
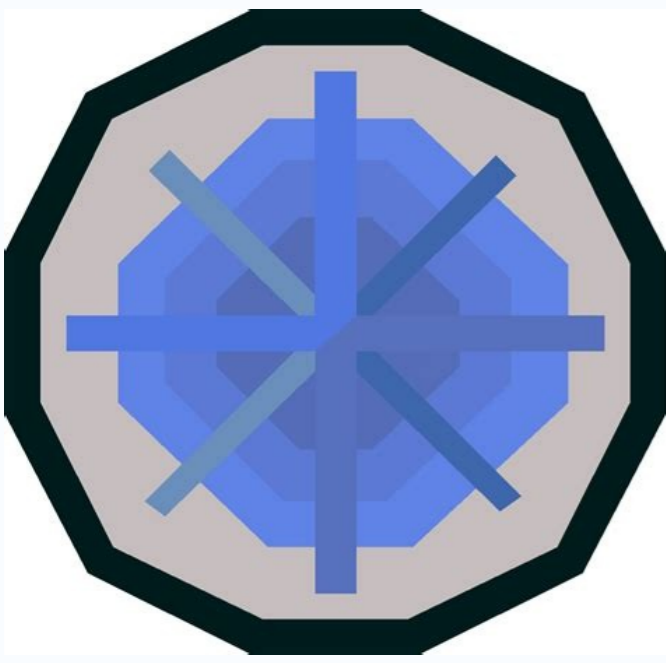


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# Osrs magic gear guide quest guide osrs guide



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Be social and join them! Others will seek out their friends and join them wherever they are. Some crazy folks even do it while they are training Agility at the same time. Alching is fun because all you have to do is spam click and that's it. When done perfectly, this method can bring in up to 265k experience per hour! Levels 70 - 99 Ice burst This method requires quests Desert Treasure completed (for Ice Burst) and Monkey Madness 2 partially completed (access to Maniacal Monkeys). From levels 70 - 99, you'll want to Ice Burst at the Maniacal Monkeys located in the Monkey Madness 2 dungeon. [Click Here] for the fastest way to 99 Magic. [Click Here] for the recommended method or [Click Here] to go back to the navigation. Magic Levels 1 - 57 AFKing Crabs If you prefer to level while AFKing (e.g. while watching a movie), you can get from magic levels 1-57 in just 6.5 hours. For this magic leveling method, you want to be set up near the Ammonite or Sand Crabs and use your best possible spells on autocast. Here's a little rundown of what you'll be doing: Magic Levels Type EXP Rate Total Time Total Cost 1 - 17 Strike spells (air, water, earth, fire) average 10k exp/hr 10 minutes around 5 - 10k 17 - 41 Bolt spells (air, water, earth, fire) average 35k exp/hr 4.5 hours around 1.2M Using this method, you'll spend a total of 1.4M through AFKing. (though it would cost 160M in total). Considering 1200 alchs per hour, you would be looking at 266k profit per hour. Or if air battlestaves are too expensive, doing Magic Longbows for 76 profit would still net you 91k per hour. More osrs skilling guides This shouldn't take longer than 5 minutes. Magic Levels 7 - 43 Enchant From levels 7 - 27 magic you'll want to use Lvl-1 enchant which gives nice experience rates as well as makes you some money. [Click Here] for the fastest way to 99 Magic. [Click Here] for the AFK method or [Click Here] to go back to the navigation. Magic Levels 1 - 7 Air + Water strike Do some strikes on low-level NPCs for your first 7 magic levels. While High Alching you can be anywhere in Gielinor because your inventory consists out of nature runes and noted items. Some players alch at the Grand Exchange because these places are highly trafficked meaning you'll likely make a friend or two doing so. After all, you can always find high alchers at the Grand Exchange. Considering you can purchase 18,000 staves every 4 hours, that's a pretty good item to alch. If you prefer to not waste so much money, you are better off following the recommended way for the initial levels, which will allow you to break even on magic levels 1 - 57. Magic Levels 57 - 86/99 Enchanting Diamonds (auto-cast) Next up, you'll be enchanting diamonds using Lvl-4 Enchant. So if you plan to take this method beyond level 70, you might have to ask friends and bystanders to help you out. Magic Levels 70 - 99 bursting/barraging at Maniacal Monkeys This method requires completion of Monkey Madness 1, partial completion of Monkey Madness 2 and access to the Ancient Magicks spellbook (complete Desert Treasure). The fastest magic exp in the game is gained at the Maniacal Monkeys, located inside the Monkey Madness 2 tunnels. This is because the Maniacal monkeys are aggressive and stack on top of each other, this makes them perfect for bursting or bragging which targets multiple opponents at the same time. You can buy this staff from Diango in Draynor village. You can no longer splash inside Lumbridge. This is assuming you are using the Kodai Wand which increases your EXP rate at Maniacal Monkeys as well as reduces the overall cost. Check out the recommended way below or the AFK method for less expensive options. If you want, you can complete Witch's potion and Imp catcher to skip to level 10 magic but this is not necessary since those levels only take about 5 minutes. Completing both Lunar Diplomacy and Desert Treasure are recommended as they will unlock high-exp rate magic training methods featured in this OSRS magic guide. Horror from the deep unlocks a great magic off-hand; the book of darkness which gives +5 magic attack and +5 prayer bonus. Quest Name: Quest Experience Witch's potion 325 magic exp Imp Catcher 875 magic exp The Grand Tree 2, 150 magic exp Horror From The Deep 4,662 magic exp Watchtower (requires 15 magic) 15,250 magic exp Lunar Diplomacy (requires 65 magic) 15,000 magic exp Dream Mentor (requires 65 magic) 10,000 magic exp Desert Treasure (requires 50 magic) 20,000 magic exp Choose your preferred path to 99 magic. Very fast, very expensive. TIME TO 99: Around 42 hours. Total cost: Around 335M. MAX EXP: 350k exp/hr. AVG EXP: 250k exp/hr. Follow this method. Good experience rates, not expensive. TIME TO 99: Around 171 hours. Total cost: Around 10M. Profit: MAX EXP: 90k exp/hr. AVG EXP: 42k exp/hr. Follow this method. 99 OSRS Magic Guide for Free-to-play. TIME TO 99: Around 320/520/1083 hours (AFK) or 164 hours (high alch). Total cost: Around 1640/83M or break even. MAX EXP: 78k/hr. AVG EXP: 38k/hr. Follow this method. Bonus Method: Make money with Magic. Of course, you can mix and match these training methods and craft your own pathway to 99 magic. Fastest Method to 99 Magic in OSRS (Expensive) This training method is expensive. Start off with air strike and move on to water strike as soon as you can. This is assuming you are using the Kodai Wand which increases your EXP rate at Maniacal Monkeys and reduces the cost. Alternatively, if you don't want to lose money or don't have access to Maniacal Monkeys, you can alch all the way to 99. Doing so, you will reach 99 in 157 hours and make about 14M profit. You can also opt for the click-intensive tele-alching and stun-alching to reach 99 magic in 76 hours. AFK Method to 99 Magic in OSRS (slow) This is the AFK training method to 99 Magic. The highest amount of magic experience that can be gained here is 350k per hour which is insane. Here's what spells you'll be using at which level: (make sure you are on the Ancient Magicks spellbook) Magic Levels Type EXP Rate Total Time Total Cost 70 - 88 Ice Burst 250k/hr 15 hours 48M (with Kodai wand) or 56M (without Kodai wand) 88 - 94 Shadow Barrage 330k/hr 11 hours 137M (with Kodai wand) or 160M (without Kodai wand) 94 - 99 Ice Barrage 550k/hr 15 hours 142M (with Kodai wand) or 167M (without Kodai wand) EXP Rates assume you are wearing the Occult Necklace. How to get to the Maniacal Monkeys: If you have not completed Monkey Madness 2 you will need to bring a Monkey Green Travel to Ape Atoll using the Gnome Glider and run South until you find the trapdoor. This shouldn't take longer than 5 minutes. Magic Levels 7 - 70 Enchanting Bolts Once you reach magic level 7, you can start enchanting bolts. Enchanting bolts is costly but it can give you insane amounts of experience! Using this method will take you only 150 minutes to level 70 magic. Enchanting bolts is very expensive. Enchanting diamonds is something you can do really quickly through tick-manipulation but for us lazy AFKers out there, there is an autocast feature. Enchanting on autocast is really slow so it's perfect for AFKing. Most of the time, you will actually make some money with your buy/sells and check the prices. However, you can save a bunch of money by using ruby dragon bolts instead of regular ruby bolts. Magic Levels Type EXP Rate Total Time Total Cost 7 - 27 Enchant Sapphire Bolts 90k/hr 5 min 570K 27 - 49 Enchant Emerald Bolts 200k/hr 25 min 2.8M 49 - 70 Enchant Ruby Bolts 300k/hr 15 min (or 120 min if taken all the way to level 70) 22.8M (ruby bolts) or 3.9M (ruby dragon bolts) If you're extremely wealthy, you can even take this method all the way to 88 or even 99. Only buy if the buy price hasn't increased of course. Also take a look at the 'GE restriction tab' to ensure you don't unnecessarily buy too many. Do this every day, or a couple of times a day and you'll be able to make a decent sum while gaining some magic experience. Here's an example of just 6 profitable items. Item Profit GE restriction Profit/Karil's crossbow 05,311 1579,665 Rune shield (h4) 433,702 40,310 Dwarven helmet 2,493 501 24,650 Granite helm 1,471 701 02,970 Rune helm (h3) 1,446 701 01,220 Spined chaps 1,127 707 8,890 Alching these items, which adds up to 345 total alchs (17 minutes), you would end up with a total profit of 727,705gp. You can definitely make a nice profit by checking alchmate multiple times a day! This is by no means going to give you very much experience but it is great to pair with other magic training methods as it will help cover the cost! P.s. You should also use Alchmate to find regular alching items. For example, if we restrict 'GE restriction' we notice that we can currently profit 222 per air battlestaff. However, you do need to complete Lunar Diplomacy to access this spell because its part of the Lunar Spellbook. Plank make can be autocast making it a very good AFK method that gives up to 90k exp per hour. Using this method all the way to 99 takes about 104 hours and will net you at least 9M. You'll want to use OSRS Wiki to figure out which planks are currently profitable with plank make. Magic Levels Type EXP Rate Total Time Total Profit 86 - 99 Plank make 90k exp/hr 104 hours 9M profit Recap The AFK way can take you all the way to 99 magic in a total of 171 hours with a profit of around 10M. If you don't have access to the Lunar Spellbook, it will take you 240 total hours to get to 99 magic. F2P Method to 99 Magic in OSRS This is the F2P Guide to 99 Magic. You can achieve this by wearing d'hide vambraces, full helm, platebody, platelegs and a kiteshield. Or you can attempt to go full-god mode and combine tele-alching with stun as well. This is a comprehensive 1-99 Magic Guide for OSRS. In this guide, you will get a glance at every single method to get 99 Magic in Old School RuneScape. You'll learn: But first, let's go over some helpful basics. Useful Magic Gear The following gear will help you achieve 99 magic faster and more affordably. Doing so will get you exp rates of up to 250k per hour. Magic Levels Type EXP Rate Total Time Total Cost 70 - 99 Ice Burst 230 - 250k/hr (Kodai) 53 hours 162M (Kodai wand) 191M (without Kodai wand) Recap The recommended way can take you all the way to 99 magic in just 62 hours with a total investment of 162M. Go down. Make your way through the tunnels using the map below. The video below will take you through the tunnels and how to setup the perfect 3X3. Recap The fastest way can take you all the way to 99 magic in just 42 hours with a total investment of 335M. Good locations are Port Sarim and Draynor Village. Considering 1200 alchs per hour, that's the 93k per hour. It's not amazing, but it's better than nothing! Some players will Alch all the way to 99. Especially Ruby Bolts (e). If you prefer high experience rates you can continue to use superheat item which will cost you money. Magic Levels 55 - 70/99 High Alch From levels 55 to 70 magic you'll want to focus on the High Alchemy spell. High alchemy is the classic magic training method that is favored by many. Just like tele-alching, stun alching combines both the stun spell and a high alchemy currently profitable. Magic Levels 43 - 55 Superheat Item From levels 43 - 55 you'll want to use the superheat item spell to smelt ore into bars. This spell requires 1 ore, 1 nature rune and 4 fire runes to pull off. Superheat Item will cost you but that's fine since you can just re-invest the money you made from enchants earlier. Magic Levels Type EXP Rate Total Time Total Cost 43 - 55 Superheat item 30k/hr 50 min 300K Once you reach level 55, you can switch over to high alchemy which has lower experience rates but allows you to break even and even make money as well. This is possible in Ardougne where you teleport directly into the market, allowing you to throw a stun at one of the guards. To use this method, which requires you to be tick-perfect, you have to start off with the stun spell use it on a guard and then instantly pop your high-alchemy using your F key to go back into the spellbook and hit teleport to Ardougne. This method is super click-intensive so we are not responsible for the outcome. [Click Here] to go back to the P2P Guides or [Click Here] to skip to the next section (Make Money While Training Magic). F2P Magic Training 1 - 99 with Splashing (AFK) Splashing is a way of training magic through combat without doing any damage. So basically you will autocast and aim to hit zeroes consistently so your opponent doesn't die and you gain continuous basis. This is a very AFK-way to train magic as you can autocast for 20 minutes straight. You can splash on any level 1 NPC in Gielinor (chicken, man, woman, etc). [Click Here] for the Magic Money Making method. It may seem crazy, but at 78k exp per hour and 90k profit per hour, it really isn't that bad compared to training other skills. Alternative: Levels 55 - 99 Tele Alch If you're looking for something more click-intensive with higher experience rates, you can opt for tele-alching instead. Tele-alching is the combination of using the Teleport to Camelot spell and a High Alchemy in just 5 game ticks (3 