

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

This guide is intended as a reference for melee equipment progression milestones, both in effectiveness and availability. Cost tables are given to compare specific pieces of equipment with their use-case each stage, with a full table at the end to compare general strength bonus upgrades for their price point.

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## Early Game / Free-to-play

Level 1	Level 5	Level 20	Level 30	Level 40+
2,126	3,383	7,850	21,382	146,405
Additional equipment	Anti-dragon shield			
Notable Quests	Dragon Slayer I			

## Mid Game / Members

Level 40+	Pre-Recipe for Disaster	Post-Recipe for Disaster	Level 65+	Level 70+
169,302	235,275	362,701	3,940,298	7,306,655
Content specific upgrades				
Arclight (Demonic gorillas, Tormented Demons)		3+  Ancient shards		4-5  Ancient shards
Abyssal whip (Slayer, combat training)		1,336,648		N/A
Zombie axe (Crush-weak / High defence enemies)		931,472		N/A

Zamorakian hasta (Stab-weak enemies)	1,698,288	N/A
Barrows armour set (Perilous Moons, defence)	817,564	15,333
Dharok the Wretched's equipment (Combat training, Giant Mole)	3,888,069	22,666.67
Obsidian armour set +  Toktz-xil-ak +  Berserker necklace (Combat training)	4,292,115	N/A
Ursine chainmace (Wilderness slayer/bosses)	7,158,727	262,500 ( Revenant ether)

## Late Game

75+	80+	90+	95+
11,048,299	42,431,035	96,586,718	240,284,019
Content specific upgrades		Cost (Buy)	Cost (Upkeep, 1 Hour)
Abyssal tentacle ( Kraken tentacle) (General Slayer, Bossing)		353,395	200,497.20 ( Abyssal whip)
Serpentine helm (Venom immunity)		3,511,853	117,333.33 ( Zulrah's scales)
Blood moon set +  Dual macuahuitl (Hueycoatl, Combat training)		20,977,086	15,333
Burning claws (Special attack)		6,019,426	N/A
Osmumten's fang (Tombs of Amascut, Nex)		24,502,347	N/A
Emberlight (Yama, Demons)		34,658,042 + 30  Ancient shards	N/A
Abyssal bludgeon (The Nightmare, Araxxor)		20,910,697	N/A
Dragon warhammer (Bossing, Raids)		13,333,778	N/A
Bandos godsword (Bossing, Raids)		18,761,658	N/A
Dragon hunter lance (Vorkath, Chambers of Xeric)		66,296,386	N/A
Voidwaker (Special attack, High defence)		41,343,753	N/A
Dragon claws (Special attack)		48,503,223	N/A
Bandos equipment (Defence)		42,009,610	N/A
Ghrazi rapier (Combat training / Slayer)		32,598,159	N/A
Noxious halberd (Zulrah, PVP)		50,190,037	N/A

## End Game

Endgame Slash	Endgame Crush	Endgame Stab/Strength	Endgame Megarare	Endgame Defence



## Content specific upgrades

## Cost (Buy)

## Cost (Upkeep, 1 Hour)

Justiciar armour (Defence, Tanking)	43,218,796	N/A
Oathplate armour (Slash weak Bosses, Theatre of Blood)	287,392,146	N/A
Inquisitor's armour (The Nightmare, Phosani's Nightmare)	210,258,485	N/A
Blade of saeldor (Slash weak enemies)	153,808,747.67	175,641.40
Inquisitor's mace (Crush weak enemies)	224,568,552	N/A
Scythe of vitur (Raids, Slash-weak enemies, Crush-weak enemies)	1,537,055,610	674,244.00
Soulreaper axe (Budget Scythe, more difficult to use)	296,484,064	N/A
Torva armour (Defence, Raiding)	626,342,794	N/A

## Strength bonus / Cost

Item	Strength bonus	Cost	$\Delta$ Strength bonus	Cost / $\Delta$ Strength bonus
Combat bracelet	+6	12,276	+6	2,046.00
Rune boots	+2	7,435	+2	3,717.50
Berserker helm	+3	41,524	+3	13,841.33
Dragon scimitar	+66	45,186	+22	2,053.91
Fighter torso	+4	0	+4	N/A
Helm of neitznot	+3	51,226	+0	13,841.33
Barrows gloves	+12	130,000	+6	21,666.67
Dragon defender	+6	0	+6	N/A
Mixed hide cape	+1	16,260	+1	16,260
Berserker ring (i)	+8	3,043,954	+8	380,494.25
Dragon boots	+4	393,910	+2	196,955.00
Fire cape	+4	0	+3	N/A
Abyssal whip	+82	1,276,392	+16	79,774.50
Amulet of fury	+8	2,042,545	-2	N/A
Abyssal tentacle	+86	353,395	+4	88,348.75
Blood moon helm	+4	911,572	+1	911,572
Serpentine helm	+5	3,460,627	+1	2,549,055
Amulet of torture	+10	21,735,958	+2	10,867,979.00

Item	Strength bonus	Cost	$\Delta$ Strength bonus	Cost / $\Delta$ Strength bonus
Ferocious gloves	+14	11,790,700	+2	5,895,350.00
Blood moon tassets	+2	9,918,075	+2	4,959,037.50
Neitznot faceguard	+6	14,270,781	+1	14,270,781
Amulet of rancour	+12	39,838,524	+2	19,919,262.00
Ghrazi rapier	+89	32,598,159	+3	10,866,053.00
Infernal cape	+8	0	+4	N/A
Ultor ring	+12	123,337,085	+4	30,834,271.25
Primordial boots	+5	23,020,315	+1	23,020,315
Avernic defender	+8	39,847,547	+2	19,923,773.50
Torva full helm	+8	230,832,695	+2	115,416,347.50
Torva platebody	+6	218,657,995	+2	109,328,997.50
Torva platelegs	+4	149,151,395	+2	74,575,697.50
Avernic treads (pr)	+6	229,088,081	+1	229,088,081

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