

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 equipment 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



54,856

Level 40



166,779

Level 60
(Post-Recipe for Disaster)



683,190

Level 70+
(Ancient Magicks)



3,491,787

Level 70+
(Elemental spells)



10,105,594

Content specific upgrades

Cost (Buy)

Cost (Runes, 1 Hour)

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)	
Trident of the seas (Bossing)		60,067	364,500.00	
Trident of the swamp (Bossing)		3,563,790	613,500.00	
Ancient sceptre (Slayer / Ancients)	Ice Burst	61,433	686,400.00	
	Ice Barrage	61,433	1,190,400.00	
Ahrim's robes		4,742,417	16,000.00	
Blue moon armour		7,354,690	100,000.00	
Purging staff (Yama / Demons)	Dark Demonbane + Mark of Darkness	34,666,348	644,111.63	
Dragon hunter wand (Dragons / Ancients / Chambers of Xeric)	Surge spells	15,675,380	426,000.00	
Toxic staff of the dead (Inferno / Theatre of Blood)	Blood Barrage	12,252,066	1,880,914.29	
	Ice Barrage		1,125,942.86	
Sanguinesti staff (Bossing / Raiding)		19,247,540	972,000.00	
Eye of ayak (Bossing / Raiding)		61,607,595	818,000.00	

End Game

Endgame Ancient Magicks	Endgame Elemental Spells	Endgame Demonbane Spells	Endgame Megarare	Elite void
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Content specific equipment		Cost (Buy)	Cost (Ammo, 1 hour)
	Virtus robes	99,156,993	N/A
	Blood Barrage	86,903,627	1,760,520.00
	Ice Barrage		1,011,840.00
	Ancestral robes	318,927,991	N/A
	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
	+5%	N/A	+5%	N/A
	+2%	N/A	+2%	N/A
	+10% ^[a]	1,455,148	+10% ^[a]	145,514.80
	+10% ^[a]	462,576	+10% ^[a]	46,257.60
	+10% ^[a]	413,179	+10% ^[a]	41,317.90
	+5%	782,416	+5%	156,483.20
	+1%	80,820	+1%	80,820
	+1%	164,300	+1%	164,300
	+1%	155,113	+1%	155,113
	+2%	2,185,794	+2	1,092,897.00
	+3%	3,887,832	+1	1,702,038
	+0.5%	1,076,002	+0.5%	2,152,004.00
	+5%	23,920,442	+5%	4,784,088.40
	+4%	4,881,506	+1%	4,881,506
	+1%	5,075,275	+1%	5,075,275
	+2%	8,546,372	+1%	8,465,552
	+5% ^[b]		+4% ^[b]	2,116,388.00
	+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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