

Guide:Ranged 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 magic equipment progression, see [Guide:Magic Gear Progression](#).

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

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Free-to-play

Level 1	Level 20	Level 40+
2,694	3,447	10,775
Content specific equipment	Cost (Buy)	Cost (Ammo, 1 hour, no pickup)
Shortbow + Iron arrow (Training)	50	20,000
Oak shortbow + Steel arrow (Training)	42	54,000
Willow shortbow + Mithril arrow (Training)	92	36,000
Maple shortbow + Adamant arrow (Training)	175	164,000

Mid Game / Members

Level 40 (Pre-Recipe for Disaster)	Level 50 (Post-Recipe for Disaster)	Level 60	Level 70
18,201	194,615	249,321	239,758

Content specific equipment	Cost (Buy)	Cost (Ammo, 1 hour, Accumulator)
Dorgeshuun crossbow + Bone bolts (Training)	2,554	2,940
Magic shortbow + Rune arrow (Training / Slayer)	790	76,160
Magic shortbow (i) + Amethyst arrow (Bossing)	38,956	100,240
Hunters' sunlight crossbow + Sunlight antler bolts (Slayer)	5,714	76,160
Hunters' sunlight crossbow + Moonlight antler bolts (Bossing)	5,714	85,680
Rune crossbow + Broad bolts (Slayer)	9,623	20,832
Rune crossbow + Diamond bolts (e) (Bossing)	9,623	97,440
Rune crossbow + Ruby bolts (e) (Bossing)	9,623	53,424
Dwarf multicannon + Steel cannonball (Slayer/Training)	752,378	162,000 (Once per rotation) 1,296,000 (Continuous)

Late Game / Bossing & Raiding

Level 70 (Elite void)	Level 70 (Dragonhide)	Level 75	Level 80	Level 85+
1,024,959	2,269,898	37,677,826	147,662,769	222,662,984
Content specific equipment	Cost (Buy)	Cost (Ammo, 1 hour, Assembler)		
Red chinchompa (Training)	1,035	2,070,000		
Black chinchompa (Training)	2,430	4,860,000		
Dragon crossbow + Ruby dragon bolts (e) (Bossing)	798,892	806,880		
Dragon crossbow + Diamond dragon bolts (e) (Bossing)	798,892	791,040		
Eclipse atlatl + Atlatl dart + Eclipse moon armour (Hybrid)	7,078,161	171,999		
Toxic blowpipe	Adamant darts (Slayer)	9,850,232	388,000	
	Rune darts (Slayer/Bossing)		467,800	
	Amethyst darts (Slayer/Bossing)		510,400	
	Dragon darts (Bossing/Raids)		1,135,000	
Masori armour set	113,417,127	N/A		
Webweaver bow + Revenant ether (Wilderness)	14,310,704	350,000		
Scorching bow + Dragon arrow (Demons)	34,659,292	678,000		

Dragon hunter crossbow + Ruby dragon bolts (e) (Vorkath / Chambers of Xeric)	43,744,369	806,880		
Bow of faerdhin + Crystal armour (Raids / Inferno)	198,274,598	175,641.40		
End Game				
Endgame Crossbow	Endgame Blowpipe	Endgame Bow	Endgame Megarare	Elite Void
1,003,189,035	611,623,198	677,065,989	2,216,929,226	339,199,673
Content specific equipment			Cost (Buy)	Cost (Ammo, 1 hour, Quiver)
Toxic blowpipe + Dragon darts (Slayer/Bossing)			9,850,232	1,135,000
Venator bow + Dragon arrow (Slayer)			75,293,023	706,500
Zaryte crossbow + Ruby dragon bolts (e) (Nex / Special attacks)			401,416,069	791,040
Twisted bow + Dragon arrow (Bossing / Raids)			1,615,156,260	542,400
Ranged Strength bonus / Cost				
Item	Ranged Strength	Cost	Δ Ranged Strength	Cost / Δ Ranged Strength
Range Void set	+10%	N/A	+10%	N/A
Elite Range Void set	+12.5%	N/A	+2.5%	N/A
Ava's assembler	+2	7,024	+2	3,512.00
Antler guard	+2	565,467	+2	282,733.50
Odium ward	+4	3,967,260	+2	1,700,896.50
Necklace of anguish	+5	23,944,338	+5	4,786,383.60
Dragonfire ward	+8	16,001,686	+4	3,008,606.50
Twisted buckler	+10	17,882,736	+2	940,525.00
Masori mask	+2	17,564,482	+2	8,286,025.50
Masori chaps	+2	38,058,713	+2	18,534,668.00
Masori body	+4	57,793,932	+4	14,085,889.00
Dizana's quiver	+3/4 ^[a]	N/A	+1/+2 ^[a]	N/A
Venator ring	+2	53,757,367	+2	26,878,683.50
Zaryte vambraces	+2	91,387,180	+2	45,693,590.00
Avernic treads	+2	227,452,081	+2	113,726,040.50
Avernic treads (pe)	+3	251,647,736	+1	24,195,655

a. Only if using ammo from the quiver

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