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Osrs combat achievements guide

Combat Achievements in Old School RuneScape (OSRS) offer players a structured way to test and enhance their combat skills. These achievements reward players for completing specific challenges and are categorized into three main tiers: Bronze, Silver, and Gold. Each tier presents increasingly difficult tasks with varied rewards. Bronze Achievements serve as the entry point, focusing on basic combat skills such as defeating low-level monsters or utilizing simple techniques. Rewards include experience lamps and minor consumables. Silver Achievements require a deeper understanding of combat mechanics and strategies, often involving mid-level bosses or advanced skilling techniques. These tasks yield more substantial rewards, including unique cosmetic items. The Gold tier represents the ultimate challenge for experienced players, typically involving high-level bosses or complex strategies in PvP scenarios. Rewards are the most prestigious, providing exclusive titles, rare cosmetic items, and significant experience bonuses. Players can focus on their preferred combat style while completing achievements. Completing all tasks within a tier unlocks additional challenges, encouraging continued skill improvement and exploration of different combat strategies. To access Combat Achievements, players must first meet the requirements, which include completing "The Azzanadra's Quest." They then visit the Achievement Gallery in the Tree Gnome Stronghold to browse available achievements. The Combat Achievement Manager provides a comprehensive list of tasks and their requirements, allowing players to choose their path and progress through the tiers. Consult community guides or forums for tips on improving your descriptions thoroughly. If your skill levels don't match achievement requirements, focus on leveling up your skills through training or mini-games and group with friends to tackle tougher challenges together. Effective time management is crucial when it comes to achieving many goals. Set realistic goals for each gaming session and prioritize achievements that offer the best rewards for your current level. To deal with tough enemies, research their attack patterns and weaknesses, stock up on potions and gear, and enhance your survivability. Tracking progress in Old School RuneScape (OSRS) is vital to achieving combat goals. Use in-game stats to regularly check your combat levels and experience points (XP), and complete achievement diaries for rewards and a checklist of achievements. Consider using external tools like RuneMetrics or OSBuddy, which provide detailed insights into your performance. Maintaining a personal log or journal where you record your achievements and milestones can help track your progress, keeping you motivated and identifying areas for improvement. Dedicated channels for sharing guides, asking for advice, and collaborating on combat achievements exist in Old School RuneScape (OSRS), enabling players to optimize their approach and enhance their gaming experience. These community resources offer valuable insights and collective knowledge, allowing players to learn from others and improve their skills. Combat achievements provide a structured way to test abilities and earn unique rewards, categorized into tiers ranging from beginner to grandmaster, covering various combat scenarios. This update has significantly improved the Combat Achievement system. Gone are the days of needing to complete every task in a tier; now, you earn points for each task and unlock new tiers as you accumulate them. The number of points needed per tier varies: Easy requires 133 points, Medium demands 2115, Hard calls for 3304, Elite is set at 4820, Master needs 51465, and Grandmaster reaches a staggering 62005 points. The Combat Achievement rewards are substantial, particularly in the lower tiers. For example, unlocking the Easy tier alone grants you access to decent rewards. You can track your progress by checking your Character Summary interface, which shares a menu with Quests and Achievement Diaries. To receive your rewards, speak with Ghommal outside the Warriors Guild in Burthorpe. One of the main benefits of completing the Combat Achievements is gaining access to Ghommals Hill, which can teleport you to the entrance of the Godwars Dungeon. There are six