

Vorkath Uses A Variety Of Attacks

Vorkath (roughly translated as pathetic failure/weakling/runt in the dragonkin's language) is a draconic boss-monster first encountered during the Dragon Slayer II quest as the penultimate boss. Created by Zorgoth during the Fourth Age's Dragonkin Conflicts, the blue dragon is one of his subjects that has survived his experiments in the laboratory beneath the dragonkin fortress on Ungael. Despite its phenomenal strength, Zorgoth abandoned this Vorkath on Ungael due to its lack of aggression, leaving it as a "distraction" for any humans that would stumble onto the island.

The quest variant of Vorkath is somewhat weaker than his post-quest counterpart; however, both share the same attacks. After the quest, a stronger variant of Vorkath may be fought. Both versions are fought in a solo instance.

Vorkath is considered a blue dragon and zombie for the purpose of a Slayer task. As Vorkath is also undead, the Salve amulet and its variants will work on him. However, it does not stack with the Slayer helmet. Rings of recoil do not inflict damage on Vorkath.

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Fight overview[edit | edit source]

Vorkath uses a variety of attacks, primarily ranged and magical attacks, as well as melee if standing next to him. Similarly to the King Black Dragon, he can also use three types of dragonfire: regular, venomous, and prayer-disabling kind. His dragonfire is stronger than other dragons' and requires more tiers of protection to block. The final common attack is a fireball he launches high in the air that must be dodged or it will deal substantial damage.

After six normal/dragonfire attacks, he will use one of two special attacks and alternate between them (i.e., he will use one after 6 regular attacks, then the other after 6 more, and so on):

- Freezing the player in place and summoning a Zombified Spawn that will approach the player and explode violently if not killed, resulting in up to 61 damage

- Launching acid pools around the area and rapidly spitting fireballs at the player that must be dodged or they will deal high damage very quickly

Once Vorkath is killed, he will return to his original unaggressive stance. If Dragon Slayer II is completed, he can immediately be reawoken for another battle.

Location[edit | edit source]

Drops[edit | edit source]

In addition to the 100% drops, the player will also have two rolls on Vorkath's drop table, excluding tertiary items, which have only one roll. The displayed drop chances represent a single roll.

Drops remain on the ground for 30 minutes, or until the player leaves the instanced area.

Drop rates estimated based on 154,350 kills from the Drop Rate Project, unless otherwise cited.

The average Vorkath kill is worth 147,929.8.

The average Vorkath kill while on a Konar task is worth 150,193.13.

100%[edit | edit source]

Weapons and armour[edit | edit source]

Runes[edit | edit source]

Dragonhide[edit | edit source]

Fletching materials[edit | edit source]

Seeds[edit | edit source]

There is a 3/150 chance of rolling the tree-herb seed drop table.

^ 1.0 1.1 This item is rolled on both the main loot table as well as the tree-herb seed drop table. The effective chance is written here.

Other[edit | edit source]

Rare drop table[edit | edit source]

There is a 5/150 chance of rolling the rare drop table.

^ The "nothing" drop is removed while wearing a ring of wealth.

^ 2.00 2.01 2.02 2.03 2.04 2.05 2.06 2.07 2.08 2.09 2.10 The drop rate is increased while wearing a ring of wealth due to the "nothing" drop being removed.

Tertiary[edit | edit source]

^ In addition to having a 1/50 chance to drop, players will always receive Vorkath's head on their 50th Vorkath kill.

^ Brimstone keys are only dropped while on a Slayer task given by Konar quo Maten.

^ The elite clue scroll drop rate increases to 1/61 with the completion of the elite combat achievements.

Combat Achievements[edit | edit source]

The following Combat Achievement tasks involve Vorkath.

Vorkath's 10-30 noted crushed nests drop was removed from its drop table.

- Maximum damage dealt to Vorkath during acid attack phase is now reduced by 50% instead of 75% Runescape .
- Vorkath's base Defence was reduced to discourage leaving when Defence draining special attacks fail.
- Standard drops were improved and players now roll the standard loot twice
- Lowered the quantity of certain items dropped in one roll and increased the drop weighting of certain items.
- Vorkath's initial special attack will now be randomly selected between the poison-pool and freeze attack.
- Antifire and Extended antifire potions have had their effectiveness reduced against Vorkath.
- In-game loot broadcasts have now been added to Vorkath's drops.

- Damage to Vorkath during acid attack phase was reduced by 75%

Salve amulet now works on Vorkath

- Post-quest form's Hitpoints reduced to 750 and quest form's Hitpoints increased to 460

Shortly after release, the post-quest form's Hitpoints were increased from 640 to 1,000.

Concept art[edit | edit source]

Artwork of Vorkath.

Pre-release model of Vorkath.

Pre-release walking animation of Vorkath.

Pre-release animation of Vorkath coming back to life.

- Vorkath's post-quest examine is a reference to the phrase "let sleeping dogs lie", which means to avoid interfering with situations where nothing is currently wrong.
- Vorkath had a festive override wearing a santa hat during the 2018, 2019, 2020, and 2021 Christmas events.

References[edit | edit source]

^ 1.0 1.1 1.2 1.3 1.4 1.5 1.6 Old School RuneScape. "Vorki/Rune/Addy Dragon Drop Rates Revealed! - OSRS Q&A." (57:42), YouTube video.