Equipment guide

Here you will find all of the notable weapons and pieces of equipment, and advice about what is considered the best equipment

- Melee equipment
- Ranged equipment
- Magic equipment

Melee equipment

Welcome to my melee equipment guide! In this guide I will tell you about all the notable melee gear you can get in game. I will not go too in-depth on how to get certain items as most of them, especially the custom ones, are on our custom items guides which you can find on this wiki. I expect most readers of this guide have at least little knowledge of gear from (old-school) RuneScape and know that from the regular metals, bronze is the worst and rune is the best, and dragon is even better. I will not include items like this in my guide, but I will sometimes note them as a benchmark, and try to include as many notable items as possible. I will go through various sets, stand-alone pieces and weapons. Too much information? Scroll to the bottom of each section to find a TL;DR.

I will separate sets and independent items in this guide. Note that for most sets, you don't require a full set to have the bonuses shown, unless stated otherwise!

Sets

Barrows
Barrows set require 70 defence to wear and provide very good defensive stats. They consist of a helm, chest and legs. They also have weapons. There are 4 different sets, and combined with their weapons, they have a passive special attack as well. A full set is required for this built-in special attack. Verac's is considered the best barrows set all-round for pvm, due to it giving prayer bonus. Torag's has the absolute best defensive stats. Barrows melee sets do not offer any offensive stats. Dharok's set, combined with it's greataxe, increases your max by every hp you have lost, so the lower your HP, the higher you will hit. Verac's set combined with it's flail has a chance to ignore armour and protection prayers. Guthan's set combined with it's warspear has a chance to heal the player for a portion of the damage dealt. Torag's set combined with it's hammers has a chance to lower the victim's run energy by 25%. Torag's special attack is considered the absolute worst of all of them. The other sets each could provide a perk in certain situations. Despite broken barrows pieces being available (which can be repaired at barrows) contrary to RuneScape, the pieces won't break in combat. All items are tradeable.

image-1620739116601.png
Image not found or type unknown

Bandos
Bandos set requires 65 defence to wear, it provides mediocre defensive stats and a bit of offensive stats. It consists of a Chestplate, Tassets (legs) and boots. In most situations, Bandos is considered better than barrows sets, due to the strength bonus weighing more than the defensive stats. Bandos boots don't provide a strength bonus, there are many other boots, such as dragon boots, that beats Bandos boots because of this. All items are tradeable.

image-1620739126098.png
Image not found or type unknown

Bandos (I)
Imbued Bandos is a RuneRealm custom set and requires 70 defence to wear, it provides the same defensive stats as regular Bandos but double the strength bonus, this makes it a very good choice for PVMing, many consider imbued Bandos as one of the best sets in the game, especially due to their value for money. Bandos imbued can be created by using a Bandos imbue scroll, which is dropped by General Graardor, on a regular Bandos piece. All items are tradeable.

image-1620739174786.png
Image not found or type unknown

Justiciar
Justiciar set requires 75 defence to wear and consists of a faceguard, chestguard and legguards. It provides one of the best defensive stats in game, but lacks any offensive stats. It is the best non-custom set in terms of defensiveness. Justiciar drops from the Theatre of Blood. All pieces are tradeable.

image-1620739192246.png
Image not found or type unknown

Inquisitor
Inquisitor set requires 30 defence and 70 strength to wear, it consists of a helm, hauberk (chestpiece), and plateskirt. It is one of the best non-custom offensive set. It lacks good defensive stats, but it's attack and strength bonuses make well up for that. Because of the 30 defence requirement, it creates a niche for 30 defence pures. Inquisitor pieces drop from the Theatre of Blood minigame. All pieces are tradeable.

image-1620739203116.png
Image not found or type unknown

Samurai
Samurai set is a RuneRealm custom made set that requires 70 attack to wear. It consists of a hat, chestpiece, legs, boots and gloves. It has below average defensive stats, but does offer very little attack bonus. When having a full set equipped, your melee attack speed is increased by 1 tick! This

special effect makes it one of the best sets in the game! Despite it's lack of defensive stats, the speed increase makes it very strong, and useful in a lot of PVM situations. Unless high defensive stats, or hybrid items are necessary, samurai performs good in most situations, making the demand very high. Equipping a full set is required to have the speed boost, individual items do not give any special bonuses. It can be bought using blood money in the blood money shop at home, or bought from other players, as all pieces are tradeable.

image-1623142484771.png
Image not found or type unknown

Ethereal gear

Ethereal gear is a RuneRealm Custom made set that requires 70 defence to wear. It offers defensive stats comparable to barrows making it quite a tanky set. When a full set is worn in the wilderness, all damage done to you by monsters is reduced by 40% and players by 10%. These items are dropped from the Ethereal Revenant, a custom boss. If you equip the full set against the Ethereal Revenant, its damage against you is also reduced by 40%, despite him not being in the wilderness. All pieces are tradeable.

image-1620739222577.png
Image not found or type unknown

Void

The Void set requires 42 defence, hitpoints, attack, strength, magic, and ranged, as well as 22 prayer to wear. While the set itself only gives a mediocre defence bonus, the full set gives a good invisible melee bonus. It is considered roughly as strong as regular Bandos. The void set can be obtained through the Pest Control minigame or bought from the Donator shop or Boss point shop at home. Elite void robes are a bit better than regular void robes as they give a slightly higher melee and prayer bonus, but they are not required for its full potential. They are not tradeable.

image-1620765848734.png
Image not found or type unknown

3rd age

3rd age requires 65 defence to equip and is a very rare expensive melee set. It's stats are a little lower than barrows sets, but its decent looks and rarity make up for that. It is only available as very rare drops through hard and elite clue scrolls, and it is also tradeable with other players. It is not used a lot in PVMing, but it is certainly a prestige set to have.

image-1620758774244.png
Image not found or type unknown

Slayer armour

Slayer chestplate and chainskirt are two custom items that require no stats to wear and will buff your damage done when killing monsters on a slayer task. If you are wearing any slayer armour piece or a slayer helm you will receive a 15% melee damage and accuracy buff. If you wear 2

pieces you get a total of 20% damage and accuracy boost and if you wear 3 items you will get a 25% damage and accuracy boost. As said before, having only one piece equipped will always give you 15% damage and accuracy boost. You can imbue all slayer armour pieces with the slayer imbue scroll to make the buffs work for ranged and magic damage and accuracy, as well as increase the base ranged and magic accuracy stats. To be eligible to buy these pieces of armour, you need have unlocked at least 25 items in the collection log of the following bosses: Alchemical Hydra, Cerberus, Ferocious Basilisk, Kraken, Thermonuclear Smoke Devil, Skotizo, and all Superiors slayer monsters. When you've done this, you can buy each piece for 750 points each in the slayer points shop.

image_1642233828333.png
Image not found or type unknown

Statius

Statius's armour is a RuneRealm custom set that can provide the best defence, and one of the best offensive stats in game. Statius's set consists of a helm, platebody, and platelegs. Statius comes in 6 different tiers, base, and tier 1 through 5. Base tier requires 60 defence to wear, tier 5 requires 99. All sets in-between have different defence level requirements. Note that in the table below, Statius's helm* is not taken into consideration compared to Bandos, as Bandos has no helm. Base Statius pieces drop from Crystal monsters, which can be found in the Revenants cave in the wilderness, the Super Donator zone, and the Super Sponsor zone. You can create higher tiers by upgrading the base tiers. 3 base tiers creates a tier 1 piece. 3 tier 1 pieces creates a 2 tier piece. You need 3 helms to create a higher tier helm, you can't mix pieces. A total of 243 base tier armour pieces are required to create a Tier 5 piece, making it one of the most tedious items to get. All pieces are tradeable.
Breakdown:

Tier	requirement strength	defence	attack
Base	60	defence Better than dragon	Good worse than Bandos
1	70	defence worse than Bandos	Better worse than Bandos
2	80	defence equal to Bandos	Better worse than Bandos
3	90	defence worse than barrows	Better worse than Bandos (I)
4	99	defence better than justiciar	Better equal to Bandos (I)
5	99	defence Best in game	Almost as strong as Vesta T5

Almost as strong as Vesta T5

**Tier 5 helm is the best melee helm in game. Neitiznot Faceguard beats Tier 4 in terms of strength, but lacks defence. Tier 3 helm is equal to Magma helm strength and defence, but lacks a bit of offence against Magma helm.*

image_1620739230781.png
Image not found or type unknown

image_1620739241287.png
Image not found or type unknown

Vesta

Vesta's armour is a RuneRealm custom set and can provide the best offensive stats, and one of the best defensive stats in game. Vesta's consists of a chainbody and plateskirt. Vesta comes in 6 different tiers. Base tier requires 60 defence to wear, tier 1 70, going up each tier, up to T4 and T5, which both require 99 defence. Base Vesta pieces drop from Crystal dragons, which can be found in the Revenants cave in the wilderness, the Super Donator zone, and the Super Sponsor zone. You can create higher tiers by upgrading the base tiers. 3 base tiers creates a tier 1 piece. 3 tier 1 pieces creates a 2 tier piece. You need 3 skirts to create a higher tier skirt, you can't mix pieces. A total of 243 base tier armour pieces are required to create a Tier 5 piece, making it one of the most tedious items to get. All pieces are tradeable.

Tier	requirement	defence	attack strength
base	60	defence worse than dragon	Good worse than Bandos
1	70	defence worse than dragon	Better equal to Bandos
2	80	defence equal to dragon	Better better than Bandos
3	90	defence equal to Justiciar	Better better than Bandos (I)
4	99	defence better than Justiciar	Better better than Bandos (I)
5	99	defence Best in game	Best in game Best in game

image_1620739260817.png
Image not found or type unknown

Helms

Neitiznot Faceguard

Neitiznot faceguard requires 70 defence to wear and offers the 2nd best strength bonus for helms. It lacks good defensive stats but its strength bonus makes up for that. It can be created by combining a Neitiznot helm and a Basilisk jaw, which drops from the Ferocious Basilisk, a custom boss. Both the helm and jaw are tradeable.

image_1620739270539.png
Image not found or type unknown

Magma Helm
Magma helm requires 75 defence and offers good strength bonus and good defensive stats as well. While it defence isn't as good as Justiciar helm, it beats Barrows helm and anything below. It will protect from venom and poison, and can be charged with Zulrah's scales to give a 25% chance to venom the target as well, making it a very strong helm for PVMing. It can be created by using a Magma Mutagen on a Serpentine helm. It is tradeable.

image_1620739281522.png
Image not found or type unknown

Slayer helm
Slayer helm has no requirements to wear. It offers mediocre defensive stats and no offensive stats. It offers a 15% boost to melee damage and accuracy when worn on a slayer task, making it the best helm to wear when doing a slayer task. A slayer helm can be made by combining a black mask with a slayer gem, nose peg, face mask, earmuffs and spiny helmet. Black mask drops from Cave horrors, all the other items are sold by the slayer masters. A slayer helm can be recoloured to many different colours by combining the helm with certain items dropped from bosses. A slayer imbue scroll can also be added to helmet to permanently upgrade it, giving the 15% boost to ranged and magic as well. The helm is not tradeable.

image_1620739291186.png
Image not found or type unknown

The regular and imbued regular slayer helm look different, the recoloured helms and it's imbued variant look the same.
Top left to right: Slayer helm > Imbued slayer helm > Black slayer helm (KBD heads) > Green slayer helm (Kalphite Queen Head)
Bottom left to right: Red Helm (Abyssal demon head) > Turquoise Helm (Vorkath head) > Purple Helm (Skotizo head) > Twisted slayer helm (Twisted Horns, Chambers of Xeric)

Boots

Primordial boots
Primordial boots require 75 strength and defence to wear and offer the best offensive stats and strength bonus. They lack a bit of defence compared to Guardian boots, but are overall the best choice for PVMing. Primordial boots can be created by combining Dragon boots with a Primordial

crystal, which drops from Cerberus. They are tradeable.

image_1620739308621.png
Image not found or type unknown

Guardian boots
Guardian boots require 75 defence to wear and offer the best defensive and 2nd best strength bonus. It does not give any attack bonuses. They can be made by combining regular Bandos boots with a Black tourmaline core. The latter drops from the Theatre of blood, the boots from General Graardor. They are tradeable.

image_1620739318833.png
Image not found or type unknown

Bandos boots (I)
Bandos Boots (I) requires 70 defence to wear and offers mediocre defensive and strength bonuses. It offers no attack bonuses. They can be made by combing regular Bandos boots with a Bandos imbue scroll. They are tradeable.

image_1620739327040.png
Image not found or type unknown

Gloves

Ferocious gloves
Ferocious gloves require 80 attack and defence to wear and offer the best melee offense stats in the game. They do not give any defensive stats, but its attack and strength makes up a lot for that. When doing melee only PVM content, they are the absolute best choice. They can be made by combining Barrows gloves with Hydra Leather, which drops from the Alchemical Hydra. They are not tradeable, but the Hydra Leather is.

image_1620739337596.png
Image not found or type unknown

Barrows gloves
Barrows gloves require 45 defence to wear and offer the best hybrid stats in the game. They are only beaten by Ferocious Gloves in melee stats, but they offer defensive stats while Ferocious gloves don't. They also give both ranged and magic offensive stats, making them a the best choice in situations where switching between multiple attack styles is necessary. Barrows gloves can be

bought from certain custom (points) shops at home, and are also dropped by the Culinaromancer after completing the custom Recipe for Disaster quest. Barrows gloves are not tradeable.

Necklace

Amulet of Torture
Amulet of Torture requires 75 Hitpoints to wear and offers the best melee offense stats in the game. It beats any necklace in terms of attack bonus and strength. This amulet is the best choice when using only melee. It can be created through the crafting skill with a Zenyte gem. It is tradeable. A torture ornament kit can be added to the Amulet of torture, changing it's appearance.

image-1620739353191.png
Image not found or type unknown

Amulet of blood fury
Amulet of blood fury has no requirements to wear, is the best hybrid choice in the game and has a passive special attack. It gives good bonuses in all attack bonuses, defence and melee strength. It has a special attack where every time you deal melee damage, you have a chance to heal yourself for a portion of the damage you've dealt. This makes it a very good choice for endgame PVM content. The amulet of Blood fury can be created by using a Blood shard on an Amulet of fury. Blood shards drop from the Theatre of Blood. It is tradeable.
Amulet of fury gives the same bonuses as Blood fury, with the exception of its special attack. It can be created through crafting with an Onyx gem. An ornament kit can be added to the Amulet of fury, enhancing its looks. This does not affect its stats.

image-1620739432517.png
Image not found or type unknown

Ring

Commander Ring (I)
Commander ring requires 75 hitpoints to wear and offers the best hybrid stats in the game. It gives a large bonus to attack and defence stats as well as melee strength and prayer bonus. This is the best in slot ring for essentially all content, especially when using multiple combat styles. It can be created by combining one of each of the following rings: Berserker ring (I), Warrior ring (I), Seers ring (I), Archers ring (I), Treasonous ring (I), Tyrannical ring (I), Ring of the Gods (I), Ring of Suffering (I), and Brimstone ring. It can also be imbued by combining it with a Lucky ring (I) [obtained from completing Corporeal Beast collection log and adding the imbue scroll to a Lucky ring, which can be obtained from Superior slayer monsters]. When imbued the ring will offer the

Lucky ring (I)'s additional +5% drop rate and a small chance to double monster drops, making it the undeniably best in slot ring which requires a lot of grinding. It is tradeable, but the imbued version is not.

image-1642232288419.png
Image not found or type unknown

Brimstone Ring

Brimstone ring has no requirements to wear and offers the second best hybrid stats in the game. It gives a bonus in all attack, defence as well as melee strength. Especially in endgame PVM content, when you're switching between different combat forms, this ring is the second best choice for an overall boost. It can be created by combining an Hydra's eye, fang and heart, all dropping from the Alchemical Hydra. It is tradeable.

image-1620739499548.png
Image not found or type unknown

Imbued rings

There are various rings that give a good bonus in a single stat, rather than multiple. They can all be strong in different situations. The regular forms of these rings drop from various bosses, and can be imbued by taking them to the Fountain of Rune of the wilderness. You need to pay 100k Blood money to imbue one ring, and a global message will be sent out when you imbue jewellery, so beware of pkers! Regular ring offer 4 stat bonus, while their imbued variant gives 8 stat bonus. Ring of the gods is an exception, giving one defence and 4 prayer points, and it's imbued variant gives 8 prayer points.

Name	Stat bonus	Dropped by
Berserker ring	Strength	Dagannoth Rex
Warrior ring	Slash	Dagannoth Rex
Tyrannical Ring	Crush	Callisto
Treasonous Ring	Stab	Venenatis
Ring of the Gods	Defence+Prayer	Vet'ion

image-1620739637703.png
Image not found or type unknown

Ring of suffering (I)

Ring of suffering has no requirements to wear and gives the best defence bonus in the game. It gives 10 defence points to all forms, while it's imbued variant gives double. You can charge the Ring of Suffering with Rings of recoil, to recoil damage back to the target when you are being damaged. This effect plus it's great defence makes it a very good choice in certain situations, when you get damaged a lot and extra damage is required. The Ring of suffering can be made through crafting with a Zenyte gem. It can be imbued at the Fountain of Rune, the same way as above stated rings. Charging a suffering with recoils changes it name to Ring of Suffering (R) or (RI). Ring of suffering is tradeable.

image-1620739658884.png
Image not found or type unknown

Cape

Prestige mastery cape
Prestige mastery cape requires you to have all your skills 99 and have prestiged them 10 times. It offers the best melee offensive stats, second to best defensive stats but no strength bonus. It does give a very high prayer bonus. It is beaten by the infernal (max) cape in terms of strength. The Prestige mastery capes has all perks from all of the skilling, trimmed skilling and mastery capes combined, making it the all-time best choice. See <link> for all the perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620739670236.png
Image not found or type unknown

Prestiger cape
Prestiger cape requires you to have all your skills 99 and have prestiged them at least once. It offers the second to best offensive stats, third best defensive stats but no strength. It offers a high prayer boost as well. The Prestiger cape has all perks from all of the skilling and trimmed skilling capes combined. Due to these perks, it beats the infernal (max) cape in all-round terms. See <Cape of Accomplishment guide> for these perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620739675682.png
Image not found or type unknown

Infernal max cape
The infernal max cape requires you to max all of your skills at least once. It offers almost the best melee offence, defence, and the best strength stats. It can be combined at the Prestige Guild or Sponsor zone, with a max cape, max cape hood, and infernal cape on the infernal max cape stand. The max cape also offer all of the perks from the non-trimmed skill capes, see <Cape of accomplishment guide> for these perks. The infernal cape is obtained by beating the Inferno minigame or buyable in the PVP Tourny shop and Bounty Hunter shop. The cape is not tradeable.

image-1620739689353.png
Image not found or type unknown

Shield slots

Avernic defender

Avernic defender requires 70 attack and defence to wear and offers the best offensive melee stats for a shield slot. It gives very high attack bonus and strength. In most situations it is the best choice, unless using a shield is absolutely necessary. It can be created by using an Avernic defender hilt, which drops from the Theatre of Blood, on a dragon defender. It is not tradeable, but the hilt is.

image-1620739731479.png
Image not found or type unknown

Dragon defender

Dragon defender requires 60 attack and defence to wear and offers the respectively second and third to best attack bonus and strength. It is beaten a little bit by Dragonfire shield in terms of strength, but it's attack bonus makes up well for that. Dragon defender drops from the Cyclopses in the basement, after receiving a Rune defender, in the Warriors guild.

image-1620743306265.png
Image not found or type unknown

Divine spirit shield

Divine spirit shield requires 75 defence and 70 prayer to equip and offers very high defensive stats. It is beaten by Dragonfire shield by a little, but has a very strong passive bonus. It reduces incoming damage and drains prayer instead. This effect makes it a very strong shield for certain pvm situations. It can be created by using a Divine sigil on a blessed spirit shield, which are dropped by the Corporeal beast. It is tradeable.

image-1620739741773.png
Image not found or type unknown

Elysian spirit shield

Elysian spirit shield requires 75 defence and 70 prayers to equip and offers the same stats as Divine spirit shield. The Elysian spirit shield also has a passive effect, it has a 70% chance to reduce incoming damage by 25%, making it also one of the best shields. it can be made by using an Elysian sigil on a Blessed spirit shield, which are dropped by the Corporeal beast. it is tradeable.

image-1620739746914.png
Image not found or type unknown

Spectral spirit shield
Spectral spirit shield requires 75 defence and 70 prayers to equip. It offers a little less defensive stats than the other two spirit shields, but instead gives a +30 magic defence, making it an overall good choice an excellent when heavy magic is being dealt. It can be made by using a Spectral sigil on a Blessed spirit shield, which are dropped by the Corporeal beast. It is tradeable.

image.1620739758650.png
Image not found or type unknown

Dragonfire shield
Dragonfire shield requires 75 defence to wear and offers one of the best melee defence in the game. It also gives a high strength bonus, almost the highest in game. The shield protects you against dragonfire, and it has a built-in special attack. Every minute, you can throw a fireball at your target, dealing heavy damage. Do this by right-clicking the shield when equipped and click operate. It can be made by using a Draconic visage on an Anti-dragon shield. A draconic visage is dropped by various high lvl dragons, where the Anti-dragon shield is sold by the general shop at home. It is tradeable.

image.1620739753238.png
Image not found or type unknown

V's shield
V's shield is a mediocre shield that requires 60 defence to equip. It gives okay defensive stats, but it will protect you against poison and venom, as well as halving the damage dealt to you by the Ferocious basilisk special attack. It is dropped by the Ferocious basilisk and is tradeable.

image.1620739771239.png
Image not found or type unknown

Dinh's Bulwark
Dinh's bulwark is a special two-handed shield that requires 75 defence to equip. It has the highest defensive stats in the game, crushing all of it's counterparts by many, many points. It is equipped by both hands, so you can not wear a weapon while having Dinh's bulwark equipped. It also offers a very high crush bonus, and a small strength bonus, enabling you do fight when equipped, although this item is mostly used in the wilderness to escape pkers. It is dropped in the Chambers of Xeric. It is tradeable.

image.1620739782437.png
Image not found or type unknown

TL;DR melee gear

Best offensive set (chest and legs) : Vesta T5 > Statius T5 > Bandos (I) > Inquisitor > Bandos
Best defensive set(chest and legs): Statius T5 > Vesta T5 > Inquisitor > Barrows > Bandos / Bandos (I)

Best Helm: Statius T5 > Neitiznot Faceguard > Magma helm *(The latter is better in hybrid situations, or where (protection from) Venom is required. Slayer Helm is always the best choice on a slayer task, unless protection from venom is necessary*

Best Boots: Primordial boots > Guardian Boots > Bandos Boots (I) > Dragon Boots > Bandos boots

Best gloves: Ferocious Gloves > Barrows gloves *(Ferocious offers the best melee stats, Barrows is the best choice in situations where you have to switch styles a lot).*

Best Necklace: Amulet of Torture > Amulet of Blood Fury > Amulet of Fury *(Torture offers the best offensive stats, Blood fury, due to it's passive healing, can be better in hard PVM situations such as Corporeal Beast or the Theatre of Blood*

Best Ring: Commander Ring > Brimstone Ring > Ring of Suffering (RI) > Any imbued god ring > regular god ring *(Commander and Brimstone offer the best hybrid stats, while the imbued god only rings offer the best stats in their own area. Use Commander or Brimstone for doing high tier PVMing where several styles are used, and use one of the others if you only use a certain style. All of the rings can be swapped out for a Lucky Ring of Ring of Wealth (I) for the drop rate boost if no extra stats are necessary).*

Best cape: Prestige mastery cape > Prestiger cape > Infernal max cape > Fire max cape > Infernal cape > max cape > fire cape *Prestige mastery and prestiger cape are absolute best, due giving the perks of all skill, trimmed and skill master capes (Prestige mastery only gives skill master cape perks as well).*

Best Shield: > Avernic defender > Divine Spirit shield > Elysian Spirit Shield > Dragon defender > Dragonfire Shield > Spectral spirit shield > Dragon kite shield > Dragon square shield > Dinh's bulwark > Toktz-Ket-Xil *(Avernic and dragon defender respectively offer best offensive stats. If you don't need defence, use those. If you do need defence, use the shields. If fighting a dragon, use the Dragonfire shield. If fighting basilisks, use V's shield).*

image.1620739792796.png
Image not found or type unknown

Tank goes brrr

Weapons*

**There could be a chance that the max damage shown in the pictures is different than another weapon with higher or lower strength stat. This is due to me not having the same strength lvl the whole time. Note that higher strength = higher max hit and that shown max hit is always base (so modifiers such as stronger against certain type of monster is not taken in account yet).*

Scythe of Vitur
The Scythe of Vitur requires 75 attack and strength to wear and is considered the best melee weapon in the game. It's a two-handed weapon that doesn't necessarily have the highest stats, but it does three hits at once. The 2nd hit's maximum caps at half of the first, and the 3rd hit caps at a maximum of the second. So if your first hit is a 20, your 2nd will maximum be a 10, and your 3rd hit maximum a 5. a It is quite accurate and slays almost every monster quite easily. It is the best option in most pvm situations and therefore one of the highest, and most expensive looked after items. It drops from the Theatre of blood and is tradeable. Contrary to OSRS, it does not have to be charged.

image-1623142612327.png
Image not found or type unknown

Ominous Whip
the Ominous whip requires 90 attack to wear and is considered the strongest one-handed weapon in game. It has one of the highest strength and accuracy bonuses, combined with it's speed, it is considered the best one-handed weapon in game. The big advantage over Scythe is that you can wear a shield, making you more versatile if a shield is necessary, or a defender for even more accuracy. The Ominous whip can be created by combining a Serpentine, Lucified and Divine whip. These whips are made by using their respective mixes with an Abyssal whip, they currently only come from Event chest and Archangel/Archdemon boss. They are tradeable.

image-1623142711576.png
Image not found or type unknown

Fatal blade
Fatal blade requires 90 attack to wear and is one of the strongest one-handed longswords in the game. It has the highest strength and accuracy for a one-handed weapon, making it an excellent choice for PVMing. It is a little worse than the Ominous whip, due to its lower attack speed. It has a special attack where you hit the target 4 times with a low hit, and one very high hit, all in two ticks. It can be created by combining three different Fatal shards, which are dropped by the Ancient barbarian bosses, which are accessible after completing the Ancient barbarians quest. The shards

and the Fatal blade itself are tradeable.

image-1623142766436.png
Image not found or type unknown

Ghrazi rapier
Ghrazi rapier requires 75 attack to wear and is a very strong one-handed weapon. It has very decent accuracy and strength, making it a great choice for PVMing. It is tradeable and dropped in the Theatre of Blood.

image-1623142809833.png
Image not found or type unknown

Divine/Lucified/Serpentine Whip
Above stated whips require 75 attack to wear and are considered very strong weapons. They have equal stats to the Ghrazi rapier and are also an excellent choice for PVMing. Combining these three can make the Ominous Whip. Currently, the whip mixes only come from the event chest and Archangel/Archdemon boss. They are tradeable.

image-1623143084215.png
Image not found or type unknown

Frozen/Volcanic Whip
Frozen and Volcanic whips require 70 attack to wear and offer decent attack stats. They are a little bit better than the Abyssal tentacle, but are not as strong as the Divine/Lucified/Serpentine whip. In OSRS they are only cosmetic, we've made them a bit stronger. The whip mixes can be obtained through various chests and boxes. They are tradeable.

image-1623143244665.png
Image not found or type unknown

Vesta's longsword
Vesta's longsword requires 78 attack to wear and has very decent stats. It stats are comparable to the Ghrazi rapier and is quite easily to obtain. They drop frequently from Crystal monsters, making it a frequently traded item between players, for a good price.

image-1620739861352.png
Image not found or type unknown

Armadyl godsword
Armadyl godsword is a two-handed sword and requires 75 attack to equip. It offers a very high attack bonus and equal strength. While it's not the best weapon to train with, due to it's speed and lack of ability to use an off-hand item, it is a great special attack weapon, ripping through your

opponents in both PvP and PVM as it boosts your accuracy and strength by 50% for that hit. Each spec costs 50% special attack energy. It can be obtained by creating a godsword through 3 godsword shards and an Armadyl hilt. The shards are dropped from all Godwars bosses and their minions, while the Armadyl hilt is only dropped by Kree'Arra and it's minions. It is tradeable.

image-1620755901753.png
Image not found or type unknown

Dragon claws

Dragon claws is a two-handed weapon that requires 60 attack to equip. It offers a mediocre attack and strength bonus. It is not a very good weapon to train with as a main weapon, but it has a great special attack. The special attack hits the target 4 times, where one hit is halved by the first hit, and the other 2 hits are a quarter of the first hit. For a example, if the first hit is 24. the other its would be 12 and 2 times 6. It's special attack is a very strong to use in both PvP and PVM. Each spec costs 50% special attack energy. It can be obtained as a unique drop from the Chambers of Xeric, or be traded with another player.

image-1620756151250.png
Image not found or type unknown

Dragon hunter lance

Dragon hunter lance is a one-handed weapon and requires 70 attack to wear and has decent stats. It does 20% extra damage against dragons, making it the best choice when killing dragons. It can be created by using a Hydra claw on a Zamorakian hasta. The lance is tradeable.

image-1620739867414.png
Image not found or type unknown

Dragon warhammer

Dragon warhammer is a one-handed weapon and requires 60 attack to wear. It has a high strength and crush bonus but it is very slow. It is not used often in training, but it has a very strong special attack. It's special attack reduces the target's defence upon a successful hit, which makes it a very good complimentary weapon to bosses with very high defence, such as the Corporeal beast. Each spec costs 30% special attack. energy. It is quite an expensive weapon due to this, but also because it is a very rare drop, exclusively from Lizardman shamans. It is tradeable.

image-1623144015753.png
Image not found or type unknown

Statius's warhammer

Statius's warhammer is a one-handed weapon and requires 70 attack to wear. It has a decent strength and crush bonus but it is very slow. It is hardly used in combat training due to it's lack of speed, but has a strong special attack. It has the same special attack as Dragon warhammer, reducing the target's defence upon a succesfull hit. Apart from the stats, the main difference

between Dwh and Swh is that Swh requires 50 special attack energy, allowing you to use it less often than Dwh. It is also less rare than Dwh, as it is a common drop from crystal monsters, this combined with it's lower stats and higher spec requirement, makes it a lot less valuable and therefore commonly used as a good alternative for Dwh. It is tradeable.

image-1623144377690.png
Image not found or type unknown

Zamorakian spear

The Zamorakian spear is a mediocre two-handed weapon that requires 70 attack to wear. While it does not have the best stats, it is the strongest weapon that ignores the Corporeal beasts damage reduction. Corporeal beast ignores 50% of the damage done to him, except when being damaged by a spear, therefore making the Zamorakian spear, the strongest spear in the game, arguably the best choice when fought against him. It is dropped by K'ril Tsutsaroth and his minions in the Godwars dungeon, and it also comes from the event chest. It is tradeable.

image-1620739872589.png
Image not found or type unknown

Viggora's chainmace

Viggora's chainmace is a one-handed weapon that requires lvl 60 attack to wear. It is the best weapon to use when in the wilderness. The chainmace has a 50% damage and accuracy boost when used in the wilderness, making it the best melee weapon to use inside the wilderness. It has to be charged by revenant ether, which drops, just like the chainmace, from revenant monsters in the Revenant cave in the wilderness. It is tradeable.

image-1620739877498.png
Image not found or type unknown

Arclight

Arclight requires 75 attack to equip. It is a very strong weapon against demonic creatures. It boosts your accuracy and strength by 70% when fighting demons, making it the strongest weapon to use against them. It can be created by upgrading a Darklight with Ancient shards. A darklight can be created by upgrading a Silverlight with Ancient shards. Silverlight is a unique drop from Skotizo. Ancient shards drop from various medium and high lvl monsters. It has low stats, making it not a very good weapon to fight other creatures with. It is tradeable.

image-1620931333805.png
Image not found or type unknown

TL;DR Weapons

Best two-handed weapon? Scythe of Vitur, due to doing three hits at once.
Best one-handed weapon? Ominous whip, due to it's incredibly accuracy and strength combined with it's speed.
Best weapons for early game? Vesta's longsword, Frozen/volcanic whip.
Best weapon against Corporeal beast? Zamorakian spear.
Best weapon against Dragons? Dragon-hunter lance.
Best weapon in the wilderness? Viggora's chainmace.
Best weapon against demons? Arclight.

image_1620740013725.png
Image not found or type unknown

Whip goes ka-BOOM

Ranged equipment

Welcome to my ranged equipment guide! In this guide I will tell about all the notable ranged gear and weapons you can get in game. I will not go in too deep in how to get certain items, most of them, especially the custom ones, are on our custom items guides which you can find on this wiki. I expect most readers of this guide have at least little knowledge of gear from (old-school)RuneScape and know that from the regular leathers, soft leather is the worst and black dragonhide is the best, and Karil's is even better. I will not include items like this in my guide, but I will sometimes note them as a benchmark, and try to include as many notable items as possible. I will go through various sets, stand-alone pieces and weapons. Too much information? Scroll to the bottom of each section to find a TL;DR.

I will separate sets and independent items in this guide. Note that for most sets, you don't require a full set to have the bonuses shown, unless stated otherwise!

Sets

Karil's
Karil's require lvl 70 ranged and defence to wear and offer moderate ranged stats. It consists of a Coif, body and skirt. It's a nice entry-level set with mediocre stats. It can be obtained through the barrows minigame, through mystery boxes, or bought from other players as they are tradeable. Combined with it's weapon, Karil's crossbow (which fires it's own ammo only, Bolt rack) every hit has a chance of performing a special attack, lowering the target's agility by 20%.

image-1620765717156.png
Image not found or type unknown

Armadyl
Armadyl requires lvl 70 ranged and defence to wear and offer decent ranged stats. It consists of a helmet, chest and skirt. It is a better set than Karil's as it offers higher defence stats, but also attack stats. Armadyl can be used in many situations and is one of the most popular ranged sets. The items can be obtained as drops from Kree'Arra and it's minions in the Godwars dungeon, or by trading them with another player.

image-1620765756382.png
Image not found or type unknown

Armadyl (I)
Imbued Armadyl requires 70 ranged and defence to wear and offer better stats than regular Armadyl. It is one of the most popular ranged sets in game as it offers good stats and is not the hardest set to get. Imbued Armadyl can be created by using Armadyl imbue scrolls on the regular Armadyl pieces. These scrolls also drop off Kree'Arra. The items and the scroll are tradeable.

image-1620765780068.png
Image not found or type unknown

Kyudo
Kyudo is a RuneRealm custom added set that requires 70 ranged to wear. It is considered one of the strongest ranged sets in the game. It does not offer very high offensive and defensive stats, but having a full set equipped increases your ranged speed by 1 tick, or 2 ticks for slower weapons such as the Twisted Bow, Dark Bow, Crossbows, and Ballistas. This effect makes it incredibly strong and used in many situations where defence is less of a necessity. Since the Toxic blowpipe is already a very fast weapon, instead it's accurate stance is boosted to the same speed as rapid. It can be obtained by buying it from the blood money shop at home. It is tradeable.

image-1623144765789.png
Image not found or type unknown

Void
The Void set requires 42 defence, hitpoints, attack, strength, magic, and ranged, as well as 22 prayer to wear. While the set itself only gives a mediocre defence bonus, the full set gives a good invisible ranged bonus. It is considered almost as strong as regular Armadyl, and it certain situations, where less to no defence is required, combined with a high ranged lvl, void is even superior to Armadyl. The void set can be obtained through the Pest Control minigame or bought from the Donator shop or Boss point shop at home. Elite void robes are a bit better than regular void robes as they give a slightly higher ranged and prayer bonus, but they are not required for the full potential of its ranged attacks. They are not tradeable.

image-1620765848734.png
Image not found or type unknown

3rd age
3rd age ranged requires 45 defence and 65 ranged to equip. It stats sits between Karil's and regular Armadyl. While the set is not used a lot in PVM, it considered a big prestige to obtain. It is only obtainable as very rare drops from hard and elite clue scrolls, making it highly sought after

items. The pieces are tradeable.

image_1620765881598.png

Slayer armour (I)
Slayer chestplate and chainskirt are two custom items that require no stats to wear and will buff your damage done when killing monsters on a slayer task. If you are wearing any slayer armour piece or a slayer helm you will receive a 15% melee damage and accuracy buff. If you wear 2 pieces you get a total of 20% damage and accuracy boost and if you wear 3 items you will get a 25% damage and accuracy boost. As said before, having only one piece equipped will always give you 15% damage and accuracy boost. You can imbue all slayer armour pieces with the slayer imbue scroll to make the buffs work for ranged and magic damage and accuracy, as well as increase the base ranged and magic accuracy stats. To be eligible to buy these pieces of armour, you need have unlocked at least 25 items in the collection log of the following bosses: Alchemical Hydra, Cerberus, Ferocious Basilisk, Kraken, Thermonuclear Smoke Devil, Skotizo, and all Superiors slayer monsters. When you've done this, you can buy each piece for 750 points each in the slayer points shop.

image_1642233791596.png

Morrigan's
Morrigan's is a custom added RuneRealm set and can provide the best ranged offensive stats in game. Morrigan's consists of a coif, leather body and chaps. Morrigan's comes in 6 different tiers. Base tier requires 60 defence to wear, tier 1 70, going up each tier, up to T4 and T5, which both require 99 defence. Base Morrigan's pieces drop from Crystal monsters, which can be found in the Revenants cave in the wilderness, the Super Donator zone, and the Super sponsor zone. You can create higher tiers by upgrading the base tiers. 3 base tiers creates a tier 1 piece. 3 tier 1 pieces creates a 2 tier piece. You need 3 skirts to create a higher tier skirt, you can't mix pieces. A total of 243 base tier armour pieces are required to create a Tier 5 piece, making it one of the most tedious items to get. All pieces are tradeable.

Tier	requirement strength	defence	attack
Base	60 defence	Worse than Red d'hide	Worse than red d'hide
1	70 defence	Worse than Red d'hide	Equal to red d'hide
+1 max hit			
2	80 defence	Worse than black d'hide	Better than black d'hide
	+2 max hit		
3	90 defence	Equal to Armadyl (I)	Equal to Armadyl (I)
+3 max hit			
4	99 defence	Better than tier 3	Better than tier 3
+4 max hit			
5	99 defence	Best in game	Best in game

+5 max hit

image-1620766118791.png
Image not found or type unknown

Helms

Ranger hat
Ranger hat is a mediocre tier helm that requires 45 defence to wear. It offers stats a little worse than Karil's coif. It drops from Barrelchest and is not tradeable.

image-1620766183465.png
Image not found or type unknown

Archer helm
Archer helm is a mediocre tier helm that requires 45 defence to wear. It offers equal stats to Karil's coif. It can be obtained as a drop from Yaks or be bought from the ranged shop at home.

image-1620766211512.png
Image not found or type unknown

Blessed coifs
Blessed coifs require 70 ranged and 45 defence to wear. They are dragonhide coifs blessed by a certain god. They all have the same stats and requirements. It offers stats equal to Karil's coif. Blessed coifs are a little better because they offer no negative melee stats and plus 1 prayer bonus. Blessed coifs can be obtained through clue scrolls and the crystal key chest. They are tradeable.

image-1620766479199.png
Image not found or type unknown

Serpentine helm
Serpentine helm requires 75 defence to wear and is considered one of the best ranged helms. It's ranged attack bonus is not too special but offers very high defensive stats. It will protect from venom and poison, and can be charged with Zulrah's scales to give a 25% chance to venom the target as well, increasing your dps by a bit. It is considered one of the best options in most PVM

situations. Serpentine helm can be made by using a chisel on a Serpentine visage, which is dropped from Zulrah. It is tradeable.

image-1620766247048.png
Image not found or type unknown

Robin hood hat
Robin hood hat requires 40 ranged to wear and is an okay hat to wear. It has no defence requirements which makes it a good option for pures, it also offers a higher ranged attack bonus than Karil's coif. It is obtainable through medium clue scrolls and it's also tradeable.

image-1620766261368.png
Image not found or type unknown

Chest

Ranger's tunic
Ranger's tunic requires 40 ranged to wear and is a mediocre chest to wear. It has no defence requirements which makes it a good option for pures. It offers a mediocre ranged attack bonus. It is obtainable through clue scrolls and it's also tradeable.

image-1620766275670.png
Image not found or type unknown

Boots

Ranger boots
Ranger boots require 40 ranged to wear and is the second to best ranged boots to wear. It has no defence requirements which makes it a good option for pures. It has decent ranged attack bonus, and is considered a rare, rather valuable item due to there being very little boots that offer ranged attack bonus. It can be obtained through clue scrolls and is also tradeable.

image-1620766294912.png
Image not found or type unknown

Pegasian boots
Pegasian boots require 75 defence and ranged to wear and are the best ranged boots to wear. They offer the best ranged attack bonus in the game. They can be obtained by using a Pegasian crystal on Ranger boots. The Pegasian crystal drops from Cerberus as a unique drop, but can also be bought from the Donator shop. Both boots and crystal are tradeable.

image-1620766354339.png
Image not found or type unknown

Gloves

Ranger gloves
Ranger gloves require 40 ranged to equip and are the second to best ranged gloves to wear. They offer very high ranged attack bonus but no defence bonus. It has no defence requirement, making it an excellent choice for pures. It can be obtained through clue scrolls and is tradeable.

image-1620766308163.png
Image not found or type unknown

Barrows gloves
Barrows gloves require 45 defence to equip and offer the best ranged stats in the game. They also give one of the best melee and magic stats, making it one of the best overall gloves in the game. They can be bought from certain custom shops at home or received as a rare drop from the Culinaromancer, which can be killed after completing the custom Recipe for Disaster quest. It is not tradeable

image-1620766334972.png
Image not found or type unknown

Necklaces

Necklace of anguish
Necklace of anguish requires 75 hitpoints to equip and is arguably the best ranged necklace to wear. It offers the highest ranged attack bonus in the game. It can be made by crafting it from a cut Zenyte. It is also sold by the boss points store and it is tradeable as well. An ornament kit can be added to the necklace, enhancing its looks. This does not affect its stats.

image-1620766559296.png
Image not found or type unknown

Rings

Commander Ring (I)
Commander ring requires 75 hitpoints to wear and offers the best hybrid stats in the game. It gives a large bonus to attack and defence stats as well as melee strength and prayer bonus. This is the best in slot ring for essentially all content, especially when using multiple combat styles. It can be created by combining one of each of the following rings: Berserker ring (I), Warrior ring (I), Seers ring (I), Archers ring (I), Treasonous ring (I), Tyrannical ring (I), Ring of the Gods (I), Ring of Suffering (I), and Brimstone ring. It can also be imbued by combining it with a Lucky ring (I) [obtained from completing Corporeal Beast collection log and adding the imbue scroll to a Lucky ring, which can be obtained from Superior slayer monsters]. When imbued the ring will offer the Lucky ring (I)'s additional +5% drop rate and a small chance to double monster drops, making it the undeniably best in slot ring which requires a lot of grinding. It is tradeable, but the imbued version is not.

image-1642234278706.png
Image not found or type unknown

Archers ring (I)
Archers ring (I) has no requirements to wear and offers the best ranged attack bonus in the game. Archers ring is dropped by the Dagannoth supreme boss, and can be imbued to double it's ranged attack bonus at the Fountain of rune in the wilderness, requiring you to pay 100k blood money, and there will be global announcement that you are there, so be wary for pkers! Archers ring and its imbued variant are tradeable.

image-1620766592964.png
Image not found or type unknown

Brimstone ring
Brimstone ring has no requirements to wear and offers the second best hybrid stats in the game. It gives a bonus in all attack, defence as well as melee strength. Especially in endgame PVM content, when you're switching between different combat forms, this ring is the second best choice for an overall boost. It can be created by combining an Hydra's eye, fang and heart, all dropping from the Alchemical Hydra. It is tradeable.

image-1620766613233.png
Image not found or type unknown

Cape

Prestige mastery cape
Prestige mastery cape requires you to have all your skills 99 and have prestiged them 10 times. It offers the best offensive stats, second to best defensive stats but no strength bonus. It does give a very high prayer bonus. The Prestige mastery capes has all perks from all of the skilling, trimmed skilling and mastery capes combined, such as Ava's effect, making it the all-time best choice. See link for all the perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620766644064.png
Image not found or type unknown

Prestiger cape
Prestiger cape requires you to have all your skills 99 and have prestiged them at least once. It offers the second to best offensive stats, third best defensive stats but no strength. It offers a high prayer boost as well. The Prestiger cape has all perks from all of the skilling and trimmed skilling capes combined. Due to these perks, such as Ava's effect, it beats other max capes all-round. See link for these perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620766647716.png
Image not found or type unknown

Enraged max cape
Enraged max cape requires you to max all of your skills at least once. The Enraged cape required 75 ranged to wear. It is a combination of a max cape and an Enraged cape. Enraged cape is a cape based on the infernal cape, but focusing on ranged, making it the best non-max ranged cape. It has the ammo saving effect of Ava's accumulator built in. It can be combined at the Prestige Guild or Sponsor zone, with a max cape, max cape hood, and enraged cape on the infernal max cape stand. The Enraged cape is currently available as a unique reward from beating the Inferno minigame using only ranged, available after completing the normal Inferno once. The max cape also offers all of the perks from the non-trimmed skill capes, see link for these perks. The Enraged (max) cape is not tradeable.

image-1642234602953.png
Image not found or type unknown

Assembler max cape
The Assembler max cape requires you to max all of your skills at least once. It offers almost the best stats. It can be combined at the prestiger guild or Super sponsor zone, with a max cape, max cape hood and ava's assembler. on the Assembler max cape stand. The max cape also offer all of the perks from the non-trimmed skill capes, see link for these perks. Ava's assembler is obtained by crafting it with Vorkath's head, obviously dropped by Vorkath, or can be bought from the boss point shop. A good alternative for this cape is accumulator max cape, for players who don't have access to the Sponsor zone or the Prestige guild. This cape stand can be found at home near Mac, and Ava's accumulator is sold by the ranged shop at home.

image-1620766672240.png
Image not found or type unknown

Shields

Odium ward
Odium Ward requires 60 defence to wear and offers good ranged attack and ranged defence stats. It offers no other defensive stats. It can be obtained by crafting it with 3 odium shards, obtained as a unique drop from various wilderness bosses. It is also sold by the PVM shop and it is tradeable.

image-1620766706019.png
Image not found or type unknown

Dragonfire ward
Dragonfire Ward requires 75 defence and 70 ranged to equip and offers the second to best stats for a ranged shield. It offers better ranged stats than Odium ward, as well as defensive stats in all melee variants. It also provides protection against dragonfire. When equipped, a special attack can be used every minute by right clicking it, doing some nice dragonfire damage to your target. It can be created by smithing a Skeletal visage on an anti-dragon shield. Skeletal visage is dropped by Vorkath, while an anti-dragon shield is sold at the general shop at home. It is tradeable.

image-1620766721920.png
Image not found or type unknown

Twisted buckler
Twisted bucker requires 75 defence and 75 ranged to wear and offers the absolute best stats for a ranged shield. It beats all other ranged shields in terms of stats. It can be obtained as a rare drop from Chambers of Xeric. It is also tradeable.

image-1620766737122.png
Image not found or type unknown

TL;DR armour

Helm Morrigan's Coif T5 > Morrigan's Coif T4 > Armadyl Helm (I) > Serpentine Helm
Chest: Morrigan's leatherbody T5 > Morrigan's leatherbody T4 > Armadyl chestplate (I) > Armadyl chestplate > Karil's leatherbody
Legs: Morrigan's leather chaps T5 > Morrigan's leather chaps T4 > Armadyl chainskirt (I) > Armadyl chainskirt > Karil's leatherskirt
Boots: Pegasian boots > Ranger boots > Snakeskin boots
Gloves: Barrows gloves > Ranger gloves
Cape: Prestige mastery cape > Prestiger cape > Enraged max cape > Assembler max cape > Accumulator max cape > Ava's assembler > Ava's accumulator
Necklace: Necklace of Anguish > Amulet of fury
Ring: Commander ring > Archers ring (I) > Brimstone ring > Archers ring
Shield (If using a one-handed weapon): Twisted buckler > Dragonfire ward > Odium ward > Book of law > Black d'hide shield

Weapons

Bows

Crystal bow
Crystal bow is a longbow requires 70 ranged to wear and does decent ranged damage. It shoots its own build-in arrows, so you don't have to bring your own. Crystal bow is a longbow, so it's attack speed is not very high, but it is accurate.

image_1620843260578.png
Image not found or type unknown

Dark bow
Dark bow is a longbow that requires 60 ranged to wear and does mediocre damage. It shoots 2 arrows at a time, but does this very slow, slower than other longbows. It is not a very good bow to train, but it fills a good niche in pvp, as it's special attack is very strong, making it a good KO weapon, especially for pures. Dragon arrows are the best arrow it can shoot. It drops from Dark beasts and is tradeable.

image_1620843726175.png
Image not found or type unknown

Craw's bow
Craw's bow is a shortbow that requires 60 ranged to wear. It has mediocre stats but does excellent damage in the wilderness. When in the wilderness, a 50% accuracy and damage boost is applied. Craw's bow has to be charged with Revenant ether, and it consumes ether upon shooting. You don't have to bring your own arrows. It is a unique drop from Revenants in the wilderness, and the uncharged version is tradeable.

image_1620844075917.png
Image not found or type unknown

Twisted bow
Twisted bow is a longbow that requires 75 ranged to wear. It is considered one of the strongest ranged weapons in the game. Although it only has decent ranged stats, it's unique feature is that it's damage is increased the higher your opponent's magic level or accuracy is, whichever is higher. This makes it incredibly strong in certain situations. Many people consider Twisted bow as the strongest ranged weapon in the game. Twisted bow shoots arrows up to dragon arrows. It drops from the Chambers of Xeric and is tradeable.

image_1620844506451.png
Image not found or type unknown

Crossbows

Dragon crossbow
Dragon crossbow requires 64 ranged to wear. It offers decent ranged stats and can fire the highest tier of bolts. It can be made with Dragon limbs which drop from Adamant and Rune dragons. It is tradeable.

image_1620845176138.png
Image not found or type unknown

Dragon hunter crossbow
Dragon hunter crossbow requires 65 ranged to wear. It offers similar stats to the Dragon crossbow. The main difference is that Dragon hunter crossbow has 30% increased accuracy and damage when fighting dragons, making it the best choice to use when fighting dragons, also cause you can equip an anti dragonfire shield when using it. Dragon hunter crossbow can shoot the highest tier of bolts. It is dropped in the Chambers of Xeric and from the event chest. It is tradeable.

image_1620845455259.png
Image not found or type unknown

Armadyl crossbow
Armadyl crossbow requires 70 ranged to wear. It is the strongest overall crossbow in the game. Unless fighting dragons, this crossbow is the best choice. It has very high ranged stats. It also has a special attack where it doubles your accuracy for that shot. Armadyl crossbow can shoot the highest tier of bolts. It is dropped by Commander Zil'yana in the Godwars dungeon and is tradeable.

image_1620846948926.png
Image not found or type unknown

Other

Toxic Blowpipe
The toxic blowpipe is a two-handed ranged weapon that requires 75 ranged is one of the strongest ranged weapons in the game. It is powerful mainly because of its speed. It fires darts very rapidly, and it is quite accurate as well. The blowpipe also has a chance to venom the target. The Toxic blowpipe requires Zulrah's scales as charges in order to be used. It fires all possible darts. It can be made by using a chisel on a Tanzanite fang, dropped by Zulrah. It is tradeable.

image_1620851427279.png
Image not found or type unknown

Light ballista
Light ballista is a two-handed ranged weapon that requires 65 ranged to equip. It is a very slow, but very accurate ranged weapon. It is too slow for fast ranged training, but pures tend to use it for its special attack. Ballistae fire javelins. Light ballista can be crafted by combining Ballista limbs and a Light frame, creating incomplete light ballista, then use a ballista spring and Monkey tail on it. All these items are dropped from Demonic gorillas. The Light ballista is tradeable.

image_1620851780369.png
Image not found or type unknown

Heavy ballista
Heavy ballista is a two-handed weapon that requires 75 ranged to equip. It is a very slow but very accurate ranged weapon. It offers one of the highest ranged damage and accuracy in the game. While it is too slow for training, it is an excellent weapon for Ko'ing in pvp, especially it's special attack. It fires javelins. Heavy ballista can be crafted by combining Ballista limbs and a Heavy frame, creating incomplete heavy ballista, then use a ballista spring and Monkey tail on it. All these items are dropped from Demonic gorillas. The Heavy ballista is tradeable.

image_1620851990599.png
Image not found or type unknown

TL;DR Weapons

Twisted bow > Toxic blowpipe > Armadyl crossbow > Dragon hunter crossbow > Dragon crossbow > Crystal bow > Dark bow > Heavy ballista > Dark bow > Light ballista

Side note: *You can't really say whether a Twisted bow or Toxic blowpipe is the best ranged weapon in the game. In some situations Twisted bow is better, other situations the Blowpipe. In situations where a shield is necessary, Fighting dragons? Pick a dragon hunter weapon. Going into the wilderness? Pick Craw's bow. Fighting a mage based boss? Pick Twisted bow. Almost every weapon fills a niche, where Twisted bow, Toxic blowpipe and Armadyl crossbow offer the best overall dps regardless of their niche.*

Magic equipment

Welcome to my magic equipment guide! In this guide I will tell about all the notable magic gear and weapons you can get in game. I will not go in too deep in how to get certain items, most of them, especially the custom ones, are on our custom items guides which you can find on this wiki. I expect most readers of this guide have at least little knowledge of gear from (old-school)RuneScape and know that blue wizard robes are the minimal magic items you can get, while mystic is already a lot better. I will not include items like this in my guide, but I will sometimes note them as a benchmark, and try to include as many notable items as possible. I will go through various sets, stand-alone pieces and weapons. Too much information? Scroll to the bottom of each section to find a TL;DR.

I will separate sets and independent items in this guide. Note that for most sets, you don't require a full set to have the bonuses shown, unless stated otherwise!

Sets

Mystic robe sets
Mystic robes set is the more basic magic set, requiring 40 magic and 20 defence to wear. Mystic set consists of a hat, robe-top, bottom, boots and gloves. Mystic currently comes in three different colours: blue/white, black/red and white/yellow. You can combine all colours to suit your fashion needs, there is no set bonus and no pieces offer a magic damage boost. Mystic gear is sold by the magic shop at home. All pieces are tradeable.

image.1620892824630.png
Image not found or type unknown

Enchanted robe set
Enchanted robe set is a basic magic set, requiring 40 magic and 20 defence to wear. It consists of a hat, robe-top and bottom. Its stats are similar to mystic and neither give a magic damage boost. Enchanted robes come as a reward from clue scrolls, as well as the crystal key chest. Enchanted

robes are tradeable.

image.1620893051140.png
Image not found or type unknown

Elder chaos druid robes
Elder chaos druid robes require 40 magic to wear and have no defence requirement. It consists of a hood, robe-top and bottom. Them having no defence requirement, make them a good choice for pures. They are a unique drop from the Elder chaos druids, found in the wilderness, as well as the event chest. How to obtain them, the lack of defence level requirement and its aesthetics, make them worth a lot more than other robes in it's level range. They offer no magic damage boost. Elder chaos druid robes are tradeable.

image.1620893312214.png
Image not found or type unknown

Robes of darkness
Robes of darkness require 40 magic and 20 defence to equip. It consists of a hat, robe-top, bottom, boots and gloves. They offer similar stats to mystics, and neither give a magic damage boost. They are a reward from clue scrolls, as well as the crystal key chest. Robes of darkness pieces are tradeable.

image.1620893574570.png
Image not found or type unknown

Infinity robes set
Infinity robes require 50 magic and 25 defence to equip. It consists of a hat, robe-top, bottom, boots and gloves. They offer a little bit better stats than mystics, but neither give a magic damage boost. Infinity boots are a very popular choice, as they are the second to best magic boots, thus are combined a lot with other magic sets. Infinity robe set pieces are a unique drop from the custom donator boss the Corrupt sorceress, but they also come as a rare drop from Mystery boxes and the Crystal key chest. Infinity hat, robe-top and bottom can also be recoloured into a lighter or darker version. The recolour kits can be bought in the vote point shop or obtained from hard clue scrolls. You can use one kit to recolour all three pieces, provided you carry them in your inventory.

image.1620894369224.png
Image not found or type unknown

Dagon'hai robes set

Dagon'hai robes require 70 magic and 40 defence to equip. It consists of a hat, robe-top and bottom. They offer decent stats but do not give a magic damage boost. Dagon'hai robe pieces are a unique drop from Larran's chest, which can be opened with Larran's key in the wilderness for a unique reward. It's aesthetics and the potential danger of the wilderness to obtain these robes, make them a popular and valuable set. All pieces are tradeable.

image-1620894659135.png

Ahrim's robes

Ahrim's robes require 70 magic and 70 defence to equip. It consists of a hood, robe-top and bottom. They offer decent magic stats, as well as pretty good defence stats, taking in account they are robes but no magic damage boost. It can be obtained through the barrows minigame, through mystery boxes, or bought from other players as they are tradeable. Combined with it's weapon, Ahrim's staff, it can do a passive special attack, reducing your opponent's strength. Wearing an Amulet of the damned, combined with the full Ahrim's set (including staff) gives you a chance to deal 30% increased damage.

image-1620895426232.png

Ancestral robes sets

Ancestral robes set requires 75 magic and 65 defence to wear. It consists of a Hat, robe top and bottom. It is one of the best magic sets in the game. Ancestral robe pieces give a small magic damage boost, wearing the full set gives a 6% increased magic damage bonus. The imbued red and blue set even gives a 12% magic damage boost in total! Ancestral robe set comes in four different colours! The base set, which is light blue/grey, are a unique drop from the Chambers of Xeric. CoX also has a chance to drop a Twisted ancestral recolour kit, recolouring the ancestral set to Light green/grey. The Theatre of Blood drops an Ancestral imbue scroll, allowing you to recolour your set to a red colour. There is also a dark blue ancestral recolour kit, the kit can be obtained from the Archangel/Archdemon boss. All pieces and recolour kits are tradeable.

