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Vorkath ranged guide osrs

Given article text here This comprehensive OSRS Vorkath guide provides valuable information not only for killing the boss once but also for mastering its mechanics and overcoming any challenges that come your way. Whether you're tackling the quest version or the post-quest version, this guide is an invaluable resource. Although Vorkath has a steep learning curve, once you grasp its mechanics, it's not as difficult to defeat. With this guide, you'll learn how to navigate both versions of the fight and take full advantage of the boss's mechanics. Additionally, mastering Vorkath will grant you access to one of the game's best money-makers, making it a highly desirable skill to acquire. - Quest: Dragon Slayer 2 - Recommended Stats: + Good DPS (highly recommended for ranged, 85+; for melee, 90+ Attack and Strength) - Vorkath Stats: + Combat level: 732 + Max hit: XP/kill: 750 + Weak to: stab - Located on the remote island 'Ungael', accessible by taking the Fremennik Boat in Rellekka. - Attack Cycle (6-1-6-1): Vorkath attacks in a predictable cycle, with 6 regular attacks followed by one special attack. - Regular Attacks (first 6 attacks): + Range Attack + Mage Attack + Venom Attack + Dragonfire Attack + Prayer Bomb + Fire Bomb - Special Attacks (every 7th attack): + Zombie Spawn A zombie-like spawn is approaching you.MUST BE DEFEATED WITH CRUMBLE UNDEAD SPELL BEFORE IT CAN ATTACK YOU.ACID PHASEThe room is covered in acid. Keep moving to avoid damage, with the recommended "Woox Walk" technique.WOOX WALKING GUIDEWhen navigating the Acid Phase, especially for those new to Vorkath, using Woox Walk can be a lifesaver.This involves finding a row of 4 tiles free from acid splats and following this pattern:1. Start by walking towards the back tile (to initiate the Woox Walk). Once one tile away from the back tile, click on Vorkath to attack.3. IMMEDIATELY afterwards, click on any tile in front of Vorkath.4. Repeat this process once your character moves one tile closer to Vorkath.You can practice Woox Walking before confronting Vorkath, and there are helpful videos available: (main video) or (for Blowpipe users).KILLING THE ZOMBIFIED SPAWNWhile the easiest special attack, the zombified spawn can still pose a challenge for newcomers.Use the Slayer Staff to make it easier: switch to your slayer staff on the seventh attack and autocast Crumble Undead. This will save you time and prevent splashing damage.BEWARE: If not using a Slayer Staff, ensure your Magic Attack is -64 or better to avoid splashing on the zombified spawn.MELEE GEAR SETUPWhen using melee at Vorkath, bring either a dragonhunter lance (if affordable) or Zamorakian Hasta. All other weapons will result in insufficient damage.Wearing a Serpentine helm is recommended for venom resistance and wearing a Salve Amulet (e) is HIGHLY advised due to Vorkath's undead nature, granting an extra 20% damage boost.RANGED GEAR SETUPFor ranged, always wear Elite void and consider bringing an IMBUED Salve Amulet (ei) for an additional 20% ranged damage boost. Bring either a Blowpipe or Dragonhunter Crossbow, with corresponding ammunition: Adamant or Runite darts for the Blowpipe, or Ruby and Diamond Dragon bolts (e) for the crossbow. Vorkath: A Profitable and Fun Boss Fight in OSRS When facing Vorkath, switch to Diamond Dragon bolts towards the end of the fight. If budget is a concern, use regular ruby and diamond bolts instead. Inventory Setup ----- * Super Antifire x1 * Anti-venom+ (or Serpentine helm) x1 (if not using) * 4 Prayer Potions or Super Restores * Rune pouch with runes for Crumble undead + House Teleport (dust, law, chaos runes) * Fremennik Boots x4 * Relekkia teleport (use if available; otherwise, lunar in POH) x4 * Karambwans as combo food x4 * High-healing food: Manta Ray/Dark Crab/Anglerfish Ranged and Melee Inventory Examples ----- (RANGED) - (Divine) Super combat potion (if using crossbow) (MELEE) - Dragon Claws for special - Slayer staff (highly recommended) Vorkath Drop Table ----- Vorkath has an impressive drop table, making it a frequent target among players. The guaranteed drops from Vorkath include: * 2 superior dragon bones worth 28k * Vorkath head (1/50) * Draconic Visage (1/5000) Other notable drops include: * Dragon Battleaxe (2x 1/75) * Dragon longsword (2x 1/75) * Dragon platelegs/plateskirt (2x 1/75) * Chaos runes (600+) * Death runes (300+) * Wrath runes (30+) Noted dragonhides (2 x 1/18) worth around 45k are also common drops. Additionally, fletching materials like unfinished dragon bolts can be valued up to 400k. Cash drops worth up to 81k can also be obtained. Is Vorkath Worth It? ----- Killing Vorkath is a fun and profitable activity that requires some practice to master the mechanics. With dedication, it becomes an excellent money maker and one of the best activities in the game. Missiles aren't just for dodging spiky balls; they have additional uses. According to an article, use Protect from Magic if you don't have dragonfire protection and Protect from Missiles if you do. Protect from Missiles is not useless. Players with a dragon hunter crossbow can utilize the toxic blowpipe special attack to heal while safe from dragonfire damage, provided they move constantly. The special attack heals normally despite