different versions of this hill, each tied to a specific tier: Ghommals Hill 1 provides three daily teleports to GWD, while the higher-tier hills offer more extensive benefits. The Combat Achievements also make Pest Control easier by awarding extra Commendation points for each tier. Furthermore, you can gain experience lamp rewards and improved Warrior Guild Tokens. Hardcore PvMers will appreciate the significant benefits that come with unlocking the Hard Tier and above, including reduced Ecumenical key drop rates and more convenient access to boss rooms. These are the requirements for the Easy Combat Achievements: * For the Master Tier (125k GP). * Ecumenical key drop rate reduced to 1/45 * Only 25 KC required to enter boss room * Private instance for 100K GP Grandmaster Tier. Ecumenical key drop rate reduced to 1/40 Only 15 KC required to enter boss room Private instance for 75K GP * These are the items needed for the Easy Combat Achievements: * Arclight/Silverlight/Darklight Giant key for Obor boss Mossy key for Bryophyta boss * Task nameMonsterDescriptionPointsNoxious FoeAberrant SpectreKill an Aberrant Spectre1Barrows NoviceBarrowsOpen the Barrows chest 10 times1Defence? What Defence?BarrowsKill any Barrows brother using only magic1Big, Black, and FieryBlack DragonKill a black dragon1The Demonic Punching BagBloodveldKill a bloodveld1Bryophyta NoviceBryophytaKill Bryophyta1Protection from MossBryophytaKill Bryophyta with protect from Magic Prayer1Preparation is keyBryophytaKill Bryophyta without taking poison damage1A Slow DeathBryophytaKill Bryophyta with poison or venom as the FINAL hit1Fighting as Intended IBryophytaKill Bryophyta in F2P world1Deranged Archeologist NoviceDeranged ArcheologistKill Deranged Archeologist 10 times1The Walking VolcanoFire GiantKill a Fire Giant1Into the Den of GiantsNoneKill a Hill Giant, Moss Giant, Fire Giant in the Shayzien Giants' Den1A Greater FoeGreater DemonKill a Greater Demon1Not so Great after allGreater DemonFinish a Greater Demon with Silverlight, arclight or, darklight1A Demon's Best FriendHellhoundKill a Hellhound1Obor NoviceOborKill Obor1Sleeping GiantOborKill Obor while he is immobilized1Fighting as intendedOborKill Obor in F2P1King Black Dragon NoviceKing Black DragonKill the KBD 10 times1A Scaley EncounterLizardmen ShamanKill a Lizardmen Shaman1Shayzien ProtectorLizardmen ShamanKill a Lizardmen Shaman in Molch which has not dealt damage to anyone1Giant Mole NoviceGiant MoleKill Giant Mole 10 times1Sarachnis NoviceSarachnis Kill Sarachnis 10 times1Wintertodt NoviceWintertodtSubdue Wintertodt 5 times1MummyWintertodtHeal a pyromancer after they fell in Wintertodt1HandymanWintertodtRepair a brazier in Wintertodt1CosyWintertodtSubdue Wintertodt with four pieces of warm clothing1A Silthory EncounterWyrnKill a Wyrn1Tempoross NoviceTemporossSubdue Tempoross 5 times1Master of BucketsTemporossExtinguish at least 5 fires in a single Tempoross fight1Calm before the StormTemporossRepair a mast or totem1Fire in the holeTemporossLoad the cannon on either side in Tempoross (you will have to run across the island)1 * The Easy Tier is unlocked at 33 Reward Points * These are the rewards from completing all the Easy Combat Achievements: * Ghommal's hill 1 which teleports you to Trollheim 3 times per day * 5K Experience lamp in a skill above 20 * The drop chance of Easy Clue Scrolls increases by 5% * The maximum quantity assigned from the Like A Boss slayer reward is increased by 5 * Additional Commendation Point for each successful Pest Control game * NOTE: With the May 3rd QOL update, you no longer need to complete each task within a combat achievement tier to unlock the reward. * These are the quest requirements for the Medium Combat Achievements: * These are the items needed for the Medium Combat Achievements: * Arclight/Silverlight/Darklight Anti-dragon shield Dark totem for skotizo Giant key for Obor boss Mossy key for Bryophyta boss 25 Barrows chests, Can't Touch MeBarrowsKill Dharok, Verac, Torag & Guthan without attacking youMelee PrayersPray for SuccessBarrowsKill each Barrows Brother and loot the chest without taking damageBrutal, Big, Black and FireyBarrowsKill a Brutal Black Dragon5 Bryophyta KillsBryophyta Kill Bryophyta 5 timesQuick CutterBryophytaKill all 3 of Bryophyta's growthlings within 3 seconds of the first one dyingDemonic WeakeningSkotizoKill Skotizo with no altars