

## Intelligence Division • Case File

## MAGIC MASTERY

A Field Guide to Efficient 1-99 Training - Arcane Discharge Protocol



|             |                                                                                                             |        |                                                         |
|-------------|-------------------------------------------------------------------------------------------------------------|--------|---------------------------------------------------------|
| SUBJECT     | Magic Training Protocol, direct-cast combat spells and Alchemy through Ice Burst / Ice Barrage AoE camping. | SCOPE  | F2P & P2P routes both covered; live game version, 2026. |
| ENTRY POINT | Level 1 Magic                                                                                               | TARGET | Level 99 Magic                                          |

**Briefing.** This dossier splits into a Free-to-Play Alchemy route and four escalating P2P tiers running from the Mage Training Arena through Ice Burst and Ice Barrage AoE camping - by far the fastest Magic training in the game, at a steep rune cost. **Both Low and High Level Alchemy are genuinely F2P-accessible** (not P2P-exclusive, despite some guides claiming otherwise) and carry most of the F2P route from level 21 onward. **Funding and quest access determine the P2P endgame:** Ice Burst opens at level 70 and Ice Barrage at 94 (both need Desert Treasure I), and realistic camp rates run well under some of the inflated figures circulated in the community - this dossier separates the realistic range from the theoretical ceiling throughout. There is still no F2P equivalent to Bursting/Barraging at all - once Alchemy is maxed out, F2P Magic has nowhere faster left to go, which is the single biggest F2P/P2P xp gap of any skill.

## PROGRESSION LADDER



1

START



33

MTA



55

HIGH ALCH



70

ICE BURST



94

ICE BARRAGE



99

99

| ICON | TIER | LEVEL RANGE | METHOD                           | KEY REQUIREMENT                |
|------|------|-------------|----------------------------------|--------------------------------|
|      | I    | 7-33        | Mage Training Arena              | Membership; 33 for all 4 rooms |
|      | II   | 33-70       | Superheat Item, Low/High Alchemy | None (all F2P-accessible)      |
|      | III  | 70-94       | Ice Burst AoE camping            | Magic 70 + Desert Treasure I   |
|      | IV ★ | 94-99       | Ice Barrage AoE camping          | Magic 94 + Desert Treasure I   |

## Reading The Access Tags

F2P

Free-to-Play - no membership required for this method.

P2P

Pay-to-Play - requires an active OSRS membership.

F2P &amp; P2P

Identical method works on either account type.

F2P/ FREE-TO-PLAY ROUTE & MAGE TRAINING ARENA

Free-to-Play Status

The Mage Training Arena is **members-only**, so F2P accounts train the early levels by direct spell-casting, then switch to Alchemy. **Both Low Level Alchemy (21+) and High Level Alchemy (55+) are genuinely F2P-accessible** - the OSRS Wiki's standard spellbook table lists both as Members: No, contrary to some third-party guides. Once level 21 is reached, the F2P and P2P routes converge on the shared Alchemy tier below and stay together until Ancient Magicks (Bursting/Barraging), which has no F2P equivalent at all.

F2P TIER - DIRECT CASTING, THEN LOW LEVEL ALCHEMY

F2P

1 → 55



METHOD

Cast Wind/Water/Earth/Fire Strike on F2P monsters until level 21, then switch to Low Level Alchemy (F2P) as the far faster bridge to 55



LOCATION

Lumbridge cows / Al Kharid warriors (1-21); any bank (Low Alch, 21+)

EST. TIME (THIS TIER)

~3-5 hrs total

REQUIREMENTS

None

RATE

~5,000-12,000 xp/hr (1-21 direct casting); ~40,000-60,000 xp/hr (21-55 Low Alch, dedicated)

Levels 1-21 need only ~5,000 xp, so the slow direct-casting phase is brief regardless. **Switching to Low Level Alchemy at 21 rather than continuing to direct-cast all the way to 55 is the single biggest time-saver on the F2P route** - some guides skip this and direct-cast the whole way, which is dramatically slower for no benefit. Superheat Item (F2P, unlocks 43, up to ~97,000 xp/hr) is a faster alternative bridge for players who also want Smithing progress.

P2P TIER I - MAGE TRAINING ARENA

F2P

7 → 33



METHOD

Mage Training Arena minigame rooms: Alchemist's Playground and Enchanting Chamber from level 7; Creature Graveyard once Bones to Peaches is available; Telekinetic Theatre requires the real Telekinetic Grab spell at 33, which also unlocks all four rooms together

LOCATION

Mage Training Arena, Al Kharid

EST. TIME (THIS TIER)

Under 1 hr of pure xp grinding - see note

REQUIREMENTS

Membership; minimum 7 Magic to enter at all

RATE

~60,000-130,000 xp/hr casual (varies by room - Telekinetic ~60k/hr, Creature Graveyard ~100k/hr, Alchemist's Playground ~120k/hr, Enchanting Chamber ~130k/hr)

Levels 7-33 need only ~17,600 xp, so even at a conservative MTA rate this bracket clears in well under an hour. In practice most players spend far longer here anyway, because the real draw is **Pizazz reward points** (imbued god capes and other minigame-exclusive rewards), not the xp itself - don't mistake "time spent at MTA" for "time this level range requires."

II ALCHEMY BRIDGE (F2P & P2P)

SUPERHEAT ITEM / LOW & HIGH LEVEL ALCHEMY BRIDGE

F2P & P2P

33 → 70



METHOD

Low Level Alchemy (21+) or Superheat Item (43+, also trains Smithing) until 55, then High Level Alchemy (55+) - all three are F2P-accessible

LOCATION

Anywhere with a bank nearby

EST. TIME (THIS TIER)

~8-12 hrs dedicated

REQUIREMENTS

None - no membership required for any of these three spells

RATE

~60,000-97,000 xp/hr dedicated (Superheat up to ~97,000 xp/hr; High Alch up to ~78,000 xp/hr standing still)

High Alchemy's oft-quoted "15,000-20,000 xp/hr" figure is the **passive rate** when alching is squeezed into the downtime of another activity (e.g. a Slayer task) - done as its own dedicated session, standing still and banking efficiently, it runs closer to **78,000 xp/hr** (1,000-1,200 casts/hr × 65 xp/cast). Both figures are legitimate depending on how it's played; this dossier's hour estimates assume the dedicated rate unless noted otherwise. High Alch also generates steady GP alongside the xp - genuinely the "do it while doing something else" background method if the passive rate is preferred instead.

MEMBERS ENDGAME: ICE BURST & ICE BARRAGE

## P2P TIER III - ICE BURST AOE CAMPING

P2P

70 → 94



Catacombs of Kourend, a popular Burst/Barrage camp - OSRS Wiki



### METHOD

Camp a multi-monster spot with Ice Burst, hitting several targets per cast

### LOCATION

Ammonite Crabs, Catacombs of Kourend, Nightmare Zone, or Slayer tasks (Dust Devils, Nechryael) - no extra quest needed beyond Desert Treasure I

### EST. TIME (THIS TIER)

~33-48 hrs realistic; ~23-29 hrs if Monkey Madness II is already done

### REQUIREMENTS

Magic 70; Desert Treasure I completed (unlocks the whole Ancient Magicks book, not just this spell)

### RATE

~150,000-220,000 xp/hr realistic (approximate, community-sourced) at these spots; up to ~250,000-310,000 xp/hr at Maniacal Monkeys specifically, which additionally requires Monkey Madness II

Ice Burst is castable from level 70 - waiting until a higher level to start it (as some guides imply) leaves easy xp on the table. Runes cost roughly half of Ice Barrage's per cast, making this the more budget-friendly AoE tier.

FLAGSHIP ROUTE

## P2P TIER IV - ICE BARRAGE AOE CAMPING

P2P

94 → 99



### METHOD

Camp a multi-monster spot with Ice Barrage - the highest xp/hr Magic training in the game

### LOCATION

Wilderness Bandit camp (no extra quest), Ammonite Crabs, Catacombs of Kourend, or Nightmare Zone

### EST. TIME (THIS TIER)

~18-25 hrs realistic; ~14-18 hrs if Monkey Madness II is already done

### REQUIREMENTS

Magic 94; Desert Treasure I completed

### RATE

~220,000-330,000 xp/hr realistic (Bandit camp and similar spots); up to ~320,000-400,000 xp/hr at Maniacal Monkeys, which additionally requires Monkey Madness II

### RUNE COST

6 Water, 2 Blood, 4 Death runes per cast (~1,200-1,500 gp/cast) - the single largest GP outlay of any tier in this dossier

By far the fastest Magic training in the game - but published figures as high as 400,000-500,000 xp/hr describe a fully-optimized Maniacal Monkeys setup (Monkey Madness II complete, near-BiS gear, Rigour-equivalent boosts), not a typical camp. Treat anything past ~400,000 xp/hr as a **theoretical ceiling**, not the planning number. Ammonite Crabs is the safest, most beginner-friendly spot; Catacombs of Kourend and the Wilderness Bandit camp offer denser targets for experienced players (the Bandit camp carries PvP risk, unlike the other listed spots).

### Rune Cost & Budgeting

Ice Barrage costs Chaos, Death, Blood, and Water runes per cast (Ice Burst substitutes cheaper runes at a lower level and lower hit count, roughly half the gp/cast) - at full efficiency this is easily the most expensive tier per hour in this entire dossier. Buying runes in bulk meaningfully reduces average cost versus small repeated Grand Exchange buys; players who also train Runecraft may find crafting Chaos and Death runes personally more cost-effective than buying them outright.