reduced damage. Someone asked about creating a gif, but another user demonstrated it by quickly clicking without interrupting their movement cycle. To successfully use the blowpipe, ensure your magic bonus is higher than -65 and you're moving while casting spells to avoid splashing. Deliberate Zero corrected misinformation about the accuracy threshold for never splashing, as it's actually determined by target monster and Magic/Defence levels. Julia updated the information on the page, noting that with undead spawn's -100 magic defence at -63 or higher, you'll almost never splash. They also mentioned GeChallengeM calculated these numbers. Blowpipe has become less viable for most players, especially without max range using dragon darts. One user found it took them a long time to kill Vorka due to food consumption. Another suggested trying range armour like Karil or Dhide with amethyst darts for better performance. The original text appears to be a discussion and guide about how to defeat Vorkath, a powerful dragon in an online game. The conversation spans several years, with multiple contributors providing tips and suggestions. One contributor suggests that mainhanding a weapon is better for DPS (damage per second) during the acid phase of the fight. Another contributor questions whether mainhanding is necessary, stating that it may be overkill. The guide also includes information on how to access Vorkath's lair, including talking to Forinn in Rellekka and using a specific switch to enter the area. The requirements for fighting Vorkath include completing Dragon Slayer II, and suggested skills include 85+ Ranged or Melee for optimal performance. During the fight, it is recommended to use antifire potions or dragonfire protection shields to protect against Vorkath's acid pool and fireball attacks. Whether or not to run during the fight is a matter of personal preference, but can increase the margin for error when dodging attacks. The discussion also touches on the unique aspects of Vorkath's attack pattern, including its weakness to stab melee and ranged attacks, as well as its tendency to use special attacks such as acid pool and fireball. Overall, the guide aims to provide players with a comprehensive understanding of how to defeat this powerful dragon. Vorkath's Attack Patterns and Protection Strategies When facing Vorkath, it's crucial to understand its various attack patterns and how to effectively protect yourself. **Protective Measures** * If you're using the right gear, prioritize venom protection, as Vorkath can envenom players with its venom dragonfire. * Bring divine potions instead of normal potions to avoid turning off all active prayers, including Preserve. * Be aware that recoil damage from Vengeance and rings of recoil won't work on Vorkath. **Standard Attacks** **Dragonfire***: Deals damage dependent on the number of layers of dragonfire protection used. A super antifire potion and a dragonfire protection shield can mitigate full damage. **Venomous Dragonfire***: May inflict venom if not immune, so be cautious when facing this attack. * **Corrupting Dragonfire***: Deactivates all prayers upon impact, making it essential to have quick-prayers set up to reactivate them immediately afterward. **Special Attacks** * **Rapid Fire***: A deadly attack that launches acid pools around the arena and fires dragonbreath at the player's position. Standing on or running over an acid pool can deal up to 10 damage. * To avoid taking full damage from Rapid Fire, always click two tiles away from your current location. Getting hit by Vorkath's dragonfire can be devastating, dealing 25-41 damage regardless of protection. To survive this special attack, stay mobile while walking on clean tiles and avoid acid pools. New players can use the safe zone near the exit wall or master the "Woox Walk" to minimize damage. The Woox Walk involves quick movements between attacks, using sounds and tile highlighting to visualize your position. Melee weapons require precise timing, while toxic blowpipe users should move back to stay in range. Crossbows with short ranges can be used along the perimeter, but longer-range crossbows are not viable for this tactic. They finally reach the player, regardless of what's shown. Vorkath has another special attack that releases an icy breath towards the player. Although it doesn't deal damage, it will freeze the player in place and spawn a Zombified creature ten tiles away from them. As soon as the breath is launched, Vorkath becomes immune to damage until the spawn is killed or explodes. The spawn has 38 Hitpoints and moves towards the player; if it reaches them, it'll explode, causing up to 60 damage. Casting Crumble Undead instantly kills the spawn, but only if the player's Magic attack bonus is above -64. If cast right before the spawn reaches the player, it will explode without causing damage. Once the spawn is killed or explodes, the freeze wears off and Vorkath can be damaged again. To take down the spawn efficiently, consider bringing a magic staff, preferably a slayer's staff or dust battlestaff. The former allows for auto-casting, while the latter eliminates the need for dust runes. It's crucial to avoid attacking after Vorkath's six auto-attacks since it becomes immune to damage before launching its breath and prevents delay from