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Invention skill was introduced in RuneScape in 2016 as the new elite skill with requirements such as level 80 in Divination, Smithing, and Crafting. It's the second skill to cap at 120 on RuneScape, after Dungeon-keeping. To start Invention training, go to the Invention Guild in Falador, marked by its logo on the wall. A tutorial is available for beginners. Invention centers around workbenches found in various areas like Keldagrim, Seers' Village, Yanille, Varrock, and Dorgesh-kaan. You can level up equipment before dismantling it to gain experience, use siphoning or make Gizmos for leveling. The item creation method involves grinding by creating siphons. Switching between the Human Tech Tree and Dwarven Tech Tree affects unlocked items, but ultimately you'll be able to craft everything. While leveling Invention, you'll learn about Inspiration Currency and blueprints. Inspiration is gained through gameplay and puzzle-solving, with fewer Inspirations used for blueprint discovery. In RuneScape, the Invention skill is a complex process that involves designing and creating various items. To start, players need to have levels 80 in Divination, Smithing, and Crafting. They must then visit the Invention Guild near Falador, where they can access tutorials and guidance on how to use the skill. To begin, players create Augmentors, which are used to apply parts to an item, enhancing its performance. Before adding parts, they need to craft Gizmo Shells using raw materials found in five slots. Once items are augmented, players can level up Invention training, and later, dismantle items to gain experience. Players must also manage their equipment, as augmented items work with charges, which can run out. Divine Charges can be purchased, but creating own charges is recommended due to cost. Key aspects of the Invention skill include understanding its purpose, getting started, training the skill, disassembling and leveling up. This guide aims to cover these topics and provide a comprehensive introduction to the skill. You can find anvils in various locations, such as Constorium building in Keldagrim, Varrock, Yanille, furnace near Ardougne church, and Oldak's lab in Dorgesh-kaan. To get started with Invention training, you can choose from a few methods: leveling up equipment to gain experience, siphoning for keeping the equipment but less experience, making gizmos for leveling, or creating items like siphons to help grind to level 120. Focusing on leveling up equipment is recommended as it can be done with other skills and allows you to reap rewards once your equipment reaches a high level. Once you hit level 40, you'll unlock the Human tech tree, which can be switched to Dwarven or Gnome Golem trees for different item unlocks. However, this doesn't make much difference in the long run as you'll still be able to craft all items eventually. As you level up Invention, you'll become familiar with Inspiration currency and blueprints that require a certain amount of Inspiration to unlock. When disassembling an item, you'll get parts used for crafting gizmos, which can be done by bringing them to the Invention button next to your currency pouch. This will give you experience and parts depending on the item. As you level up, you'll unlock more items and gizmos that allow you to augment certain weapons and items. To do this, you'll need to make an Augmentor at an Invention workbench, which can be used to add gizmos with perks to your augmented items. You'll need to make a gizmo shell before adding parts, and each slot has five common items and one rare material. Once you've augmented your item, you can start the leveling process. For Combat or Slayer training, augment your chosen weapons and armor, add relevant perks, then train as usual. Disassemble your item once you hit level 10 to gain experience, but keep in mind that augmented equipment uses charge, which can be increased by purchasing divine charges. It's recommended to create your own divine charges instead of buying them outright. Siphons like Siphon and blueprints play a significant role in maximizing Invention skill progression in RuneScape. By mastering this method, players can efficiently reach level 120, the highest achievable level. This guide focuses on optimizing training methods for the elite Invention skill. The primary approach involves enhancing equipment, leveling it using the enhanced item, disassembling or siphoning to gain experience. As players advance, discovering blueprints offers substantial non-repeating experience gains. Unlike other skills, Invention's mechanics differ from standard leveling methods. Gaining experience in this skill requires a different approach compared to non-elite abilities. The unlocking process demands at least level 80 in Crafting, Divination, and Smithing before accessing the Invention Guild. Completing the Tutorial with Doc is necessary for progressing beyond the tutorial. The unique