seconds). To do a Tele-alch, first do a high alch and then instantly follow up with a teleport to Camelot (use your function keys to quickly navigate between your spellbook and inventory). You'll know you are doing it correctly when both spells are being cast simultaneously. To set up function keys (if you haven't already) head into your settings > Joystick > Functions and set them up to your preference. Tip: to reduce the cost of a tele-alch, use a smoke battlestaff which combines fire (for high alch) and air runes (for cammy teleport). Magic Levels Type EXP Rate Total Time 55 - 80 Tele-Alch 140k/hr 13 hours 55 - 99 Tele-Alch 140k/hr 92 hours Alternative: Levels 80 - 99 Stun Alch Once you reach level 80 you unlock an even better tick-perfect method which is called stun-alching. [Click here] to skip to the next method or [Click Here] to go back to the navigation. Magic Levels 1 - 7 Air + Water strike Do some strikes on low-level NPCs for your first 7 magic levels. Make sure your high-alchemy spell and your noted items are in the same spot for maximum efficiency. Magic Levels Type EXP Rate Total Time Total Profit 55 - 70 High Alchemy 78k/hr 7 hours 530K (Magic Longbows) 55 - 99 High Alchemy 78k/hr 164 hours 14M (Magic Longbows) You can make some money while alching as well. By checking the High Alchemy calculator on Alchmate. There, you can filter by GE restriction (you want this to be high so you can buy in bulk) and find which items are currently profitable. For example at the time of writing, Magic Longbows will profit you 78 per alch. Recommended Method to 99 Magic in OSRS This is the recommended training method to 99 Magic. Move away from Lumbridge to successfully splash NPCs. TIP: Splash on mobile! It's great for F2P Magic Levels 55 - 99 High Alchemy As an alternative to splashing, from magic levels 55 to 99 you can perform the high alchemy spell just like p2p players can. This is a great way to train magic for F2P players because it gives 78k exp per hour and it is relatively nice to do because all you need to do is spam-click in the same spot. Magic Levels Type EXP Rate Total Time 55 - 99 High Alchemy 78k/hr 157 hours Make Money while training Magic There are ways to make money while doing magic! However, these methods are heavily dependent on Grand Exchange prices of items and thus these methods change ALL the time. So we can't exactly tell you what you should do to make money with Magic. But we can guide you in the right direction. Make Money Alching You can make good money by alching certain items. Don't splash in Lumbridge! (It doesn't work!) In order to splash properly, you must wear the following armour to consistently hit zeroes: Full helm (bronze/iron if low level) Platebody (bronze/iron if low level) Platelegs (bronze/iron if low level) Kiteshield (bronze/iron if low level) Green d'hide vambraces (40 ranged required) or Cursed Goblin Staff Staff (for autocasting) The following three spells give the highest experience rates when splashing: Magic Level required Type EXP Rate Time to 99 Total Cost to 99 13 Fire Strike 12k/hr 1083 hours 16M 35 Fire Bolt 25k/hr 520 hours 42M 59 Fire Blast 40k/hr 330 hours 80M Keep in mind that Fire Blast and Fire Bolt are expensive which is why many F2P players splash Fire Strike all the way to 99. If you do not have the 40 ranged required for vambraces you can use a cursed goblin staff instead. To do so, you'll want to use the OSRS Wiki to figure out which diamond is currently profitable. If you aren't patient with your buy/sells at the grand exchange you will at least break even or make a slight loss using this method. Magic Levels Type EXP Rate Total Time Total Profit 157 - 86 Lvl-4 Enchant 55k exp/hr 61 hours 1.5M / break even 57 - 99 Lvl-4 Enchant 55k exp/hr 233 hours 5.7M / break even If you don't want to complete Lunar Diplomacy, you can take this method all the way to 99. Magic Levels 86 - 99 Plank Make (Lunar Spellbook) A better method than enchanting diamonds (higher experience rate and profitable) is Plank Make which becomes available at level 86. For this reason, many players continue tele-alching all the way to 99 instead of switching over to Stun alching. Once you reach Magic level 80, you can decide for yourself which is best for you. Magic Levels Type EXP Rate Total Time 80 - 99 Stun-Alch 180k/hr 61 hours In order to perform a stun alch, you need -65 magic bonus.



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