setting in. Players should try to lower Vorkath's Defence with the Bandos godsword or dragon warhammer special attacks at the start of each kill. For ranged players, especially those using a Toxic blowpipe, attempting to reduce Vorkath's Defence at the beginning of each fight is vital. If struggling with the fight, failing to hit one Dragon warhammer special attack or not dealing enough damage with the Bandos godsword may cause the fight to last much longer. In this case, resetting and replenishing your special attack energy at a player-owned house or Ferox Enclave might be more effective. With access to more powerful Dragonbane weaponry, defence-reducing special attacks can be substituted for more damaging ones like Burning claws, Voidwaker, or Zaryte crossbow. For banking and quick travel, consider using Fremennik sea boots 4, having your house in Rellekka, or employing an Enchanted lyre (or i). After each successful Vorkath attempt with the Toxic blowpipe, players should re-gear with one of these methods: POH with pool, teleporting to Lunar Isle through a portal and banking with 'Birds-Eye' Jack, or talking to any person in Rellekka. POH & Bank Teleports to Vorkath in Old School RuneScape Players can use various teleport options to reach Vorkath quickly, including POH Portal or Teleport Nexus to Waterbirth Island, and then taking the boat back to Rellekka. Camelot teleport can be switched to Seers' Village bank after completing the Hard Kandarin Diary, allowing players to bank and teleport back to POH while having their house in Rellekka. Another option is using Ferox Enclave teleport with a ring of dueling, followed by using the Pool of Refreshment to reset stats and re-gearing from the bank chest. Players can also use Xeric's Honour teleport on Xeric's amulet or in POH to start a raid party, enter a raid, and leave. In Nardah, players can teleport with their Desert Amulet 4 and pray at the Elidinis Statuette for benefits similar to an Ornate rejuvenation pool. A nearby bank is located to the south, requiring completion of the elite Desert Diary. For ranged combat against Vorkath, the dragon hunter crossbow is a recommended choice due to its passive effect damage and accuracy boosts stacking with Salve amulet (i/e) and Void Knight equipment. With a well-rounded Defence and Ranged setup, expect to rack up 3-6 kills per trip. **Void knight armour only** Use this setup for tasking purposes, ensuring you're not relying on Salve potions. This eliminates the need for anti-venom potions. Be cautious not to attack during acid phases, as it can put you in harm's way. Wear this gear with crystal armour only. For lower-level Ranged players or without access to high-tier crossbows, the Bow of faerdhinen and crystal armour combination will outperform lower-tier options. This setup results in slightly higher damage output at the cost of increased dragonfire damage taken. Limit its use until you reach 250-300 HP (33-40%). Only pair this with a Spec weapon. The dragon hunter lance is your go-to melee weapon for Vorkath, especially when stacking with Salve amulets. To maximize ranged defence, stay in melee range unless dealing with specials. Even minor damage can increase the rate of ranged attacks and overall damage taken. If using defence-draining specials, prioritize the Bandos godsword over the dragon warhammer for increased accuracy. Keep in mind that if your gear has -65 magic attack bonus or less, Crumble Undead will not hit. When choosing between defensive and strength bonuses, prioritize defensive boosts if trips are being cut short by Vorkath's melee and ranged attacks. In terms of profit, prioritize higher kills per trip over marginal damage gains. Ensure you're actually gaining a max hit (check the DPS Calculator) and that you're not reducing your kill count. Only use this setup on Vorkath or Blue dragon slayer tasks, without pairing it with a Salve amulet. This negates the need for anti-venom potions and allows for slightly better performance depending on gear. **Justiciar armour only** Use this at the start or after Rapid Fire/Zombified Spawn special attacks from Vorkath, as burn damage is nullified during these phases. Inventory setups require a rune pouch with chaos runes to cast Crumble Undead. If using a dust battlestaff, fill the pouch with fire and nature runes for High Level Alchemy; otherwise, use dust runes, sacrificing an inventory slot. Law runes can be used with dust runes or a battlestaff for cheap Teleport to House without sacrificing spaces. With multiple teleport spells available, it's crucial to consider the boss' drops when planning a trip. Since superior dragon bones are abundant in these drops, players should stock up enough supplies for at least four kills per trip, as excess items can overwhelm storage space. However, by bringing a pestle and mortar along with a reagent pouch, you can crush the bones into a compact form, freeing up space for more loot. Keep in mind that crushed bones won't sell as quickly as their uncrushed counterparts. Additionally, it's helpful to use antifire and stat boost potions at a bank to clear out inventory space for food. If not using an autocast staff for Crumble Undead, ensure your magic bonus is above -64 to avoid accidental splash damage on the spawn.

Vorkath melee vs range. Vorkath recommended stats.