

OSRS Update Post

So after making the executive decision that my higher effort blog post wouldn't make today's deadline I decided to fall back to the classic OSRS ratratrat33 updates! This time we're going down memory lane and looking at my character's state and goals back in September 2025. In addition I'll include more reasonable goals that I feel reasonably confident in.



How I've been mostly “playing” nowadays (while throwing Overwatch games on Jetpack Cat)

Stats, Gear, and Quests (Sept 2025)



Stats, Gear, and Quests (Feb 2026)



Looking at it side-by-side I think we're playing a game of Where's Waldo so in summary:

- Defence +1
- Fishing +1
- Ranged +1
- Thieving +5
- Prayer +13
- Magic +1
- Woodcutting +2

- Runecrafting +4
- Slayer +2
- Farming +2
- Construction +1
- Hunter +1
- Sailing +63 :)
- Elite Desert Diary done
- While Guthix Sleeps quest done
- Misc.

If you're not really sure what any of this means we can chalk the progress up to: I did a bunch of random things and then maled like crazy completing While Guthix Sleeps. Those Guthix monks deserve to stay bound in the crypt forever.

Outside of that quest the other notable part of my active playtime was goofing around with Sailing. Now that it's been a few months since its initial launch I can really tell that the devs were *very* cautious about forcing players to engage in this skill for the following reasons:

1. People love to complain about Agility and Sailing has water Agility
2. People love to complain about Runecraft and the associated running; Sailing also has an equivalent but on water
3. People love to complain about how powercreep has trivialized previously prestigious grinds. Don't let those folks know about Marlins.
4. People love to complain. Period.

So how did they minimize forced interactions? By keeping the skill *mostly* isolated from the rest of the game. While there are gameplay elements outside of Sailing that impacted the experience, all of the new resources and content generated from Sailing basically served to aid in the Sailing grind...

While I don't normally have an issue with this cyclic feedback when it comes to bosses (Doom with Demonic Tears, Zulrah with Zulrah Scales, Nex with Ancient Essence), I **DO** have an issue with this design when it feels like an entire skill is built on this vertical concept. For context when training the other 26 skills it's **VERY** easy to fall down a rabbit hole far from the initial goal - in fact you can see it happen in this progress post! In my opinion this experience stems from how deeply each skill is ingrained in others and the collective web of activities lends itself to side-missions and off-beaten paths.

For example, if you wanted to cook lots of food you'd want to reduce the burn rate ASAP. The most effective way of doing that is completing the Family Crest quest which rewards the Cooking Gauntlets but oh wait! Family Crest requires 59 Magic! To get that level you might decide to look into some other quests that reward Magic experience

and suddenly you find yourself doing Firemaking in order to start Desert Treasure 1 (which rewards 20k Magic XP and the best Magic training spells).

Oh and while you're at 50 Firemaking you MIGHT AS WELL do some the Wintertodt minigame for the 12 Magic Logs required in the Desert Treasure 1 quest...

And while you're doing Wintertodt you SURELY get a firecape from the Fight Cave challenge because you don't want to look like a peasant in front of the 1000 other players also doing the minigame.

But to do the Fight Cave challenge you GOTTA wrap up that Animal Magnetism quest because who knows just how many supplies you'll waste in these attempts.

But MAN doing animal magnetism is just SO ANNOYING since getting into Port Phat-ass-mas requires those STUPID ectotokens so you should PROBABLY do Ghosts Ahoy...

And now it's 3 days later and your cooking goals are completely RUINED!

I think you get the point and so do the devs. In their 2026 Sailing roadmap they mentioned this exact problem as one of the more common complaints:

At the end of 2025, we ran our first Sailing Opinion Poll in-game. We got valuable insights from the community on just that! We want you to know that we take your feedback incredibly seriously. So, broadly, here's what we learned.

...

There is ... a strong appetite for high value unique items, Bosses, cosmetics, and **generally deeper integration with other skills**. Now, we don't have any news to share on buffs just yet, but rest assured, these areas are something we will be discussing as a team, so you might see us resurface this in a future blog post.

Given the current roadmap for game updates and my new goals for ratratrat33 I'm pretty confident there will be cool interactions in Sailing soon™ but until then I'll mostly be working on other tasks SUCH AS:

What's Next (Feb 2026)

We are keeping it short and sweet with a list of quests I want to complete!

Quest	Why	Importance
Current Affairs	Unlocks Ducks to Chart the Sailing Seas	High
Troubled Tortugans	Unlocks additional resources and monsters	Medium
Dragon Slayer 2	Unlocks a million things!!!	Medium
Haunted Mine	Lets me create a Salve Amulet for Vorkath	Medium
Tarn's Lair	Lets me upgrade the Salve Amulet	Medium

While you COULD look at my previous goals in the first blog post it's pretty clear that I kinda just threw things out there without actually believing I'd complete it. Like let's get real this 65 Runecrafting goal was just never gonna happen...

So in an effort to prune my to-do list in OSRS I've put up 5 quests that I really should complete and as kind of a brain dump/explanation I'll put it down below. If you're not that interested in OSRS then feel free to leave now and I'll catch you in the next (higher quality) blog.

Current Affairs: One of my long-term goals is to hit 87 Sailing for Grimstone Island since it unlocks Frost Dragons. Not only are these monsters easy to farm, the high skill requirement makes the demand for their drops very lucrative so it feels like a no-brainer as someone who doesn't mind training Sailing. While I could do one thing over and over, one of the main appeals in Sailing is the *Sea Charting* where you get one-time XP rewards for exploring the world with large bonuses for charting entire regions. As part of this charting, I'll need the help of Charting Ducks which are only available after completing this quest. And in case you're curious the charting XP in total is equivalent to over 20 hours of Sailing training so it's fun AND efficient.

Troubled Tortugans: Another Sailing quest that gives decent XP for completion but is mostly on my list because it unlocks a Calquat Farming Patch which will speed up my Farming grind while being a simple daily thing I can do during lunch or on the toilet. While the boss the quest unlocks is cool it's not really something I'm highly prioritizing at the moment since I'd like to spend most of my active playtime on quests.

Dragon Slayer II: An OSRS exclusive quest that's beloved by all players since it has good narratives AND good rewards - most notably the ability to fight Vorkath. While I do the Myth's Guild and associated cape are good the Vorkath boss is too iconic due to the loot it drops and the best-in-slot (erm not anymore 😊) upgrade it gives to Ranged gear. Since Vorkath is such an important boss I want to get the best amulet for this undead dragon which is the *Salve Amulet*. Obtaining this item and upgrading it requires the **Haunted Mine** quest and **Tarn's Lair** miniquest respectively and it gives me a 20% damage and accuracy boost against undead creatures.

Also fun fact I was doing AFK woodcutting while writing this and this is how long it took me to write the whole thing out:

