

ELF CITY



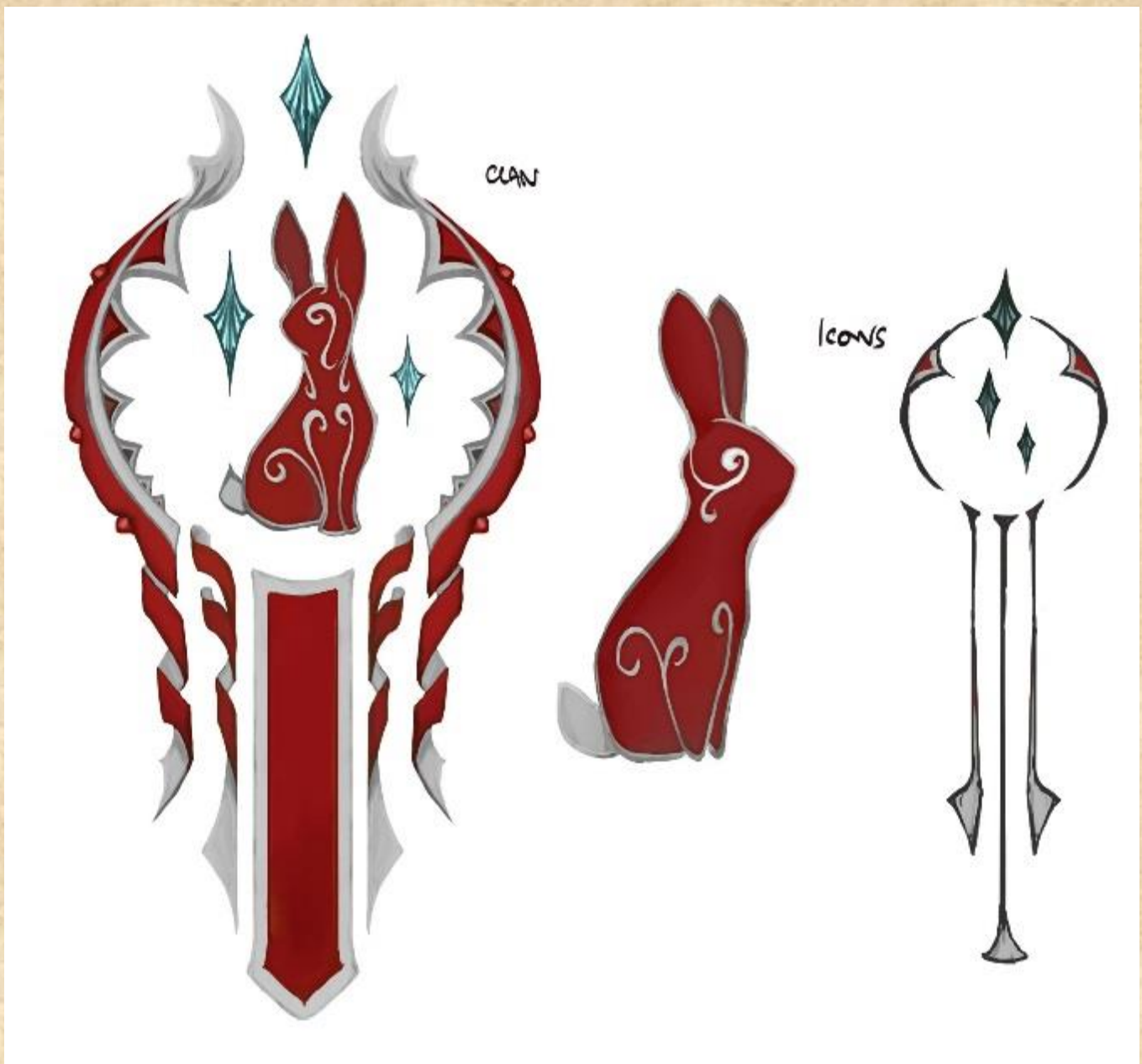
DESIGN BRIEF 5

HEFIN & MEILYR

What you are reading is a design document - an overview of what is planned for the Elf City. Certain details are still to be determined – things like balancing details, XP rates and story theming.

Additionally, the contents of the document may change before release. We like what's written here, but things can always change, and you should not consider this a promise of things to come. This DOES mean that you have the opportunity to change it yourselves, however – if you have feedback on what is written, we would love to hear it on the RuneScape Forums.

HEFIN CLAN – AGILITY AND PRAYER – BATCH 2



The above is the large-form version of the Hefin symbol, alongside the two elements that will combine to make the small-form symbol. The hare represents the poise and nimbleness of the Hefin clan.