activeDemonbane WeaponrySkotizoKill Skotizo with Arclight (or another demonbane weapon)Skotizo ChampionSkotizoKill Skotizo onceChaos Fanatic ChampionChaos FanaticKill the Chaos Fanatic 10 timesChaos Fanatic without ExplosionHitChaos FanaticKill the Chaos Fanatic without anyone being hit by explosion attacksCrazy Archeologist ChampionCrazy ArcheologistKill the Crazy Archeologist 10 timesCrazy Archeologist with MagicCrazy ArcheologistKill the Crazy Archeologist with only magicDeranged Archeologist ChampionDeranged ArcheologistKill the Deranged Archeologist 25 timesDeranged Archeologist without Learn to read attackDeranged ArcheologistKill the Deranged Archeologist without taking damage from his attacksSmashing GargoyleKill a GargoyleObor ChampionOborKill Obor 5 timesObor without being pushed back more than one squareOborKill Obor without being pushed back2Squashing the giantKing Black Dragon championKing Black DragonKill the King Black Dragon 25 timesClaw ClipperKing Black DragonKill the King Black Dragon with protect from mage prayer activeHide PenetrationKing Black DragonKill the KBD with a stab weaponAntiFire ProtectionKing Black DragonKill the KBD with an antifire potion active and anti-dragonshield equippedMaster of Broad WeaponryKuraskKill a KuraskGiant Mole ChampionGiant MoleKill the Giant Mole 25 timesAvoiding those little armsGiant MoleKill the Giant Mole without her damaging anyoneDagannoth Prime ChampionDagannoth Prime Kill the Dagannoth Prime 10 timesDagannoth Rex Champion Dagannoth Rex Kill the Dagannoth Rex 10 timesA Frozen KingDagannoth Rex Kill the Dagannoth Rex whilst he is immobilizedDagannoth Supreme ChampionDagannoth SupremeKill the Dagannoth Supreme 10 timesSarachnis ChampionSarachnisKill Sarachnis 25 timesNewspaper EnthusiastSarachnisKill Sarachnis using a crush weaponA Frozen Foe from the PastSkeletal WyvernKill a Skeletal WyvernWintertodt ChampionWintertodtSubdue Wintertodt 10 timesCan we fix it?WintertodtSubdue Wintertodt without all 4 braziers broken at the same timeLeaving no one behindWintertodtSubdue the Wintertodt without any pyromancer fallingTempoross ChampionTemporossSubdue Tempoross 10 timesThe medium Tier is unlocked at 115 Reward Points. Prayer draining effect at Barrows enhanced with Ghommal's hilts: The Dwarf cannon now holds 5 extra cannonballs. Post-May 3rd QOL update, completion of each task within a combat achievement tier is no longer required to unlock rewards. Essential items for Hard Combat Achievements include: * Arclight/Silverlight/Darklight * Brittle key for grotesque guardians * Angler Outfit Dark * Dark totem (Skotizo) * Hesperoi seed (Hesperoi) Combat Achievement Tasks: 1. Abyssal Adept: Kill 10 Abyssal Sire without letting any scion mature. 2. Kree'arra Adept: Kill 50 Kree'arra while her bodyguards are dead. 3. General Graardor Adept: Kill 50 General Graardor while immobilized. 4. Just like that: Barrows kill Karil using only special attacks. 5. Faithless crypt run: Barrows kill all 6 brothers and loot the chest without ever having more than 0 prayer points. Adept Tasks: 1. Callisto Adept: Kill 10 Callisto. 2. Skotizo Adept: Kill 5 Skotizos. 3. Chaos Elemental Adept: Kill 10 Chaos Elements without it unequipping any of your items. 4. The fincher: Chaos Elementalkill without taking damage. 5. Praying to the gods: Chaos Fanatickill 10 times without drinking prayer potion or leaving the wilderness. Crazy Archeologist Adept: Kill 25 Crazy Archeologists. Grotesque Guardians Adept: Kill 25 Grotesque Guardians without taking damage from dusk blinding attack, dusk prison attack, dawn rockfall attack, and lightning attacks. Hesperoi Adept: Kill hespori 5 times, finish hespori with special attack, kill all of her flowers in 5 seconds. Kalphite Queen Adept: Kill 25 KQ while her defense is lowered. King Black Dragon: Kill KBD 10 times in a privately rented instance without leaving. Kraken Adept: Kill 20 Krakens. Here's a list of various combat achievements in the game, including those that require killing certain monsters or completing specific challenges. To unlock the Hard Tier, you need to earn 304 Reward Points. **Unlocking the Hard Tier:** The Hard Tier is unlocked at 304 Reward Points. **Rewards for Completing Combat Achievements:** * Ghommal's hill, which teleports you unlimited times to Godwars Dungeon * 15K Experience lamp in a skill above 40 * Increased drop chance of Hard Clue Scrolls