

Well here we are...

The image displays three YouTube video thumbnails related to Runescape:

- Runescape, but I'm stuck on a Raft | Sailing Locked (#1)**
Settled (✓) • 41K views
new series. can we hit 4 likes? AG1 has their best offer ever - subscribe with my link <https://drinkag1.com/settled> and you'll...
27:10
- I accidentally made a harmless quest deadly**
Alien Food (✓) • 76K views
Welcome to Unguided, where I'm trying to complete every quest in old school runescape without using a guide, wiki or plugins. I'll only...
52:27
- Completing Runescape's Slowest Skill, but I'm Locked to One Square**
Josh Isn't Gaming (✓) • 123K views
AG1 has their best offer ever - subscribe with my link <https://drinkag1.com/joshisntgaming> and you'll unlock 7 free gifts worth...
47:22

With all my OSRS content creators releasing videos this week and I found the itch to hop back on the best MMO in the world - now with a lot more YARRS and Sea Shantys. With all the hype around sailing, Desert Diary will be put on hold (yay no 91 Thieving) for a high Sailing skill level. But before I jump into Sailing I want to give some context towards Sailing as a whole.

Q: Is Sailing a brand new skill?

A: Yes! It was released in mid-November and is the *first* original skill in OSRS

Q: How is it different from Agility? (A skill dedicated to doing sick parkour tricks and running)

A: While Agility provides shortcuts and general quality-of-life improvements, Sailing was designed from the ground up to enhance every skill in the game while simultaneously redefining what a skill *should* be in the big 2025.

Q: What's the general gameplay loop?

A: Well there's a variety of gameplay loops you can engage in depending on how active you wanna play the game. The chillest grinds are AFKing at shipwrecks and being an Amazon delivery driver. The sweatiest grinds are fighting sea monsters and ship obstacle courses.

Q: What's the general consensus on Sailing?

A: While Reddit is complaining about the xp rates It seems like the skill is designed to have a more linear grind so you end up spending more time in the early game and less time in the late game. At the very least it's going to be WAY better than firemaking... or fishing... or runecrafting... or...

Ok so with that hopefully descriptive and informative FAQ out of the way let's set some goals. Here's our starting stats:



WOW LEVEL ONE WHOOOOO

Actually at the time of writing this I grinded from level 1 to 15 Sailing and I will definitely stand by the fact that this is WAY better than Agility. Combined with shipwreck salvaging I'm going to rush 60 Sailing and then explore the rest of the skilling methods. If I enjoy the skill enough then I'll probably hit 80/90 Sailing and keep an eye out for future content.

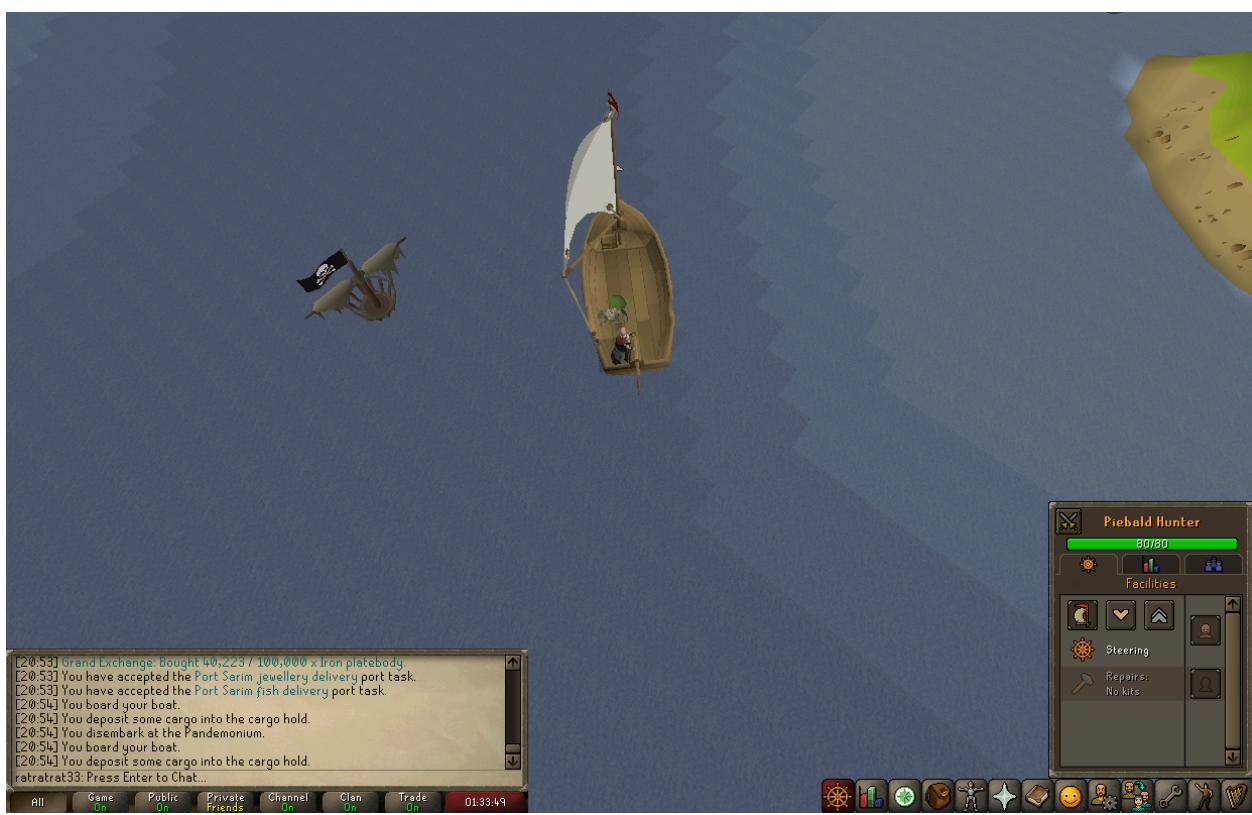
So with the goal out there, I'll put a teaser on some things I wanna explore in the coming days:

- Slaying new Sea Creatures and getting their new drops
- Testing out the Sailing Hunter and Fishing methods
- Exploiting new Herblore/Woodcutting money makers
- Pretending to play Valorant/Overwatch 2 but I'm actually Shipwreck Salvaging
- Procrastinating on my semester project

Until then, enjoy the photodump of my Sailing gameplay that I accrued while writing this blog!



The Sailing tutorial quest



What I'm doing as I write this blog

Aaaaaaaand here's the level photo dump:









