs for about 3 years. I used to use TriBot I think it was.

aulakhz - January 5, 2022, 12:58 am

i like the idea of stockpiling....you can make a retirement fund, which can be cashed after a few years

Hackers - January 5, 2022, 2:10 pm

(Jan 5, 2022 01:58 AM)aulakhz Wrote: [\[CITE\]](#) i like the idea of stockpiling....you can make a

retirement fund, which can be cashed after a few years

Yeah, in theory if there is a demand for items/gold/accounts you could stockpile as much as you can now and expect it to go up in value over 10, 20, 30 years. It becomes an assets of sorts

psyop - January 24, 2022, 12:02 am

(Jan 4, 2022 05:00 PM)Jonesy Crazy Wrote: [\[CITE\]](#) Whats the best bot client these days to use? And where to buy dedi ip's? I been outta rs for about 3 years. I used to use TriBot I think it was.

If you're going to go the route of being a bot farmer, you'll want to buy a private script from any author on any platform.

Personally, I prefer plugins more than clients. DeadZone plugins are pretty good.

Hackers - January 24, 2022, 9:41 pm

(Jan 24, 2022 01:02 AM)-0x1337- Wrote: [\[CITE\]](#) If you're going to go the route of being a bot farmer, you'll want to buy a private script from any author on any platform.

Personally, I prefer plugins more than clients. DeadZone plugins are pretty good.

I don't really want to use this as a primary method of making money. I dont plan on spending too much time on it as i dont play RS at all. If anything it is more of an experiment. I'll likely just keep 1 bot going and hold to sell years later.

psyop - January 28, 2022, 12:53 pm

(Jan 24, 2022 10:41 PM)nodes Wrote: [\[CITE\]](#) I don't really want to use this as a primary method of making money. I dont plan on spending too much time on it as i dont play RS at all. If anything it is more of an experiment. I'll likely just keep 1 bot going and hold to sell years later.

Definitely.

My comment was for Jonesy, not you, as what you're doing now is very successful for you. Really looking forward to seeing your updated progress.

Invictuz - January 29, 2022, 10:11 am

Good insight, thanks for sharing this. Maybe I'll try to start a bot farm.

Hackers - January 29, 2022, 10:15 am

(Jan 29, 2022 11:11 AM)Invictuz Wrote: [\[CITE\]](#) Good insight, thanks for sharing this. Maybe I'll try to start a bot farm.

I recently got a miner banned, so I'm worried I may have miscalculated the risk. The method I was using has been working for me, but I have stopped temporarily until I can figure out (from dump logs) how my other account got caught.

I stopped botting for now, but here's their reason:

"Account temporarily banned for macroing in OldSchool. Our macro detection system has been monitoring your account closely and has detected that you are using illegal 3rd party software which violates the rules of the game and breaches your terms of service with Jagex. Our team have reviewed the evidence and can confirm that you were using illegal botting software. Jagex are able to accurately detect all illegal 3rd party software and any promises from their makers about being 'totally undetectable' or 'no ban guaranteed' are inaccurate. As such your account has been temporarily removed from the game. Please take this time to familiarise yourself with the rules."

Mango™ - January 29, 2022, 12:19 pm

(Jan 29, 2022 11:15 AM)nodes Wrote: [\[CITE\]](#) I recently got a miner banned, so I'm worried I may have miscalculated the risk. The method I was using has been working for me, but I have stopped temporarily until I can figure out (from dump logs) how my other account got caught.

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That's a typical response from Jagex about botting. I've seen it one too many times. Just retrace your steps. How long were you botting in that session? Where were you? Was it the same place you've always been? Same routine?

Hackers - January 29, 2022, 12:39 pm

(Jan 29, 2022 01:19 PM)Mango™ Wrote: [\[CITE\]](#) That's a typical response from Jagex about botting. I've seen it one too many times. Just retrace your steps. How long were you botting in that session? Where were you? Was it the same place you've always been? Same routine?

Yeah I definitely stopped playing real OSRS that week and also had traveled across country so new IP

Mango™ - January 29, 2022, 1:44 pm

(Jan 29, 2022 01:39 PM)nodes Wrote: [\[CITE\]](#) Yeah I definitely stopped playing real OSRS that week and also had traveled across country so new IP

Yea lots of red flags that easy detection software can pick up. Surprisingly Jagex's bot detection is more routine based than actually hunting down bots. It's super weird.. I have like a 12 page PDF on how all the bot detection crap works that I found about a year ago from a leaked jagex employee, I believe. What's odd though - friends of mine will bot red chins for 65 hours straight. Only taking 6 hour log breaks.. Never been detected, have bills just sitting on their bot accounts. As soon as they break routine or swap IP's/locations, it will trigger. Super super weird.

psyop - January 29, 2022, 1:59 pm

(Jan 29, 2022 11:15 AM)nodes Wrote: [\[CITE\]](#) I recently got a miner banned, so I'm worried I may have miscalculated the risk. The method I was using has been working for me, but I have stopped temporarily until I can figure out (from dump logs) how my other account got caught.

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Few things that they look at -

Age of the account. (New accounts are unlikely to put in dozens of hours in a day.)

How long you're doing one specific activity. (If you're doing only one skill for countless hours, that causes the account to be flagged.)

How many accounts have significant playtime on the IP. (Two accounts putting in 12+ hours a day causes a flag.)

Membership status. (F2P accounts are more likely to be banned than P2P.)

Click consistency. (Even if your bot takes breaks, clicking at the same rock in the same spot will eventually cause a flag.)

Random event log. (Are you dismissing the random event or letting it expire on its own.)

Location login. (Inconsistent home logins cause flags.)

I was impressed at your progress because typically, doing one activity for an extended period of time will cause a flag. In 10+ years of botting, I have never had success doing 1 skill without breaks. I assume that is what got you caught.

(Jan 29, 2022 02:44 PM)Mango™ Wrote: [\[CITE\]](#) Yea lots of red flags that easy detection software can pick up. Surprisingly Jagex's bot detection is more routine based than actually hunting down bots. It's super weird.. I have like a 12 page PDF on how all the bot detection crap works that I found about a year ago from a leaked jagex employee, I believe. What's odd though - friends of mine will bot red chins for 65 hours straight. Only taking 6 hour log breaks.. Never been detected, have bills just sitting on their bot accounts. As soon as they break routine or swap IP's/locations, it will trigger. Super super weird.

Routine is really hit or miss for Jagex.

You'll either get banned for doing one activity too consistently, or, the routine will be become the only savior of the account. However, if you deviate away from that routine, bot detection flags.

It's really an inconsistent system.

Mango™ - January 29, 2022, 6:42 pm

(Jan 29, 2022 02:59 PM)-0x1337- Wrote: [\[CITE\]](#) Few things that they look at -

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Agreed. Having a good script is key. My bot had biometric graphing to create life like random clicks/mouse movements. Very nice. You also could code your own scripts in it and what not but I just got out of the game for a little too long. I'm interested in starting back up though! I'm down to keep the thread going.

psyop - January 29, 2022, 7:24 pm

(Jan 29, 2022 07:42 PM)Mango™ Wrote: [\[CITE\]](#) Agreed. Having a good script is key. My bot had biometric graphing to create life like random clicks/mouse movements. Very nice. You also could code your own scripts in it and what not but I just got out of the game for a little too long. I'm

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Not sure if you've heard of VSwitcher, but they've got a version 4.0 coming out that will essentially give you the tools to create your own scripts. Similar to VisualRM on Runemate.

Mango™ - January 29, 2022, 7:55 pm

(Jan 29, 2022 08:24 PM)-0x1337- Wrote: [\[CITE\]](#) Not sure if you've heard of VSwitcher, but they've got a version 4.0 coming out that will essentially give you the tools to create your own scripts. Similar to VisualRM on Runemate.

That sounds nice. I'm interested in making my own for sure. I have so many ideas just no way to implement any.

codeventures - February 2, 2022, 7:08 am

(Jan 29, 2022 07:42 PM)Mango™ Wrote: [\[CITE\]](#) Agreed. Having a good script is key. My bot had biometric graphing to create life like random clicks/mouse movements. Very nice. You also could code your own scripts in it and what not but I just got out of the game for a little too long. I'm interested in starting back up though! I'm down to keep the thread going.

