

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 equipent 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.

Contents

- Early Game / Free-to-play
- Mid Game / Members
- Late Game
- End Game
- Strength bonus / Cost

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			Cost (Buy)	Cost (Upkeep, 1 Hour)
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

				
 839,256,544.67	 928,973,091	 1,153,087,007	 2,617,696,911	 95,847,556
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	Δ  Strength bonus	Cost / Δ  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 neitiznot	+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	Δ  Strength bonus	Cost / Δ  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
 Neitiznot 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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