### Camp Selection & Safety

Ammonite Crabs is single-combat and inside a safe minigame-adjacent area, making it the default recommendation for a first camp. Catacombs of Kourend is multi-combat with occasional stronger monsters mixed in - worth a practice run at low volume before committing a large rune stockpile there. The Wilderness Bandit camp is the strongest non-quest-gated Barrage spot but carries real PvP risk unlike the other options listed here.



## QUICK-REFERENCE RECAP

### Combined Estimate

P2P: MTA through Ice Barrage totals roughly **~50-90 hours** realistically (without Monkey Madness II); **~45-65 hours** if that quest is already done and Maniacal Monkeys is used throughout Tiers III-IV. F2P: the direct-cast/Low Alch route to 55 (~3-5 hrs) plus High Level Alchemy alone from 55-99 totals roughly **~170 hours dedicated, up to 250-650+ hours if alching passively** alongside other activity - High Alch's own wiki-quoted top rate (78,000 xp/hr) applied against the 12.9 million xp needed from 55 to 99 is what drives this; there is no F2P AoE method to shorten it. Both totals are substantially longer than older estimates that didn't reconcile stated xp/hr against the real xp curve.

### Efficiency & Pitfalls

- An elemental staff (Staff of Water, Staff of Fire, etc.) negates that specific rune's cost for every applicable spell - equip the matching staff before any long Alchemy or direct-cast session.
- High Alchemy on items bought under their alch value loses money per cast; check the Grand Exchange price against the alchemy value before buying anything specifically to alch.
- Autocast setup (weapon tab combat spell selection) is worth configuring once at the start of a Burst/Barrage camp rather than manually casting each attack.
- Don't under-level into Barrage - it isn't castable below level 94, and Burst isn't castable below 70; both also require Desert Treasure I regardless of Magic level.
- The 78,000 xp/hr High Alch figure assumes standing still and banking efficiently - doing it passively alongside another task is genuinely closer to 15,000-50,000 xp/hr, which is fine for background xp but should not be the number used to plan a dedicated Alchemy session.

### Where This Fits

Magic xp trains Hitpoints passively alongside it, same as any other combat skill - see the **Hitpoints Mastery** dossier if pure HP xp is also a goal. Ancient Magicks (unlocked via Desert Treasure I) also doubles as a top-tier PvM utility spellbook well beyond pure training use, so the rune investment isn't wasted once 99 is reached.

| ICON | TIER                                | LEVEL RANGE | REQUIREMENT                 | LOCATION                         | RATE (XP/HR)                    | EST. TIME                      |
|------|-------------------------------------|-------------|-----------------------------|----------------------------------|---------------------------------|--------------------------------|
|      | F2P - Direct Casting, then Low Alch | 1-55        | None                        | Lumbridge cows / any bank        | ~5k-60k (rises at 21)           | ~3-5 hrs                       |
|      | F2P - High Level Alchemy            | 55-99       | None                        | Any bank                         | ~15k-78k (dedicated vs passive) | ~170-650+ hrs                  |
|      | P2P I - Mage Training Arena         | 7-33        | Membership                  | Mage Training Arena              | ~60k-130k                       | <1 hr (xp); longer for rewards |
|      | P2P II - Superheat / Alchemy Bridge | 33-70       | None                        | Any bank                         | ~60k-97k                        | ~8-12 hrs                      |
|      | P2P III - Ice Burst AoE             | 70-94       | Magic 70, Desert Treasure I | Ammonite Crabs / Catacombs / NMZ | ~150k-220k                      | ~33-48 hrs                     |
|      | P2P IV - Ice Barrage AoE ★          | 94-99       | Magic 94, Desert Treasure I | Bandit camp / Catacombs / NMZ    | ~220k-330k                      | ~18-25 hrs                     |

All figures approximate. In-game xp rates, minigame rewards, and item prices fluctuate and were sourced from the OSRS Wiki and community efficiency guides current as of early September 2026. Every "Est. time" figure is derived from the real OSRS xp-to-level curve, not assumed. This dossier assumes full game access unless noted otherwise. Always confirm current mechanics in-game before committing to a specific method.

- OSRS Wiki - Pay-to-play Magic training
- OSRS Wiki - Mage Training Arena
- OSRS Wiki - Ice Burst / Ice Barrage
- OSRS Wiki - High Level Alchemy / Low Level Alchemy / Standard spellbook
- OSRS Wiki - Superheat Item
- OSRS Wiki - Desert Treasure I / Ancient Magicks
- OSRS Wiki - Free-to-play

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