

# Forum:[Hack Forums](#)

Thread: [OSRS Players, How Do You Feel About The Upcoming Sailing Skill?](#)

**DemonAsylum** - October 2, 2025, 2:59 am

So if you're any bit active of an OSRS player (though you could know about this otherwise of course) then you surely know about the upcoming Sailing skill. There has been lots of articles about it, polls within the game for it, some reveals, and I believe they even had an alpha or something along those lines for it a few weeks back. Point being, if you're in the loop with even a portion of that, you likely have a decent idea of what to expect from the skill. With that said, how is everyone feeling about it? Personally I'm among the group of people that think this could have been just fine as a minigame or generally just some other aspect of the game without being a full on skill. The whole thing doesn't really interest me that much and what comes from it such as new places for slayer as well as the enemies/drops there, I feel similarly about too. I'm not just going to completely write it off and or without a fair shake, but I am based on much of what I've seen for it, not going into the whole skill expecting to get much enjoyment or fulfillment out of it. Who knows though, maybe I'll end up pleasantly surprised to at least some degree. What are you guys thinking about it?

**King Joey** - October 2, 2025, 5:43 am

Yeah, I'm a bit of an OSRS player myself. Have been playing since 2005. So, to get right to it, I believe the Sailing Skill isn't 'Old School'. The whole reason why OSRS was created was because nobody liked Runescape (RS3). The devs created so many skills, EoC, and my god don't get me started on the graphics. It doesn't look like Runescape right now. They're going to get rid of the classic 2277 total skill once Sailing comes out, which to me is a major let down because everyone knows that 2277 is the number you maxed out every skill. Not a fan, never liked the idea of sailing, I just think it's like going back to when EoC started, it'll slowly kill the same. Maybe it won't. OSRS is at it's peaked with the amount of active players too, it's nice.

**Snowwy** - October 2, 2025, 9:02 am

It's going to be a weird one but will be interested to see.

**Nate** - October 2, 2025, 11:09 am

Im interested, but im not even close to getting max in my other skills. So just another time dump skill incoming..

I should really get some construction levels done honestly.

**Envy** - October 2, 2025, 1:09 pm

It's something for the Oldschool players to look forward to cause that game is shit for content. Better more so recently with all the updates, but overall shit for content. Seems like they're putting some good work into it, I've seen some of the development articles they released and it's clear they're putting some love and intention into it.

**Mix** - October 2, 2025, 4:36 pm

I am hoping it bring a new light to the game and gives me a reason to get another 99 but we will see, I have tried the beta releases they did back along and wasnt to keen on them as it was a little grindy with little to no reward.

**Charlie Sheen** - October 6, 2025, 1:42 am

Not excited about "water agility". I think the combination of this new skill and the decision to kill

project zanaris is going to hurt OSRS.

Mix - October 6, 2025, 2:58 pm

(Oct 6, 2025 01:42 AM)Charlie Sheen Wrote: [\[CITE\]](#) Not excited about "water agility". I think the combination of this new skill and the decision to kill project zanaris is going to hurt OSRS.

I am kinda sad about them stopping the whole project zanaris, but I can see them losing money and I guess they are looking to keep a heavy flow of money since they got bought out back along.