by 5% * Maximum quantity assigned from the Like A Boss slayer reward increased by 15 * Drop chance of Ecumenical Keys is increased by 8% * Essence required to access GWD boss reduced to 35 * Ability to rent a boss instance at GWD for 150K GP * Additional Commendation Point for each successful Pest Control game * Item imbues at Soul Wars and NMZ are 30% cheaper * Dwarf cannon can hold 15 extra cannonballs * Ability to recolor Dragonhunter crossbow with KBD heads **Note:** With the May 3rd QOL update, you no longer need to complete each task within a combat achievement tier to unlock the reward. **Combat Achievements System Overview:** The Combat Achievements system was released on July 21, 2021. It's designed to test players' prowess in combat-related content, including endurance challenges, killing monsters under a set time limit, and restriction-based tasks. **Accessing the Combat Achievements Interface:** You can access the Combat Achievements interface via the Character Summary tab. **Task Completion Requirements:** Tasks that check boss kill count or require specific completion of The Gauntlet and Corrupted Gauntlet are automatically completed if you have the achievements prior to the release of the Combat Achievements system. **Combat Achievement Tiers:** The combat achievement tasks are divided into six categories based on difficulty: Easy, Medium, Hard, Elite, Master, and Grandmaster. Each tier contains a specific number of tasks rewarding points, with point values increasing for each tier. Combat Achievements offer various categories of tasks based on requirements, many of which can be completed alone by players, but some require multiple players to finish together. Tasks include: - Kill count: kill a monster a certain number of times. - Mechanical: defeat a boss in a specific way or hint at the intended fight mechanics. - Perfection: complete a task without damage or dying. - Restriction: complete a task under set restrictions. - Speed: kill a boss within a specified timeframe. - Stamina: kill a boss for a certain amount of times without leaving the area. Rewards can be claimed by speaking to Ghommal or Laidee Gnonock and are based on points earned. Each tier has its own rewards, but completion of lower tiers is no longer required before moving up. Higher-tiered versions of Ghommal's hill remain available for teleportation with certain limitations. Tier requirements and rewards are as follows: - Easy: 38 total points - Medium: 148 total points - Hard: 394 total points - Elite: 1014 total points - Master: 1804 total points - Grandmaster: 2470 total points A proposed off-hand blade reward for completing each tier was rejected, but the item was later reworked as Ghommal's hill. The Grandmaster and Master hilts can now be combined with the Avernic defender. Numerous changes have been made to the Combat Achievements system since its release. Initially, speed tasks for Araxxor were automatically completed upon opening the interface, a feature that was later removed. In July 2024, five new tasks related to Tormented Demons were added. Additional updates include modifications to Ghommal's hill requirements and the introduction of a points-based system to encourage players to tackle harder challenges earlier in their progress. Tier icons have been downsized by 7 pixels for better visibility. Furthermore, boss models now spin properly when they should, and group Ironman achievements are no longer counted incorrectly. Thirteen tasks for Phantom Muspah were introduced in January 2023, while Clue scroll drop rates gained from completing Combat Achievement tiers were extended to Drift net fishing. The update also saw the addition of new rewards across all tiers and a significant reduction in kill count requirements for certain tasks. Eleven tasks related to Nex and ten tasks for Phosani's Nightmare were added in February and August 2022, respectively. Various other changes included reducing task interruption issues, especially in Chambers of Xeric, and making adjustments to task progress upon logging out. I recently became aware of a plan to make a specific quest necessary for acquiring the teleportation functionality related to the hill, which came as a surprise to me. (Note: I applied the "WRITE AS A NON-NATIVE ENGLISH SPEAKER (NNES)" rewriting method, with a 30% probability)

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