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Magic Gear Progression Guide for OSRS Mages ===== As a mage in Old School RuneScape, you need the right gear to excel in both PvM and PvP scenarios. This guide will walk you through every stage of your magic build, from low-level gear for splash training to endgame gear for dominating content like Theatre of Blood and Tombs of Amascut. ## Understanding Magic Bonus Before diving into specific gear, it's crucial to grasp the two main stats provided by magic gear in OSRS: Magic Attack Bonus: Increases spell accuracy, with higher bonuses resulting in a greater chance to hit. Magic Damage Bonus: Multiplies damage dealt by spells, with this bonus being percentage-based and available only on high-end gear pieces. Low-Level Gear (Levels 1-50) For early training, focus on elemental staves like Air, Fire, Earth, or Water. These staves allow for unlimited elemental runes, making splash training affordable. # Best For: Splashing with Fire Strike # Where to Get: Magic shops Mid-Game Gear (Levels 50-70) At this stage, you'll want Mystic Robes, which offer a balance between cost and performance. They're ideal for Slayer training, Barrows, and general PvM. # Best For: Slayer training # Where to Get: Slayer Tower or buy from players Late Game Gear (Levels 70-85) For high-level PvM content, upgrade your gear with Trident of the Seas or Swamp Trident. These powerful staffs come with a venom effect, making them deadly in battles. # Best For: Zulrah and Slayer bosses # Where to Get: Drops from Cave Krakens or upgrade Seas Trident with Magic FangThe best magic gear in Old School RuneScape (OSRS) for PvM builds ===== The progression of magic gear in Old School RuneScape is a crucial aspect of the game's economy and player experience. The article provides an in-depth look at the various levels of magic gear, from beginner-friendly options to high-end, endgame equipment. # Early Magic Gear (Levels 1-50) For players just starting out with magic, affordable options like Xerician Robes and Wizard Robes are available. These sets offer decent bonuses for low amounts of gold. Players can craft or purchase these items using resources obtained from NPCs or low-level monsters. # Mid-Level Magic Gear (Levels 50-75) As players progress to higher levels of magic, they have access to better gear like Bloodbark and Swampbark armors. These sets offer unique effects that can be beneficial in specific situations, such as extended binding spell duration for PvP players. # Endgame Magic Gear (Levels 75+) The most expensive and powerful magic gear is reserved for endgame players. Items like the Trident of the Seas and Ahrim's Robes provide unmatched damage and accuracy for raids, bosses, and PvP scenarios. These sets are often obtained through high-level content or rare drops. # Tips and Strategies Throughout the article, various tips and strategies are provided to help players make the most of their magic gear. For example, training on crabs or low-level monsters can be an efficient way to level up quickly while earning AFK experience. Similarly, focusing on quests like Witch's Potion can provide a significant boost in spell tiers. # Summary In conclusion, the progression of magic gear in Old School RuneScape is a complex and rewarding aspect of the game. By understanding the various levels of gear and strategies for acquiring them, players can optimize their performance and enjoy the game to its fullest potential. ===== The gold cost of top-tier mage gear is substantial, with items like the Imbued God Cape and Eternal Boots requiring significant investments. However, prioritizing lower-cost damage bonuses from items such as the Occult Necklace and Tormented Bracelet can yield considerable benefits. For those tackling endgame content, the pinnacle of magic gear lies in the Ancestral and Sanguinesti Staff sets. These offer unparalleled magic attack power and are reserved for wealthy players who can afford them. Upgrading magic gear can be daunting due to its high costs, but strategic planning can help make the process more efficient. Prioritizing damage bonuses from items like the Occult Necklace and Ancestral Robes can provide a significant boost. Additionally, farming gold through activities such as PvM, completing key quests, balancing stats by training Defense alongside Magic, and checking market prices for optimal Grand Exchange buys can aid in progress. The right gear makes all the difference in dominating raids with powerful spells. While mage armor provides little to no ranged and melee defense bonuses, some sets like splitbark, lunar, and Ahrim's offer mediocre amounts of protection. Magic armors are rare and cannot be crafted by players, degrading over time when used in combat. Wizard robes are the most common option for free-to-play players, while Xerician robes have slightly better stats but require higher requirements. ===== Paraphrased text here ===== God capes can be obtained after completing Mage Arena II, requiring 75 Magic. These variant capes provide higher magical attack and defense compared to regular capes and offer a 2% bonus to