mechanics of Invention impact training efficiency. Early levels require more experience than standard skills, but later levels need less. To achieve level 120, about 23 million fewer total experience is required compared to other skills. The value of Invention-derived lamps and stars is halved, making them a less efficient choice for long-term experience gain. Disassembly and siphoning have distinct characteristics in this skill, unaffected by boosts like torstol incense sticks or Double XP Live. However, discovery-based methods are impacted by such boosts. A crucial interaction with Double XP Live involves augmented items gaining item experience at 1.5x the usual rate. Enlightened Perk and Its Recommended Gizmo Layouts In the game, the Enlightened perk directly increases experience rates at a particular level. This perk is achieved by combining specific gizmos in various layouts for low- and high-level players. Mechanised Siphon The Mechanised siphon blueprint can be discovered at level 77 and allows automatic item siphoning once equipment reaches a certain level, minimizing "wasted" experience loss. Scavenging Perk The Scavenging perk grants a percent chance to receive uncommon Invention materials upon killing an enemy. Scavenging 4 is particularly recommended for Armour gizmo, as it increases the chances of obtaining rare components. Combat Efficiency Boosts For most players, combat will be the primary method of levelling Invention. Equipment and abilities that allow area-of-effect damage are highly recommended, such as Corruption Shot/Corruption Blast, Mechanised Chinchompa, Greater Chain, and halberds. Combat experience rates in Shattered Worlds and ED3 are not up-to-date, but players can still use gizmos to gain a significant amount of experience. Specifically, creating gizmos grants 21,500,000 experience points at a rate of 25.49 per hour. It's worth noting that individual gear and skill levels affect the actual experience rates. For new players, skillling is the slowest way to train Invention but can be done simultaneously with other skills. A recommended approach for most players is to participate in combat and use equipment siphons when items reach level 9 (for faster XP gain) or level 12 (to minimize costs). Alternatively, players can manufacture ancient weapon or armour gizmos from scratch using timeworn components, which allows for the fastest but most expensive training method. While leveling up Invention skills, players unlock the ability to discover blueprints that award significant one-time experience drops. These discoveries should not be ignored and provide a substantial boost in experience points. Early level training (Levels 1-27) can be divided into two sections: Levels 1-4 and Levels 4-27. Completing the Invention tutorial with Perfect optimisation on discoveries puts players at level 4. For levels 4-27, it's essential to research the maximum equipment level 5 blueprint as soon as possible. The fastest way to gain experience between levels 4-27 is by using an augmentor to augment two tier 70-75 combat equipment, training the augmented equipment to level 5, and then disassembling them. This method provides a highly cost-efficient way to train Invention skills. Another option for early level training is divine charge crafting. While this method is slower, it's cost-effective and can be done by mass-disassembling common items for simple parts and then crafting divine charges with them. This approach requires approximately 6,972 magic logs and 74,700 incandescent energy or equivalent to get from level 5 to 22. For leveling items beyond level 27, players should immediately use Discovery to unlock two important blueprints: the ability to train augmented equipment to level 10 and the equipment siphon. The latter allows for draining item experience without affecting other skills. Siphoning is no longer the recommended method for levelling Invention due to its slow pace compared to other methods. It's best to use combat or Shattered Worlds to level up Invention, especially when aiming for high experience rates. For combat, equipping full sets of augmented gear and choosing fast combat encounters can significantly boost experience rates. The ability to augment leg armour must be researched first. The goal is to choose the highest-tier gear available to maximize experience gain. In Shattered Worlds, using mechanised chinchompas with an augmented off-hand and Essence of Finality can lead to rapid area damage and equipment levelling. However, this method requires high-level gear, making it a more suitable choice for those focused on speed. The Dark Bow attack can be spammed multiple times to deal area damage from mechanised chinchompas. Players can choose worlds that offer consistent experience boosts, with ranges of 116-120 or 91-95. High-level Shattered Worlds provide the most experience for players with strong gear. Alternatively, training tools can gain Invention experience without combat. Tools are a