Any tips on what platform to start learning coding scripts and any tutorials for starters?

g00dhum0r - April 15, 2022, 6:13 am

This really has me thinking, and I think its a clever out-of-the-box idea. My only concern is how long it will stay lucrative?

Hackers - November 9, 2025, 1:34 pm

(Apr 15, 2022 06:13 AM)g00dhum0r Wrote: [\[CITE\]](#) This really has me thinking, and I think its a clever out-of-the-box idea. My only concern is how long it will stay lucrative?

We're currently less than 10% down or so from Jan 2022 prices, depending on region of month

It pumped hard in February 2024 to x2 value, but has since crashed back down

<https://www.ge-tracker.com/item/amethyst>

RiveR29 - November 10, 2025, 4:18 am

This could actually be extremely good way of getting some money. I have 3 over 8yo accounts in OSRS so I could use them. Cuz I no longer have the time to enjoy the game so why not make it into a possible passive income?

TheAutist - November 11, 2025, 2:53 pm

(Jan 5, 2022 03:10 PM)nodes Wrote: [\[CITE\]](#) Yeah, in theory if there is a demand for items/gold/accounts you could stockpile as much as you can now and expect it to go up in value over 10, 20, 30 years. It becomes an assets of sorts

I haven't played OSRS in awhile but last time I did I saw that every new boss they released just dumped resources which caused the prices to tank. I don't think anything in that game goes up in value over time. The economy is kinda fucked. Every time I would decide to stop playing I'd sell all my expensive gear, and when I came back I could buy it back much cheaper.

Hackers - March 12, 2026, 9:05 pm

(Nov 11, 2025 03:53 PM)TheAutist Wrote: [\[CITE\]](#) I haven't played OSRS in awhile but last time I did I saw that every new boss they released just dumped resources which caused the prices to tank. I don't think anything in that game goes up in value over time. The economy is kinda fucked. Every time I would decide to stop playing I'd sell all my expensive gear, and when I came back I could buy it back much cheaper.

Could very well be the case. I wonder what botting and sales are like nowadays

Raddify - March 16, 2026, 2:03 pm

(Jan 24, 2022 01:02 AM)psyop Wrote: [\[CITE\]](#) If you're going to go the route of being a bot farmer, you'll want to buy a private script from any author on any platform.

Personally, I prefer plugins more than clients. DeadZone plugins are pretty good.

I didn't even know this was a thing. Gave it a google and its like a whole new world has opened up for botting. Do you happen to know what the ban rates are like for this compared to standard launchers for other botting platforms? Is it considered safer because its newer or is it the context-dependent risk of ban still?

HerrWinston - March 16, 2026, 2:08 pm

It seems funny we have talked about this earlier in convo lol, didnt know you already had a thread about this topic xD

Hackers - March 16, 2026, 7:19 pm

(Mar 16, 2026 02:08 PM)HerrWinston Wrote: [\[CITE\]](#) It seems funny we have talked about this earlier in convo lol, didnt know you already had a thread about this topic xD

Haha, yes, I did take a look. So, certain values have gone up, but it all has to be calculated for current gold prices in USD too obviously. For example, the cost for certain ores has gone down, even as much as 50% in some cases. However, the USD value of 250M on OSRS has gone up around 36% in the last few months on Playerauctions at around \$62/250M which was last seen in May 2025. If this trend continues and we see \$70-90 USD per 250M, then the value of OSRS GP would effectively out-do the losses on ores.

Other ores also increased in value after my original post, but have since dropped. Amethyst for example hit almost 7000g in February 2024, almost doubling but now sitting at around 3300.

All in all, the theory was incorrect for regular investing - crypto investing outperformed OSRS GP/ore investing. BUT I do think that OSRS bot mining could've potentially been more profitable on average than crypto mining, for the average HF user's rig.

HerrWinston - March 17, 2026, 8:04 am

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from what I have read here and know about mining and osrs bots, I do think for the average person, osrs botting is more profitable than crypto mining, I am still not sure if it would cover electrical bills and so on, but it seems more feasible ^^

Great thread and nice answer, good to know how the osrs economy evolves

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Great thread and nice answer, good to know how the osrs economy evolves

Thanks, yeah, agreed on covering electrical bills & everything. Especially now, that's even more expensive. Wouldn't be surprised if we do see the cost of goods in OSRS go up with the fuel costs... We'll see.