

Foreword: This was written in the week of 10/5 (I'd assume like 10/1 to 10/5???) but I've been dragging my feet polishing the blogpost up.

If RatRatRat33 was so good then why isn't there a RatRatRat332?



While I didn't *feel* like I played a lot this week, I definitely made a surprising amount of progress. Actually scratch that, I made an insane amount of progress.

10/24 Edit: I'm splitting up the progress into two sections. This first one will talk about Achievement Diaries.

Q: What are Achievement Diaries?

A: Basically just tasks you can do in a region. Think of it like a tourist guide!

Q: Which ones did you do?

A: I did the Desert Hard and Karamja Hard Diaries getting those two required me to do the following:

- Gout Tuber
- Fight Caves
- The Feud
- Enraka's Lament
- Spirit's of Elid

10/24 me - I'm too lazy to explain them so just know it took a Sunday morning and afternoon to do the bottom 3 (they are quests). The first one took about ~20 minutes? (we are rage baiting) and the Fight Caves were easily the worst of the bunch 🤔

Q: What did you get from these diaries?

A: Let's see what the wiki has to say:

Desert:

- [Goats](#) will *always* drop [noted desert goat horn](#)
- [Simon Templeton](#) will now buy your [noted](#) artefacts too
- [Desert amulet 3](#)
 - One teleport to [Nardah](#) per day
- [Pharaoh's sceptre](#) can hold up to 50 charges.
- [Camulet](#) receives an additional teleport location to the entrance of [Enakhra's Temple](#) on top of its initial teleport location inside the temple.
- All [carpet rides](#) are free.
- [Zahur](#) will create [unfinished potions](#) for 200 coins per potion from a [vial of water](#) and a clean [herb](#). Items can be noted or unnoted.
- [Zahur](#) will now clean noted [grimy herbs](#) for 200 coins each.
- [Ropes](#) placed at both the [Kalphite Lair](#) entrance and the [Kalphite Queen](#) tunnel entrance become permanent.
- Increased experience and [marks of grace](#)^[1] on the [Pollnivneach Rooftop Course](#).

Karamja:

- [Karamja gloves 3](#)
 - While worn, [Brimhaven—Ardougne](#) and [Musa Point—Port Sarim](#) boat trips will cost half (15 [coins](#) rather than 30)
 - Better deals in shops on Karamja when worn (shops sell items to you for ~13.3% fewer [coins](#)/[Tokkul](#)/[trading sticks](#) and buy items from you for more)
 - While worn, 10% additional [Agility experience](#) from redeeming [Agility tickets](#)
 - While worn, 10% additional [Agility experience](#) earned from all obstacles in the [Brimhaven Agility Arena](#)
 - Unlimited teleports to the underground portion of the [Shilo Village mine](#)
 - While worn, discounted prices buying at [Jiminua's Jungle Store](#) and [Karamja General Store](#)
 - While worn, improved prices selling at [Jiminua's Jungle Store](#) and [Karamja General Store](#)
- Access to the underground portion of the [Shilo Village mine](#)

I mean honestly out of all this text (jumpscare) the only thing I currently care about is the Kalphite Lair ropes. Basically it's a quality of life improvement that makes getting the Elite Desert Diary a little bit easier (just a smidge). For the uninitiated I no longer need to use up 2 of my 28 item slots just to get to the boss of the Lair - the Kalphite Queen (KQ). This queen has a 1/128 chance of dropping her head which can be stuffed and presented in a Player Owned House (POH) to complete one of the more contentious Elite Diary Tasks. So what's the problem with it? Well let's break it down into damage in OSRS, how KQ bucks the trend, the runback to her lair, and what the recommended strategies are.



The KQ Head for Reference

How the ouchies are done - a summary

As a player we have three types of damage: Melee, Range, and Magic.

When hitting a monster they have defense against those specific attributes. However at higher levels both players and monsters can use a mechanic called Protection Prayers to negate any damage against a specific type. For reference this is what the prayers look like in the game:



Here the player is protecting against Magic while the monster is protecting against Melee. Protecting against ranged would show an arrow. Over time certain NPCs have gotten mechanics that let them change attacks, deal chip damage through prayers, or even disable them randomly but this 2004 boss has the most egregious mechanic of them all: KQ ignores all range and magic prayers.

Why KQ sucks - a summary

More specifically her range and magic attacks are guaranteed to hit the player and can consistently hit up to 31 damage at the same frequency as the player can hit back. So just how much does this change the fight? For context, most modern endgame monsters and bosses at worst have a 50% chance to hit through your prayer and even if it lands the normal defence calculations still occur.

Ok so KQ does a lot of damage. No big deal since you can just heal while fighting her right? Except in OSRS healing up takes time and it's very likely you take more damage than you can heal especially if your healing supplies are subpar. The end result is most players fighting this boss blind either run out of supplies mid-fight or at best get one kill before heading out. While this is pretty normal for some bosses the KQ was not designed with player comfort in mind. Here we need to talk about why the Hard Desert Diary perk was so nice in the first place.

The Elite Diary-less walk of shame

While it is true that having 2 extra inventory slots to bring healing items is nice, the real benefit is making the runback just slightly less grueling. From memory it takes about 2 minutes of just running around to get back to the Kalphite Lair and if you forgot 2 ropes then you gotta redo all of the running but now with 2 less inventory slots than you anticipated.

The Hard Diary lets me ignore the rope requirement to get to KQ and the Elite Diary lets players skip the 2 minute run completely making the KQ grind much easier. While it would make sense to wait until you've completed the Elite Diary, you still need that 1/128 drop from KQ before you get the privilege of a quick runback. So now you gotta pick one of two options when fighting her.

The French Revolution circa 2025

The easy strategy is to be a billionaire and use the best equipment in the game to nuke her. However not many people have that kind of wealth lying around and even less have the wealth while also not owning a KQ head.

So for the rest of us peasants we basically have to either suffer or suffer. While it may seem like a rigged democracy they actually do mean different forms of suffering. You could 100% just do the naive strategy of running in, smacking her, healing up, and hoping you can kill her before your supplies run out. This does mean you're likely going

to burn a ton of resources and reset tons of runs which exacerbates the resource consumption.

The second method is called flinching and relies on the incredible 2004 combat code. At its core we're basically exploiting how fights are initiated and conducting our whole boss kill constantly "initiating" the combat over and over which prevents the enemy from hitting us back. To accomplish this with KQ you have to do some elaborate NPC aggro manipulation but the reward is that you barely use any supplies. The downside is that each kill can take 6-10 minutes each and with a 1/128 for the KQ head it looks dire...

Me vs RNG - Coughing baby vs Hydrogen Bomb

What we've learned is that this boss is cheeks for more reasons than one (😬) so how long would it take me to get the head? Well I'll let the loot tracker speak for itself:

Kalphite Queen × 17					635k gp
4	10	25	60	60	
3	3	250	150	2	
5	2	25	2		
6		3	100	200	
2	2	3			

So anyways I think all the people whining on Reddit should stop whining and suffer like the rest of us Elite Diary folk.

See you next time.