less-intensive method to train Invention at a lower rate due to their high cost. Augmenting crystal fishing rods in the Fishing Frenzy activity at the Deep Sea Fishing Hub offers high item experience rates and can be created cheaply once the initial investment is made. Tools benefit from higher Woodcutting/Fishing levels and having specific research requirements for augmentation. Cheaper items like the Fishing rod-o-matic may be disassembled for more experience, but more expensive items are generally siphoned. Players should prioritize their augmented tools in their bank presets to maximize efficiency. Level 45-84 perks have chances for better perks, such as Precise 3 or Precise 2 Eruptive 1. Some perk chances decrease with level-ups, indicated in the Notes column. Situational armour perks offer more power in specific situations: Venomblood disables poison damage (51.81% chance), Mobile halves Surge/Surge cooldowns (81.55% chance), Genocidal increases Slayer task damage (39.55% chance assuming Bulwark is not a downside). Other situational perks include Demon Slayer, Dragon Slayer, and Undead Slayer. Level 85-119 requires Ancient Invention unlocked and reading the 'ancient gizmos' blueprint for creating ancient gizmo shells. Some perks are unlocked at slightly higher levels, noted in the article. Further perks offer more power: Venomblood (54.60% chance assuming Turtling is not a downside), Mobile (92.98% chance), Genocidal (83.08% chance), Demon Slayer (92.98% chance), Dragon Slayer (46.60% chance assuming Energising is a downside), and Undead Slayer (100% chance). Level 120/Endgame setups have optimal perks for PvM and skillling. Levelling items, such as disassembly or siphoning, have different efficiency rates, with black salamanders offering the highest XP ratio but being difficult to level up due to their requirements. **Rewritten text:** * Damage and accessibility issues with mechanized chinchompas make disassembly not advisable. * Disassemble T70 at level 10 459,000 40,120 433,098 0.94 11.44 Slow to level * Disassemble T70 at level 10 with capacitor 459,000 20,060 1,024,433.9 2.23 22.88 Slow to level * Siphon T90 at level 9 227,700 28,761 201,746 0.89 7.92 Siphon T90 at level 9 with capacitor 227,700 14,380 5 625,659.56 2.75 15.83 Fastest XP * Siphon T90 at level 12 621,000 81,960 201,746 0.32 7.58 Cheapest Siphon T90 at level 12 with capacitor 621,000 40,980 1,409,769.19 2.27 15.15 **Discovery** * Discovery while Invention training unlocks new blueprints on the Invention workbench. * Gaining experience from discovering a blueprint means it cannot be discovered again. * Discovering all blueprints up to level 118 yields over 10.8 million experience. **Alternative methods of gaining experience** * Creating gizmos (Level 86+) is the fastest Invention experience method but expensive. * Crafting weapon, armor, or tool gizmo shells and filling them with materials that yield high experience can grant experience. * Both crafting shell and creating gizmo grant experience. * Experience from each individual material yields a sum total for gizmo creation. * Unlocking ancient gizmos is required to use timeworn components in an ancient gizmo. Given article text here gizmo shells when creating timeworn ancient armour gizmos a lot of experience can be earned in an hour. total amount of experience between levels is very high. using boosts like torstol incense sticks can make the task easier. players who haven't unlocked components should use combat and xp capacitors to train. protean cogs are not recommended but they can give some experience. effigy incubator is a monthly event where unstable effigies can be made giving 2,500 invention xp each. quests for invention experience are available Xp tables for weapon disassembly - Tier 70: 459,000 - Tier 75: 499,500 - Tier 78: 516,900 - Tier 79: 526,500 - Tier 80: 540,000 - Tier 85: 580,500 - Tier 90: 621,000 - Tier 95: 648,000 - Tier 100: 675,000 - Tier 105: 693,000 - Tier 110: 712,000 - Tier 115: 732,000 - Tier 120: 752,000 Basic materials for making devices and unlocking perks can be obtained by disassembling high-value items in large quantities or purchasing them from shops that restock daily. Key locations include the White Knight Master Armoury, which offers a wide range of items including base parts, blade parts, and plated parts. High-quality components such as augmentors, blackjacks, and crystal parts can be found by disassembling specific items like Ali Morrissane's blackjacks or crafting your own shield- or shortbows using certain tools. Additionally, players can obtain materials through Scavenging 4 in the late game or by killing Elite Black Knights after completing White Guthix Sleeps. These activities provide rare drops such as black salamanders and Wise Dragon bones. For those who prefer a more established routine, many shops offer daily restocking services. The White Knight Master Armoury is particularly notable for its extensive selection of high-quality components. When acquiring valuable items from Twin Furies/K'ril Tsutsaroth at 58 Archaeology, one should prioritize gathering powerful components such as Augmentors, Hammer-trons Battlestaff drops, spirit terrorbird pouches, insulated boots (buying in bulk with broad arrowheads and slayer gem packs), and Magic armour from Zaff. Additionally, collect Precious components like Scavenging, Equipment siphons Slayer rings, and Precise components Tool gizmo shells, Fletching bows, broad arrows, and hunter items. For Protective components, focus on Armour gizmo shells, White Knight Master Armoury crafting dragonhide chaps, and smithing Elder rune platebody +5. Sharp components include High capacity plank maker, Auto disassembler mk. II from the White Knight Master Armoury, and smithing Elder rune 2h sword +5. Strong components are Combat dummy MKIIs, Weapon gizmo shells, Shieldbows (string first), and Subtle components like Hammer-trons and Tight springs. Buying scimitars from Warriors' Guild Armoury or Zeke's Superior Scimitars is also beneficial for acquiring Subtle components. Furthermore, focus on Swift components such as Fishing rod-o-matics and Claws from the Warriors' Guild Armoury, and smithing Rune claws +3. When buying from the White Knight Master Armoury, prioritize claws (Swift components) and scimitars (Subtle components). After disassembling items, cycle through other acquired components for optimal use. Notably, battleaxes provide direct components, and white gauntlets are significantly cheaper per component than other armour, costing only 6 coins. Rare components, primarily used for perks but also having other uses, can be obtained by disassembling specific items and the Scavenging perk, although at a slower rate. These rare components include Armadyl, Clockwork, Dragonfire, Faceted, Fortunate, Fungal, Pestiferous, Resilient, Saradomin, Silent, Third-age, Undead, and Zamorak components, which can be obtained through various sources such as the Sunken pyramid for Precise Kree'arra or Spiritual warriors, buying dwarf multicannons for Clockwork, Dragonkin Laboratory for Dragonfire ash, Lletya elves for teleport seeds and charging them to full in Pridéinas, Hard clue scrolls for Fortunate, Ganodermic visors, gloves and boots from ganodermic beasts (95) for Fungal, Korasi's swords for Pestiferous, Dragon Slayer ability codex for Resilient, Saradomin mjolnirs for Saradomin components, Honed Death Lotus darts, tabis or Augmented chaps at level 9 for Silent components, Demon Slayer and Prosper Corpse spiders with Scavenging 4 for Third-age components, Barrows for Undead components, and Zamorak mjolnirs for Zamorak components. Materials not listed here have no noteworthy sources, such as Noxious components which must be obtained from Araxxor drops or other means. Ancient components can be obtained through Archaeology. These come from various sources: - Classic components: Disassembled archaeology materials, specifically Gizmo shells. - Historic components: Disassembled venator daggers and light crossbows along with other archaeology materials. - Timeworn components: Disassembled completed artefacts found in higher level spots like Bandos's sanctum debris or Orthen Dig Site. - Vintage components: Disassembled completed artefacts from the same locations, often requiring specific items to be obtained. Materials can also be obtained through excavation spots. It is recommended to use God Wars Dungeon entrances when needed for certain perks. To activate an ancient device, players can utilize the 'Ancient Gizmos' blueprint when possible. This blueprint is non-tradable. The article discusses various gear and skills within the game. Several armor perks offer situational benefits: Venomblood negates poison damage with a 54.60% chance, assuming Turtling isn't disadvantageous. Mobile reduces cooldowns for Surge, Escape, Dive, Bladed Dive, and Barge by half but forfeits adrenaline. This occurs with a 92.98% probability, unless Mobile is considered a drawback. Other perks include Genocidal, which boosts damage on Slayer tasks at an 83.08% chance, and Demon Slayer, increasing demon damage by 7%, including K'ril Tsutsaroth, at a 92.98% probability assuming Mobile isn't disadvantageous. Dragon Slayer enhances dragon damage by 7%, covering dragons within the Dragonkin Laboratory with a 46.60% chance if Energising is considered a drawback. Undead Slayer raises undead damage by 7%, affecting Barrows, Hermod, Rasial, and other undead mobs at a 100% probability. The article also touches on level 85 Invention, where players can craft ancient gizmo shells with an untradeable blueprint. This requires reading the 'Ancient Gizmos' blueprint while having at least level 85 Invention skill and including a chance for better perks, such as Precise 2 or Eruptive 1. For optimal gear setups in PvM (player versus monster) content, players are directed to specific guides, which remain applicable even on Ironman mode.

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