

Guide:Magic Gear Progression



This page is a supplemental guide.

External links are allowed and the formatting does not have to match the wiki's style guide.

For melee equipment progression, see [Guide:Melee Gear Progression](#). For ranged equipent progression, see [Guide:Ranged Gear Progression](#).

This guide is a reference for magic gear progression, both in effectiveness at different encounters and price. Upfront equipment cost as well as estimated rune costs are compared, with a generic magic strength bonus comparison below.

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Early Game / Free-to-play


























Level 1

































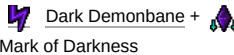


















9,238

Mid game / Members

Level 20	Level 40	Level 60 (Post-Recipe for Disaster)	Level 70+ (Ancient Magicks)	Level 70+ (Elemental spells)
  54,856	  166,779	  683,190	  3,491,787	  10,105,594
Content specific upgrades			Cost (Buy)	Cost (Runes, 1 Hour)
 Elemental spells (Elemental weakness)			 2,358	 Strike spells  3,600
				 Bolt spells  81,600
				 Blast spells  168,000
				 Wave spells  259,200





























 Iban's staff (u) (Questing / Bossing)	 Iban Blast	 200,000	 198,000
 Ancient Magicks (Ancient spellbook / Multi-slayer)	 Blood Burst	 61,433	 1,180,800.00
	 Ice Burst		 686,400.00
 Elemental spells (Elemental weakness/Bossing)	 Blast spells	 6,675,240	 140,000
	 Wave spells		 216,000
 Warped sceptre (Arceus/Lunar spellbook)		 96,075	 241,500.00
 Infinity robes		 5,286,243	N/A
 Bloodbark armour		 446,228	N/A
 Dagon'hai robes		 968,411	N/A

Late game / Bossing & Raiding




















































Level 75+ (Ancient magicks)	Level 78+ (Powered stave)	Level 80+ (Ancient Magicks)	Level 80+ (Powered stave)	Level 85+ (Powered stave)
  5,493,911	  8,996,268	  49,358,208	  37,246,618	  172,800,050
Content specific upgrades			Cost (Buy)	Cost (Runes, 1 Hour)
 <u>Trident of the seas</u> (Bossing)			 60,067	 364,500.00
 <u>Trident of the swamp</u> (Bossing)			 3,563,790	 613,500.00
 <u>Ancient sceptre</u> (Slayer / Ancients)	 <u>Ice Burst</u>		 61,433	 686,400.00
	 <u>Ice Barrage</u>		 61,433	 1,190,400.00
 <u>Ahrim's robes</u>			 4,742,417	 16,000.00
 <u>Blue moon armour</u>			 7,354,690	 100,000.00
 <u>Purging staff</u> (Yama / Demons)		 <u>Dark Demonbane + Mark of Darkness</u>	 34,666,348	 644,111.63
 <u>Dragon hunter wand</u> (Dragons / Ancients / Chambers of Xeric)		 <u>Surge spells</u>	 15,675,380	 426,000.00
 <u>Toxic staff of the dead</u> (Inferno / Theatre of Blood)	 <u>Blood Barrage</u>		 12,252,066	 1,880,914.29
	 <u>Ice Barrage</u>			 1,125,942.86
 <u>Sanguinesti staff</u> (Bossing / Raiding)			 19,247,540	 972,000.00
 <u>Eye of ayak</u> (Bossing / Raiding)			 61,607,595	 818,000.00





























End Game

Endgame Ancient Magicks	Endgame Elemental Spells	Endgame Demonbane Spells	Endgame Megare	Elite void
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 652,457,015	 908,011,368	 819,990,734	 1,591,989,255	 397,617,710
Content specific equipment			Cost (Buy)	Cost (Ammo, 1 hour)
 Virtus robes			 99,156,993	N/A
 Kodai wand (Slayer)	 Blood Barrage		 86,903,627	 1,760,520.00
	 Ice Barrage			 1,011,840.00
 Ancestral robes			 318,927,991	N/A
 Harmonised nightmare staff	 Fire Surge +  Tome of fire		 223,751,325	 396,927,000.00
 Tumeken's shadow (Bossing / Raiding)			 907,720,906	 1,132,800.00

Magic Damage bonus / Cost

Item	 Magic Damage	Cost	Δ  Magic Damage	Cost / Δ  Magic Damage
 Elite Mage Void set	+5%	N/A	+5%	N/A
 Imbued god cape	+2%	N/A	+2%	N/A
 Tome of fire	+10% ^[a]	 1,455,148	+10% ^[a]	 145,514.80
 Tome of earth	+10% ^[a]	 462,576	+10% ^[a]	 46,257.60
 Tome of water	+10% ^[a]	 413,179	+10% ^[a]	 41,317.90
 Occult necklace	+5%	 782,416	+5%	 156,483.20
 Bloodbark helm	+1%	 80,820	+1%	 80,820
 Bloodbark body	+1%	 164,300	+1%	 164,300
 Bloodbark legs	+1%	 155,113	+1%	 155,113
 Mage's book	+2%	 2,185,794	+2	 1,092,897.00
 Elidinis' ward	+3%	 3,887,832	+1	 1,702,038
 Seers ring (I)	+0.5%	 1,076,002	+0.5%	 2,152,004.00
 Tormented bracelet	+5%	 23,920,442	+5%	 4,784,088.40
 Augury	+4%	 4,881,506	+1%	 4,881,506
 Eternal boots	+1%	 5,075,275	+1%	 5,075,275
 Virtus mask	+2%	 8,546,372	+1%	 8,465,552
	+5% ^[b]		+4% ^[b]	 2,116,388.00
 Virtus robe top	+2%	 52,191,975	+1%	 52,027,675
	+5% ^[b]		+4% ^[b]	 13,006,918.75

Item	 Magic Damage	Cost	Δ  Magic Damage	Cost / Δ  Magic Damage
 Virtus robe bottom	+2%	 38,418,646	+1%	 38,263,533
	+5% ^[b]		+4% ^[b]	 9,565,883.25
 Confliction gauntlets	+7%	 95,624,873	+2%	 35,852,215.50
 Magus ring	+2%	 34,761,407	+1.5%	 22,456,936.67
 Elidinis' ward (f)	+5%	 101,064,343	+2%	 48,588,255.50
 Ancestral hat	+3%	 65,382,936	+1%	 56,836,564
 Ancestral robe top	+3%	 144,976,282	+1%	 92,784,307
 Ancestral robe bottom	+3%	 108,568,773	+1%	 70,150,127
 Avernic treads (et)	+2%	 234,163,356	+1%	 229,088,081

- a. Only for its specific elemental spells
- b. For ancient magicks only

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