image-1620896144099.png

Ninja

Ninja is a RuneRealm custom added set that requires 70 magic to wear. It is considered one of the strongest magic sets in the game. It does not offer very high offensive and defensive stats, but having a full set equipped increases your magic speed by 1 tick. This effect makes it incredibly strong and used a lot in many situations where defence is less of a necessity, or in combination with blood spells, to heal yourself rapidly. It can be obtained by buying it off the blood money shop at home. It is also tradeable.

image.1623144458112.png
Image not found or type unknown

Slayer armour (I)

Slayer chestplate and chainskirt are two custom items that require no stats to wear and will buff your damage done when killing monsters on a slayer task. If you are wearing any slayer armour piece or a slayer helm you will receive a 15% melee damage and accuracy buff. If you wear 2 pieces you get a total of 20% damage and accuracy boost and if you wear 3 items you will get a 25% damage and accuracy boost. As said before, having only one piece equipped will always give you 15% damage and accuracy boost. You can imbue all slayer armour pieces with the slayer imbue scroll to make the buffs work for ranged and magic damage and accuracy, as well as increase the base ranged and magic accuracy stats. To be eligible to buy these pieces of armour, you need have unlocked at least 25 items in the collection log of the following bosses: Alchemical Hydra, Cerberus, Ferocious Basilisk, Kraken, Thermonuclear Smoke Devil, Skotizo, and all Superiors slayer monsters. When you've done this, you can buy each piece for 750 points each in the slayer points shop.

image.1642233791596.png
Image not found or type unknown

Zuriel's robes sets

Zuriel's robes is a custom added RuneRealm set and can provide the best magic stats stats in game. Zuriel's consists of a hat, robe-top and bottom. Zuriel's comes in 6 different tiers. Base tier requires 60 defence and magic to wear, tier 1 70, going up each tier, up to T4 and T5, which both require 99 defence and magic. Base Zuriel's pieces drop from Crystal monsters, which can be found in the Revenants cave in the wilderness, the Super Donator zone, and the Super sponsor zone. You can create higher tiers by upgrading the base tiers. 3 base tiers creates a tier 1 piece. 3 tier 1 pieces creates a 2 tier piece. You need 3 skirts to create a higher tier skirt, you can't mix pieces. A total of 243 base tier armour pieces are required to create a Tier 5 piece, making it one of the most tedious items to get. All pieces are tradeable.

Tier	requirement	defence	attack	magic damage boost
Base	60	better than Mystic	similar to Mystic	

1	70	better than tier 1	little bit worse than Infinity +3%
2	80	better than Ahrim's	better than Infinity +4.5%
3	90	little bit worse than Ahrim's	equal to Ancestral +6%
4	99	better than tier 3	equal to Ancestral (I) +12%
5	99	best in game	best in game +16%

image-1620897107651.png
Image not found or type unknown

Note: *In above picture, ice barrage was selected as auto-cast spell, causing to show the max damage. Damage increase isn't always seen in the max damage, as of rounding up/down.*

Headgear

Farseer helm
Farseer helm requires 45 defence to wear. It offers a little bit better magic attack bonus than mystic hat, but gives negative stats to melee and ranged attack. Farseer helm is sold by the magic shop at home, and is also dropped by Yaks as a unique drop. Farseer helm is tradeable.

image-1620898921023.png
Image not found or type unknown

Healer hat
Healer hat requires 45 defence to wear. It offers the same stats as Farseer helm, except it gives a little bit higher magic defence. but less melee defence. It is dropped by Barrelchest. Healer hat is not tradeable.

image-1620899195309.png
Image not found or type unknown

Boots

Wizard boots
Wizard boots require 20 magic to wear. They offer decent magic stats for the low lvl requirement they have. They have better magic stats than mystic boots, with a 20 lower magic lvl requirement and no defence requirement at all. Wizard boots are a unique drop from clue scrolls, and are also sold by the Blood money store. Wizard boots are tradeable.

image_1620899401040.png
Image not found or type unknown

Eternal boots
Eternal boots require 75 magic and defence to wear. They offer the best magic stats in the game. They are made by using an Eternal crystal on Infinity boots. Eternal crystal is a rare drop from Cerberus, but can also be bought from the donator store. Eternal boots are tradeable.

image_1620899570757.png
Image not found or type unknown

Gloves

Barrows gloves
Barrows gloves require 45 defence to equip and offer the best overall stats in the game. They are the second to best gloves for magic. They can be bought from certain custom shops at home or received as a rare drop from the Culinaromancer, which can be killed after completing the custom Recipe for Disaster quest. It is not tradeable.

image_1620899658321.png
Image not found or type unknown

Tormented bracelet
Tormented bracelet requires 75 hitpoints to wear. It is the best magic item for the gloves slot. They offer the best magic attack bonus, as well as a 5% magic damage boost. Tormented bracelet can be crafted with a Zenyte gem and is tradeable. An ornament kit can be added to the bracelet, enhancing its looks. This does not affect its stats.

torm_bracelet.PNG
Image not found or type unknown

Capes

God capes
God capes require 60 magic to wear. They come in three colours, Zamorak red, Saradomin blue and Guthix green. They offer very decent magic attack. They can be bought from the PVM shop at home. They are not tradeable.

image-1620899974774.png
Image not found or type unknown

Imbued god cape
Imbued god capes require 75 magic to equip. They are the imbued version of the regular god capes, also coming in three different colours. They offer one of the best magic attack bonuses in game, as well as a 2% magic damage boost. They can be bought from the boss shop at home. They are not tradeable.

image-1620900615952.png
Image not found or type unknown

Prestige mastery cape
Prestige mastery cape requires you to have all your skills 99 and have prestiged them 10 times. It offers the best offensive stats, second to best defensive stats but no strength bonus. It does give a 2% magic damage boost. It gives a very high prayer bonus. The Prestige mastery capes has all perks from all of the skilling, trimmed skilling and mastery capes combined, such as infinite elemental runes, making it the all-time best choice. See link for all the perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620900652952.png

Prestiger cape
Prestiger cape requires you to have all your skills 99 and have prestiged them at least once. It offers the second to best offensive stats, third best defensive stats but no strength. It offers a high prayer boost as well. The Prestiger cape has all perks from all of the skilling and trimmed skilling capes combined. Due to these perks, such as Ava's effect, it beats other max capes all-round. See link for these perks. The cape is not tradeable. It can be bought from the mysterious old man at home.

image-1620766647716.png

Ensouled max cape
Ensouled max cape cape requires you to max all of your skills at least once. The Ensouled cape required 75 magic to wear. It is a combination of a max cape and an Ensouled cape. Ensouled cape is a cape based on the infernal cape, but focusing on magic, making it the best non-max magic cape. It also gives a 2% magic damage boost. It can be combined at the Prestige Guild or Sponsor zone, with a max cape, max cape hood, and Ensouled cape on the infernal max cape stand. The Ensouled cape is is currently available as a unique reward from beating the Inferno minigame using only magic, available after completing the normal Inferno once. The max cape also offer all of the perks from the non-trimmed skill capes, see link for these perks. The Ensouled (max) cape is not tradeable.

image-1642236667041.png

Necklaces

3rd age amulet
3rd age amulet requires 65 magic to equip. It is a decent necklace when using magic spells as it gives a very high magic accuracy and defence. Unlike the Occult necklace, it does not give a magic damage boost, making it not the best item to pick. It is also a very rare item, as it is a unique

reward from hard and elite clue scrolls. It's rarity makes it very valubale. 3rd age amulet is tradeable.

image-1623144628329.png
Image not found or type unknown

Occult necklace
Occult necklace requires 70 magic to equip. It is the best magic necklace you can obtain. It increases your magic damage by an incredible 10%. It is dropped by Thermonuclear smoke devil, as well as the regular Smoke devil and its Superior slayer variant. It is tradeable. An ornament kit can be added to the necklace, enhancing its looks. This does not affect its stats.

image-1620902085436.png
Image not found or type unknown

Rings

Commander Ring (I)
Commander ring requires 75 hitpoints to wear and offers the best hybrid stats in the game. It gives a large bonus to attack and defence stats as well as melee strength and prayer bonus. This is the best in slot ring for essentially all content, especially when using multiple combat styles. It can be created by combining one of each of the following rings: Berserker ring (I), Warrior ring (I), Seers ring (I), Archers ring (I), Treasonous ring (I), Tyrannical ring (I), Ring of the Gods (I), Ring of Suffering (I), and Brimstone ring. It can also be imbued by combining it with a Lucky ring (I) [obtained from completing Corporeal Beast collection log and adding the imbue scroll to a Lucky ring, which can be obtained from Superior slayer monsters]. When imbued the ring will offer the Lucky ring (I)'s additional +5% drop rate and a small chance to double monster drops, making it the undeniably best in slot ring which requires a lot of grinding. It is tradeable, but the imbued version is not.

image-1642234278706.png
Image not found or type unknown

Seers ring (I)
Seers ring (I) has no requirements to wear and offers the best magic attack bonus in the game. Regular seers ring is dropped by the Dagannoth prime boss, and can be imbued to double it's

magic attack bonus at the Fountain of rune in the wilderness, requiring you to pay 100k blood money, and there will be global announcement that you are there, so be wary for pkers! Seers ring and its imbued variant are tradeable.

image-1620902425504.png
Image not found or type unknown

Brimstone ring
Brimstone ring has no requirements to wear and offers the second best hybrid stats in the game. It gives a bonus in all attack, defence as well as melee strength. Especially in endgame PVM content, when you're switching between different combat forms, this ring is the second best choice for an overall boost. It can be created by combining an Hydra's eye, fang and heart, all dropping from the Alchemical Hydra. It is tradeable.

image-1620902558287.png
Image not found or type unknown

Shield slot

Tome of fire
Tome of fire requires 50 magic to equip. Tome of fire gives you infinite fire runes, and boosts fire spell damage by 50%, making it incredibly strong. In combination with the Tome of fire, Fire surge will do the highest single damage spell in the game! Contrary to Old-school RuneScape, the tome does not have to be charged with burnt pages. It can be received as a unique drop from the firemaking skilling casket, which can be bought from the skill points shop at home. It is tradeable.

