

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 faerdhinen +  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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