MIDDLE CIRCLE



The Hefin section, as it has been prototyped in our engine. The temple at the back of the image houses the Seren Stones, and will be on a much larger mountain than is shown here.

SERENITY POSTS - LEVEL 75 AGILITY

6 wooden posts rise from the crater below, and line the sides of a long platform. The player can op these to stand on them on one leg. As they stand on the posts, players slowly generate bonus Agility XP. Once the player has earned a set amount of bonus Agility XP in one day from the posts, they will not gain any more for that day. The aim is that a player generates bonus Agility XP before they start the Elf City agility course. When on the serenity posts, the player will receive instruction of the poses they should be performing. This suggested pose changes randomly. The player gains bonus XP per second if they select and continue to perform the correct pose, and they gain no bonus Agility XP if they are performing the incorrect pose

PICKPOCKETING NPCs - THIEVING LEVEL 94

Wandering the middle ring will be Hefin workers. Common pickpocketing items will be various bones and prayer/agility restores. Rare items will include high-level bones and extreme prayer potions.

LIGHT CREATURES - LEVEL 77 AGILITY (SCALING UP AT LEVELS 82, 87, 92 AND 97)

In the middle of each city segment will be agility shortcut to its neighbouring city segments (Agility level 77). This aids navigation of the city, but also forms a full agility course if done in sequence. If a player completes a full lap of the Elf City shortcuts, beginning and ending at the middle circle of the Hefin segment, a light creature will fly to the player. The player will receive a flat Agility XP lump sum for a complete lap (suitable for a level 77 agility course), and that flat XP increases every 5 Agility levels. The light creature will also drop a random item/multiplier in the player's inventory. The items/multipliers will include, but are not limited to:

- x1, x2 and x3 Multiplier - Your next one, two or three laps of the course will generate more XP
- x2, x3 and x4 Item Multiplier – Your next lap generates two, three or four times the items
- Prayer small, medium and large lamps
- Agility small, medium and large lamps
- Light Cores (secondary ingredients for the light creature familiar)
- Agility-replenishing items
- Crystal tree acorn (very, very rare)

The light creatures' drop tables will scale up every 5 levels, with rare items becoming more common.

TALENT SCOUT

The Talent Scout will be waiting at the end of the lap, ready to potentially take the player to The Pit.

OUTER CIRCLE

CLEANSING THE SEREN STONES - LEVEL 75 PRAYER



The Hefin cathedral, built higher up than the other architecture of the city. The player takes a series of steps up to the cathedral.

There is a cathedral on the outer circle. In this cathedral is one of the Seren stones from the Trahaearn section, fully mined. The stone is corrupted with black ooze from the Poison Wastes to the south. The player can buy cleansing crystals from the Hefin of this cathedral for gp. Each cleansing crystal can be used in a cleansing ritual. Cleansing the crystal will generate guaranteed Prayer XP. The aim is to offer a cheaper but slower method of training Prayer that will not undermine existing high-level Prayer training.

PRAYER ALTAR

PICKPOCKETING NPCs - THIEVING LEVEL 94

The pickpocketing NPCs are identical to those in the middle circle.

REST MUSICIAN

GNOME GLIDER AND GNOME

MEILYR CLAN – DUNGEONEERING AND HERBLORE - BATCH 2



The above is the large-form and small-form version of the Meilyr symbol. This employs the Meilyr's disciplines of Dungeoneering – the portal – and Herblore, with the leaf motif.

MIDDLE CIRCLE



The Meilyr section, as it has been prototyped in our engine. This area will share similarities to Japanese gardens.

DUNGEONEERING RESOURCE DUNGEON - LEVEL 95

Activating this resource dungeon gives the player a large chunk of Dungeoneering XP. It will also contain, among others:

- Pawya and Grenwall hunter locations
- 2 x Runite rocks
- Bank deposit box
- An impling spawn
- A bloodwood tree

HARMONY MONOLITHS - LEVEL 75 FARMING

Depending on time, the harmony monoliths and skilling potions may be postponed from Elf City Batch 2. They may instead be added to the Elf Spells and Prayers project. This reduction in an update's scope is common when developing game content. Regardless, your feedback on this update would be welcome.



A paintover of the Meilyr 'harmony monoliths' section. Originally, the design stated that the monoliths would be logs, but this did not fit the Japanese water-garden feel.

Four monoliths are placed in this location. A player can buy moss seeds for these monoliths for 1,000gp each. The seeds are also tradeable. To place a seed on each monolith, the player will need level 75 Farming. This moss doesn't get diseased, and does not require compost, but the player can attune their amulets of farming to supervise growth.