image-1620902766601.png
Image not found or type unknown

Book of darkness
Book of darkness has no requirements to wear. It offers a moderate magic attack bonus, making it

a good item for lvl mages. It can be received as a unique piece of loot from the crystal key chest. It is not tradeable.

image-1620902844289.png

Malediction ward
Malediction ward requires 60 defence to equip. It offers decent magic attack bonus, as well as moderate melee defence bonuses. It can be created by combining 3 different Malediction shards, which are dropped by several wilderness bosses. It is tradeable. It's appearance can be changed by using a Ward upgrade kit on it. This does not change its stats.

image-1620903011398.png

Mage's book
Mage's book requires 60 magic to equip. It offers decent magic attack bonus, as well as magic defence bonus. It can be received as a rare drop from the custom donator boss, the Corrupt sorceress. It is tradeable.

image-1620903099468.png

Ancient wyvern shield
Ancient wyvern shield requires 70 magic and 75 defence to equip. It is the second to best magic shield in the game, only being beaten by the Arcane spirit shield by a small margin. It also provides protection against dragonfire. It is currently only available as a unique reward from Epic donator chests. It is tradeable.

image-1620906447102.png

Arcane spirit shield
Arcane spirit shield requires 75 defence, 70 prayer and 65 magic to wear. It is the best magic shield in the game. It has the highest magic accuracy bonus. It is created by putting an Arcane sigil on a Blessed spirit shield, which both drop from the Corporeal beast. It is tradeable.

image-1620906540119.png

TL;DR magic gear

Head: Zuriel's hood (T5) > Ancestral hat (i) or Zuriel's hood (T4) > Ancestral hat or Zuriel's hood (T3) > Ahrim's hood > Dagon 'Hai hat
Chest: Zuriel's robe-top (T5) > Ancestral robe-top (i) or Zuriel's robe-top (T4) > Ancestral robe-top or Zuriel's robe-top (T3) > Ahrim's robe-top > Dagon 'Hai robe-top
Legs: Zuriel's bottom (T5) > Ancestral bottom (i) or Zuriel's bottom (T4) > Ancestral bottom or

Zuriel's robe-top (T3) > Ahrim's bottom > Dagon 'Hai bottom
Boots: Eternal boots > Infinity boots > Mystic boots > Wizard boots
Gloves: Tormented bracelet > Barrows gloves > Infinity gloves > Mystic gloves
Capes: Prestige master cape > Prestiger cape > Ensouled max cape > Imbued god master cape > Ensouled cape > Imbued god cape > God cape
Necklace: Occult necklace > 3rd age amulet > Amulet of fury > Amulet of Glory
Ring: Commander ring > Seers ring (I) > Brimstone ring > Seers ring
Shield: Arcane spirit shield > Ancient wyvern shield > Mage's book > Malediction ward *(Tome of fire beats Arcane spirit shield if using fire spells)*

**In many situations, where high defence is less of a necessity, the full ninja set speed boost beats other gear, due to your dps being much higher cause of the increased speed.*

image-1620907000644.png
Image not found or type unknown

Fire surge goes brrrr

Weapons

Ancient staff
Ancient staff requires 50 attack and magic to equip. It is a staff with moderate stats that boosts your magic damage by 10%. It can be bought from the magic shop at home and is also a unique drop from the Thermonuclear smoke devil, as well as some wilderness bosses. It is tradeable.

image-1620931894860.png
Image not found or type unknown

Ahrim's staff
Ahrim's staff requires 70 attack and magic to equip. It is a decent staff that gives 5% magic damage boost increase. It is a unique drop from Barrows, but it can also be received from mystery boxes. It is tradeable.

image-1620911888287.png
Image not found or type unknown

Smoke battlestaff
Smoke battlestaff requires 30 attack and magic to wear. It gives a 10% magic damage boost increase. The smoke battlestaff offers an infinite supply of air and fire runes. Due to it's relatively low requirements, it is an excellent weapon for pures. It is dropped from the Thermonuclear smoke devil. It is tradeable

image.1620911918651.png
Image not found or type unknown

Staff of the dead
Staff of the dead requires 75 attack and magic to equip. It is a strong magic staff, and offers excellent melee stats as well. It's melee stats are similar to a Dragon longsword. It also gives a 15% magic damage increase. It also has 1 in 8 chance to negate the cost of runes when casting a combat spell. Staff of the dead is dropped by K'ril Tsutsaroth. It has a special attack, which halves incoming melee damage for one minute. You can add a Magic fang to the staff, creating a Toxic staff of the dead, giving a chance to venom your opponent. This requires you to charge your staff with Zulrah scales, which are consumed on fighting with your staff. (toxic) staff of the dead is tradeable.

image.1620915151822.png
Image not found or type unknown

Staff of light
Staff of light requires 75 attack and magic to equip. It offers the same stats as Staff of the dead and also has the same special attack. It can be created by adding a Saradomin's light to a staff of the dead. Saradomin's light is a unique drop from Commander Zilyana in the Godwars dungeon. It is tradeable.

image.1620915498998.png
Image not found or type unknown

3rd age wand
3rd age wand requires 65 magic to equip. It is a decent magic weapon but offers no magic damage boost. It is a very rare reward from hard and elite clue scrolls, making it a very expensive weapon. It is tradeable.

image_1620915383740.png
Image not found or type unknown

Master wand
Master wand requires 60 magic to equip. It is one of the strongest magic weapons. It gives a 10% magic damage boost increase. It can be received as a rare drop from the custom donator boss the Corrupt sorceress. It is tradeable.

image_1620915659197.png
Image not found or type unknown

Kodai wand
Kodai wand requires 75 magic to equip. It is arguably one of the strongest magic weapons in the game. It gives a 15% magic damage boost increase, unlimited water runes supply and a 1 in 6 chance to negate the cost of runes when casting a combat spell. Kodai wand is created by using a Kodai insignia on a Master wand. Kodai insignia can be received as a unique drop from the Chambers of Xeric. It is tradeable.

image_1620915940851.png
Image not found or type unknown

Nightmare staffs
The nightmare staff requires 65 magic and 50 attack to equip. It gives a 15% magic damage boost increase. It's magic accuracy stat is similar to the Staff of the dead. The nightmare staff can be changed into three different staffs, which all have a unique special attack. These nightmare staffs require 75 magic to equip.

Eldritch nightmare staff
Special attack: Hit your target with high damage, 50% of the damage done restores your prayer. This can bring your prayer over 99, to a maximum of 120.

Volatile nightmare staff
Special attack: Deal a very high hit to your target. The maximum hit of Volatile's staff could be over 100 with maximum magic gear!

Harmonised nightmare staff
This staff casts combat spells with increased speed. There is one tick less between attacks. This effect stacks with Ninja's set speed increase. Although it does not provide the same accuracy bonus or infinite water runes as the kodai, the harmonised staff is widely considered to be one of the strongest staves in the game due to its fast attack speed.

image-1620927988515.png
Image not found or type unknown

Staves with special or built-in spells

God staves
God staves require 60 magic to equip. They give moderate stats. They can be used to cast their own god spell. There is a zamorak staff which can cast Flames of zamorak, there is saradomin's staff which can cast Saradomin's lightning, and there is a guthix staff, which can cast claws of guthix. These spells are in the normal spellbook. The staves can be bought from the magic shop at home and are not tradeable.

image-1620928510578.png
Image not found or type unknown

Slayer staff
Slayer staff requires 50 magic and 55 slayer to equip. It gives moderate stats. It can be used to cast Slayer dart, which can be found in the normal spell book. The spell does moderate damage. Since it has no attack requirements, but has moderate melee attack stats, the staff could be used as a melee weapon for pures with low attack lvl. The staff can be bought from the slayer shop and is not tradeable.

image-1620928668685.png
Image not found or type unknown

Iban's staff
Iban's staff requires 50 magic to equip. It can be used to cast Iban blast, which does moderate damage. Just as Slayer staff, Iban's staff has good melee stats and no attack lvl requirement. Like Osrs, the staff has charges. If it runs out of charges you have to buy a new one. You can buy it in the PVM shop at home and it is not tradeable.

image-1620928946375.png
Image not found or type unknown

Trident of the seas/swamp

Trident of the seas requires 75 magic to equip. It drops as an uncharged staff from the Kraken boss. It can be charged with coins, death, chaos and fire runes. It has a built-in spell that does decent damage and casts one tick faster than regular spells. It can be made into a Trident of the swamp by attaching a Magic fang to the staff. Trident of the swamp has a chance to venom the target, making it a bit stronger. Instead of coins, a Trident of the swamp requires Zulrah's scales to charge. Both staves are tradeable. Other spells can be cast with the trident if they are selected with auto-cast in the spell book.

image-1620929505225.png
Image not found or type unknown

Sanguinesti staff
Sanguinesti staff requires 75 magic to equip and is one of the strongest staves in the game. It has a built-in spell that does very good damage. The spell has a passive special attack, where it has a 1 in 6 chance to heal you for half of the damage dealt. It can be charged with blood runes. It uses 3 blood runes per cast. The uncharged Sanguinesti staff is a unique drop from the Theatre of blood and is tradeable. The uncharged version can be worn as well and be used to cast any spell. You can also cast other combat spells with the charged version if you have them selected with auto-cast.

image-1620929870244.png
Image not found or type unknown

TL;DR Weapons

Harmonised nightmare staff > Kodai wand > Volatile nightmare staff > Eldritch nightmare staff > Toxic staff of the dead > Staff of the dead / Staff of light

The Sanguinesti staff and Trident of the seas/swamp are good staves to use in group activities such as raids, to make switching to magic attacks easier. They do not give any magic damage boost to normal spells, making them not a very good choice over other staves with lower magic attack bonus, due to lacking a good max hit.