

# 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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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## 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.

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## 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.

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## 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
	<b>magic damage boost</b>		
Base	60	better than Mystic	similar to Mystic

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

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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.

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## 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.

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# 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.

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## 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.

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# 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.

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## 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.

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# 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.

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## 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.

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## 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.

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### **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.

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### **Ensouled max cape**

Ensouled max 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 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.

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## **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 valuable. 3rd age amulet is tradeable.

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### **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.

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## **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.

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### **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.

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### **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.

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## **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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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## **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.*

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*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.

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### **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.

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### **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 its relatively low requirements, it is an excellent weapon for pures. It is dropped from the Thermonuclear smoke devil. It is tradeable

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### **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. Its 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.

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### **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.

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### **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.

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### **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.

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### **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.

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### **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.

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# 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.

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## 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.

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## 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.

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## **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.

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## **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.

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# **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.*

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Revision #22

Created 13 May 2021 07:46:39 by Daniel

Updated 15 January 2022 09:18:59 by Astro