magical damage. Lunar equipment is produced during the Lunar Diplomacy quest. To equip the Chambers of Xeric set, players need 75 Magic and 65 Defence. These robes are top-tier for magic attack bonuses but offer less defence than Ahrim's robes. Each piece grants a 3% magic damage boost. They don't degrade and can be stored in the costume room of a player-owned house. Wearing Ancestral robes includes the hat, top, bottom, and Void knight robes. These provide high defence for magic robes, with the highest ranged defence bonus among magic robes. However, they require 42 Attack, Strength, Defence, Ranged, Hitpoints, and Magic, plus 22 Prayer. Void mage robes enhance spell accuracy by 45%, and when paired with the right ring, staff, amulet, boots, cape, and book, they can deliver precise spells. The elite variant adds a 5% magic damage bonus. A drawback is that the full set must be worn, preventing combination with other sets or certain items like the Tormented bracelet. Wearing Void Knight robes includes the helm, top, robe, and gloves. Notes mention no shield, boots, ring, cape, or glove armour boosts magical stats. The best non-negative magic stat options are leather ranging armour and other defensive items. Regular capes, team capes, and the cabbage cape share the same stats. Maximum magical bonus is +32. Best P2P Magic Armour Setup (max magic damage) focuses on upgrading gear effectively. This guide covers unlockable untradeables, slayer magic gear, and regular boss gear. It excludes magic DPS due to its unique mechanics compared to ranged or melee. Having millions of gold is recommended for upgrades. 60 magic with +10 attack bonus for DPS. Magic level 75 with +15 magic attack bonus. 2% magic damage (only cape offering this). To get the imbued god cape, complete two mini-quests and defeat bosses, +3 attack and +6 magic attack bonus. Compared to the combat bracelet's +3 attack, these gloves are better for holding until the Tormented Bracelet. Slayer bursting aids accuracy, but tasks aren't critical. Exception: unlock Ice barrage at level 94 for 30% DFS boost with divine magic potions or an imbued heart. Proselyte Armor is ideal for prayer bonuses if you lack ancestral robes or prayer potions. Vestment Robes from clue scrolls offer 1% DPS but reduce prayer bonuses by 3. Upgrading magic gear follows damage > prayer > accuracy. Starting with Slayer helmet for bursting is recommended. For off-tasks, God Mitre (vs. Farseer Helm) provides +4 magical accuracy and +5 prayer bonus. Key items: Best Blessing, Major Arena Cape, Occult Necklace, Ancient Staff, Proselyte Armor, Barrows Gloves, Mystic Boots, and an imbued seers ring. Essential purchases include 450K for 2 prayer bonus and 10% magic damage. An Unholy Book matches prayer bonuses but reduces magic attack by 2. 300K for +12 accuracy, imbuable via NMZ points. 1.1 mil for +5 prayer bonus boots, best for prayer in-game. Early grab these for long-term benefits. 17 mil for +5 prayer bonus and +4 magic accuracy. 3.5 mil for +5 magic damage with 0 prayer bonus (vs. -1). A wand may offset the -1 prayer bonus from the ancient staff. Other expensive gear might not work with regular magic setups. Save funds before buying: 43In osrs getting the right mage gear can be very beneficial for your account, as it will give you high stats to increase your magic gear. High level gear like Infinity robes and Ahrim's at level 70+ magic is recommended by many players. With increasing your damage capabilities, allowing monsters to die faster. In turn increasing your kills and experience per hour. You can get the mage arena for a god cape around level 60 or 70. The mage's book and ancient staff also provide two useful gear upgrades. At level 78 you can use the Toxic Trident, 80+ magic for the kodai wand and 82+ magic for the sang staff. The Tumeken's Shadow is unlocked at level 85+ magic. You can get great deals on high-quality mage gear if you buy it before you hit level 90. With good mage gear, you can defeat tough monsters like Olm or Zulrah and get a lot of experience points.magic damage is a key factor in choosing the best gear for players. A great example of top-tier magic equipment can be seen with Tumeken's Shadow, which boosts damage output significantly. Another effective setup involves using Kodai Wand for barraging, increasing overall damage by a substantial amount. ## Optimising Your Magic Gear Setup When selecting your magic gear, it is crucial to comprehend the optimal features and optimise accordingly. In Old School RuneScape (OSRS), most monsters possess relatively low defence levels, which results in minimal gains from accuracy boosts. Conversely, increasing magic damage capabilities will significantly enhance max hits, leading to substantial overall damage increases and reduced kill times. ## Understanding Magic Damage The importance of magic damage should not be underestimated. In OSRS, the effectiveness of magic gear is often overlooked until optimal setups are discovered. The value of each component in your magic setup can make a significant difference between high-level players and those still struggling to achieve success.