Instead of growing over time, the moss grows one growth stage every 50,000 XP that the player generates in one skill. The monolith has four growth stages, so requires 200,000XP to grow fully. Each monolith is tuned to a specific skill, and only XP generated in that skill will grow moss (XP from quests, minigames etc are not included). A player may have a Slayer Monolith, for example. Bonus XP does not contribute to the growth of moss.

The skill focus of each harmony monolith changes every 24 hours, but the amount of XP contributed to the monolith (and growth of moss) is permanent. A monolith can be relayed to any skill that a player can currently receive challenges in. If a player has fewer than four skills which they receive challenges in, the monoliths will create duplicates (a player could conceivably have four Dungeoneering monoliths at one time). XP is only contributed to one monolith at a time (if a player has four Dungeoneering monoliths, only one gains XP contributions at a time, and any overflow XP flows onto the next Dungeoneering monolith).

The player gains a random amount of moss, between 1-5 per harvest. This moss stacks and is tradeable. The player can then add the moss to existing juju potions to convert them into tradeable skill potions. When drunk, the potion's effect lasts one hour.

Juju potions will be made tradeable with the update. The aim is this creates a vital moneymaker for skillers. Those effects are as follows, and more effects may be added with the release:

POTION	HERBLORE REQ	EFFECT
PERFECT WOODCUTTING POTION	75	Chance of receiving double logs, or double cuts from choking ivy
PERFECT FARMING POTION	77	Chance of double moss from a harmony monolith. Chance of receiving moss by harvesting or checking any farming patch.
PERFECT MINING POTION	80	Chance that mining a location will not exhaust it. Chance that mining any non-coal rock will give you coal.
PERFECT SMITHING POTION	82	Chance that smithing bars will generate corrupted ore
PERFECT AGILITY POTION	85	A light creature will visit you at the end of a lap of ANY agility course, gifting you an item. In the Elf City, this will be an additional item.
PERFECT PRAYER POTION	87	Increase to XP gained from gilded altar. Increase to XP when cleansing the Seren Stones.
PERFECT HERBLORE POTION	90	Additional chance of finding a recipe in Dungeoneering. Additional XP when making combination potions.
PERFECT DUNGEONEERING POTION	91	(Duration is 4 hours, rather than 1 hour) Addition to damage dealt when in a dungeon (with the intention of replacing the use of overloads in Dungeoneering). Dungeoneering skill doors require 2 levels less.

A max player is given one of each potion when they first talk to Lady Meilyr.

PICKPOCKETING NPCs - THIEVING LEVEL 89

Wandering the middle ring will be 5 Meilyr workers. Common pickpocketing items include seeds, secondaries and dungeoneering tokens. Rare items include recipes.

OUTER CIRCLE

DUNGEONEERING RESOURCE DUNGEON - LEVEL 115

Activating this dungeon gives the player a large chunk of Dungeoneering XP. The resource dungeon will contain:

- Additional crystal-flecked sandstone rocks
- Frost dragons
- Bank deposit box
- Crystal motherlode rock - Can be mined once per player, per day, to gain at least one of the following:
 - A golden shattered heart rock that the player has not gained (common)
 - A shattered heart rock that the player has not gained (common)
 - Key token (common)
 - Crystal geode (common)
 - A crystal half key (uncommon)
 - Court case scrolls (uncommon)
 - Tokens towards chompy kills, castle wars tickets, etc (uncommon)
 - A crystal key (rare)
 - A crystal triskelion piece (rare)
 - Ancient Effigies (rare)
 - Clue scrolls (uncommon - rare)
 - Champion Scrolls (rare)
 - A complete crystal triskelion (very rare)
 - A crystal tree seed (very rare)
 - Other rare items, weapons and armour (very rare)
- The intention of the crystal motherlode rock is to gently push a high-level player a step closer to the completionist cape and trimmed completionist cape, as well as offering good drops to those who don't care about completion. If a player has 'completed' one of these drops and no longer needs it for trimmed or comp – having collected all of the court case scrolls, for example – then they will not have a chance of receiving that drop.
- The crystal motherlode shards, gained from the summer promotion, will allow a player to have one free mine of this rock.

PICKPOCKETING NPCs - THIEVING LEVEL 94

The pickpocketing NPCs are identical to those in the middle circle.

FRUIT TREE FARMING PATCH

HERBLORE SHOP AND COMBINATION POTIONS

PROJECT: GE
ARTIST: 162 DATE: 17.4.14
REVISION NO:

RUNESCAPE



The Meilyr greenhouse, where players can buy recipes for their combination potions.

A player will be able to visit the Meilyr herblore shop to purchase recipes for the combination potions. These recipes will unlock the ability to combine the effects of different potions and create a new combination potion within a crystal flask (made in the Ithell area). There will be 20 different recipes in total for the player to buy, and 7 of these potion recipes must be found when Dungeoneering, in a similar manner to sagas. The player travels to the shop to 'unlock' the recipes once they have found them by paying an amount of gp. Once unlocked, the player permanently gains the ability to make the potion.

A player makes a combination potion by using a 4-dose, non-flask potion on another 4-dose, non-flask potion as listed below, with a crystal flask in their possession. This creates a new 6-dose crystal flask. The player effectively gains two additional doses per potion by doing so.

COMBINED POTION	HERBLORE REQ	METHOD OF UNLOCK	INGREDIENTS	TRADEABLE?	COMBINED EFFECT
SUPER STRENGTH+	75	100,000gp	Super Strength and Strength Potion	Yes	Boosts strength by 14% +2
SUPER RANGING+	76	100,000gp	Super Ranging and Ranging Potion	Yes	Boosts ranged by 14% +2
SUPER MAGIC+	77	100,000gp	Super Magic and Magic Potion	Yes	Boosts magic by 14% +2
SUPER MELEE	81	150,000gp	Super Defence, Super Attack and Super Strength	Yes	Boosts Attack, Strength and Defence by 12% +2
SUPER SERUM	85	Dungeoneering and 200,000gp	Super Magic, Super Ranged, Super Defence, Super Attack, Super Strength	Yes	Boosts Magic, Ranged, Defence, Attack and Strength by 12% +2
EXTREME ANTIFIRE	89	200,000gp	Super Antifire and Antifire	No	Protects for 7 minutes (an increase of 1 minute) and can protect against wyvern fire
BERSERKER POTION	91	Dungeoneering and 200,000gp	Extreme Attack and Extreme Defence and Extreme Strength	No	Boosts Attack, Defence and Strength by 15% +3
STRENGTH ANTIFIRE	92	300,000gp	Extreme Strength and Super Antifire	No	Combines extreme strength and super antifire effects
RANGING ANTIFIRE	92	300,000gp	Extreme Ranged and Super Antifire	No	Combines extreme ranged and super antifire effects
MAGICAL ANTIFIRE	92	300,000gp	Extreme Magic and Super Antifire	No	Combines extreme magic and super antifire effects
SUPREME STRENGTH	93	500,000gp	Extreme Strength and Super Strength	No	Temporarily boosts strength by 16% +4
SUPREME MAGIC	93	500,000gp	Extreme Magic and Super Magic	No	Temporarily boosts magic by 16% +4

SUPREME RANGING	93	500,000gp	Extreme Ranging and Super Ranging	No	Temporarily boosts ranging by 16% +4
RENEW ANTIFIRE	94	600,000gp	Prayer Renewal and Super Antifire	No	Combines prayer renewal and super antifire
RENEW ADRENALINE	95	600,000gp	Prayer Renewal and Adrenaline	No	Combines prayer renewal and adrenaline
PRAYER OVERLOAD	96	Dungeoneering and 700,000gp	Overload and Super Prayer	No	Grants the effect of all five extreme stat-boosting potions for five minutes, and reapplies their buffs every fifteen seconds. Restores Prayer points by 35% plus 90.
ANTIFIRE OVERLOAD	97	Dungeoneering and 700,000gp	Overload and Super Antifire	No	Grants the effect of all five extreme stat-boosting potions for five minutes, and reapplies their buffs every fifteen seconds. Provides immunity to Dragonfire for 10 minutes even if anti-dragon shield is not equipped
RENEWAL OVERLOAD	97	Dungeoneering and 700,000gp	Overload and Super Renewal Potion	No	Grants the effect of all five extreme stat-boosting potions for five minutes, and reapplies their buffs every fifteen seconds. Restores 4.5 times the player's Prayer level plus 120, resulting in a total restoration of 124-516 Prayer points, over a period of 5 minutes.

ADRENALINE OVERLOAD	98	Dungeoneering and 750,000gp	Overload and Adrenaline Potion	No	Grants the effect of all five extreme stat-boosting potions for five minutes, and reapplies their buffs every fifteen seconds.
PERFECT PLUS	99	Dungeoneering and 1,000,000gp	Overload, moss and crystal blossom	No	ALL perfect potion abilities over a period of 24 hours



The melee (above), magic (below) and ranged (bottom) elves, as modelled and ready for launch in the Elf City!







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