

ELF CITY



DESIGN BRIEF 2

IORWERTH & CADARN

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.

IORWERTH CLAN – SLAYER AND MELEE - BATCH 1



The above is the large-form and small-form version of the Iorwerth symbol. The large-form will mostly be used in stain-glass windows, while the small-form will feature on capes and other locations.

MIDDLE CIRCLE:



The above is a sneak-peek of the Iorwerth section, as it has been prototyped in our engine.

SLAYER MASTER - COMBAT LEVEL 175, SLAYER LEVEL 85

The elf slayer master (Morvran) stands by a staircase/lift down to the base of the crater, where the slayer dungeon resides. Thematically, this slayer master likes to watch people fighting creatures, observing their different styles. Kuradal supplies him with beasts for his dungeon, making them a connoisseur and collector.

The slayer master requires combat level 175, and a slayer level of 85. The slayer master's list of slayer targets will be taken from Kuradal's targets, with roughly 20% more monsters per task. The list of creatures will be determined by looking at Kuradal's list of targets, removing the most cancelled slayer creatures and adding Elf City elves. The list is currently composed of:

- Aberrant spectres
- Abyssal demons
- Airut
- Aquanites
- Aviansies
- Black demons
- Black dragons
- Bloodveld
- Blue dragons
- Cres's automatons
- Dark beasts
- Desert strykewyrms
- Elf City elves
- Fire giants
- Ganodermic creatures
- Gargoyles
- Greater demons
- Grotworms
- Hellhounds
- Ice strykewyrms
- Iron dragons
- Jungle strykewyrms
- Kalphites
- Mithril dragons
- Muspah
- Mutated jadinkos
- Nihil
- Order of Ascension members
- Steel dragons
- Waterfiends

The slayer master will have a random chance of offering the player a solo slayer challenge. This challenge is a 'Hall of Fame' challenge: the player is tasked with killing one of each of the following in any order:

- King Black Dragon
- Queen Black Dragon
- Dagannoth Kings
- Kalphite Queen
- Zilyana
- K'ril
- Kree'Arra
- Graardor
- High-level mole

On death, the first boss the player defeats will drop a dark crystal. This dark crystal cannot be dropped or traded. While the player has this dark crystal in their inventory, they will receive a combat debuff when fighting any of the bosses on this list. The player receives one random dark crystal from each of the bosses on the list, taking up one spot in the player's inventory. This gives the player a choice - to defeat all of the bosses with a reducing inventory and stacking debuffs, or to complete the slayer challenge normally.

If the player completes the challenge with the increasing number of dark crystals in their inventory, and then visits the elf slayer master, they will receive a huge amount of Slayer XP, one of the dark crystals (now bankable and usable on any monster) a title, and unlimited changes to their max guild PvM teleports. If the player completes the challenge without a full inventory of dark crystals, they receive a large amount of Slayer XP.

Completing the dark crystal 'Hall of Fame' slayer challenge will be a requirement of the trimmed completionist cape.

The dark crystal debuffs will be randomly allocated (one per boss). The debuffs might include, among others:

- Player melee damage is reduced by 20%
- Player magic damage is reduced by 20%
- Player ranged damage is reduced by 20%
- Magic damage on the player is increased by 20%
- Ranged damage on the player is increased by 20%
- Melee damage on the player is increased by 20%
- Your boot slot is considered empty
- Your cape slot is considered empty
- Your helmet slot is considered empty

Three new additions will be made to the slayer shop with the Elf City update. These will be available from all slayer masters:

- A player can pay slayer points to make a slayer creature a 'preferred' slayer target when allocated from any slayer master.
 - Preferred slayer targets will have a much greater chance of being allocated by a slayer master.
- A player can buy an update to their ferocious ring that allows them to teleport to the elf slayer master directly, and to gain the same ferocious ring buffs in the elf slayer dungeon as are seen in Kuradal's Dungeon.
 - Requires access to the Elf City
- A player can pay to extend the number of creatures they need to kill for their current slayer task by 20% of the original total.
 - This can only be done once per task, before a single creature has been killed.

SLAYER DUNGEON D&D - SLAYER LEVEL 90

Access to the Slayer Dungeon D&D is reserved for players with Slayer level 90. This is instanced. Once a week, the elf slayer master will give the player 15 minutes in his dungeon. In this 15 minutes, the player will be given a series of smaller slayer tasks, with rewards given for the number of slayer tasks that a player can complete in the timeframe. The slayer creatures are tasked to the player as follows:

- Task 1 - Five tier-3 creatures
- Task 2 - Five tier-2 creatures
- Task 3 - Five tier-1 creatures
- Task 4 - Five tier-3 creatures
- Task 5 - Five tier-2 creatures
- Task 6 - Five tier-1 creatures
- And so on...

The slayer master's monsters will be grouped into three tiers according to how quick they are to kill, so a player will face five fast creatures, five medium creatures, and then five slow creatures to kill. The creatures within these bands will be chosen at random. This choice will account for the player's preferred and cancelled slayer creatures as normal.

The player receives an amount of XP according to how many tasks they manage to complete in the 15 minutes.

There is a bank chest in the dungeon for players to swap loadouts, etc. There is also an altar and a mini-summoning obelisk, and the slayer master will be here for players who need to buy slayer items.

MINI-SUMMONING OBELISK

This shares functionality with the mini summoning obelisks in the rest of the world.

PICKPOCKETING IORWERTH WORKERS - THIEVING LEVEL 86

Common pickpocketing drops from Iorwerth workers include various bones, ashes, food, and weapon seeds. Rare items will include frost dragon bones.

The aim of pickpocketing in the Elf City is to give an 'endgame' to high-level Thieving, with decent combat-style drops from pickpocketing targets and high rates of XP. Pickpocketing will generally give the player common but useful skilling items for the elf family's skilling areas, and the chance of rare existing drops (triskelion pieces, crystal sandstone, crystal acorns). Common drops will mostly be certified.

Additionally, the aim is to make pickpocketing less infuriating. Rather than stunning and damaging the player, elf workers in the Elf City will have a remote chance of spotting the player. If the player is spotted, no elf of that elf family can be pickpocketed for a period of 20 minutes, so the player will have to pickpocket in a different clan. The player is not hit or damaged when they are spotted by an elf worker.

FIGHTING IORWERTH WARRIORS - COMBAT LEVEL 150



You do not kill an Iorwerth warrior (they can never be dropped below 1 life point). Instead, they drop kneeling to the floor with an NPC say that commends the player on their combat fortitude. They drop items that are similar to the items gained by pickpocketing. Defeating an elf counts towards the elf slayer task.

OUTER CIRCLE:

IORWERTH CATHEDRAL

PICKPOCKETING NPCs - THIEVING LEVEL 86

COMBAT NPCs - COMBAT LEVEL 150

PRAYER ALTAR



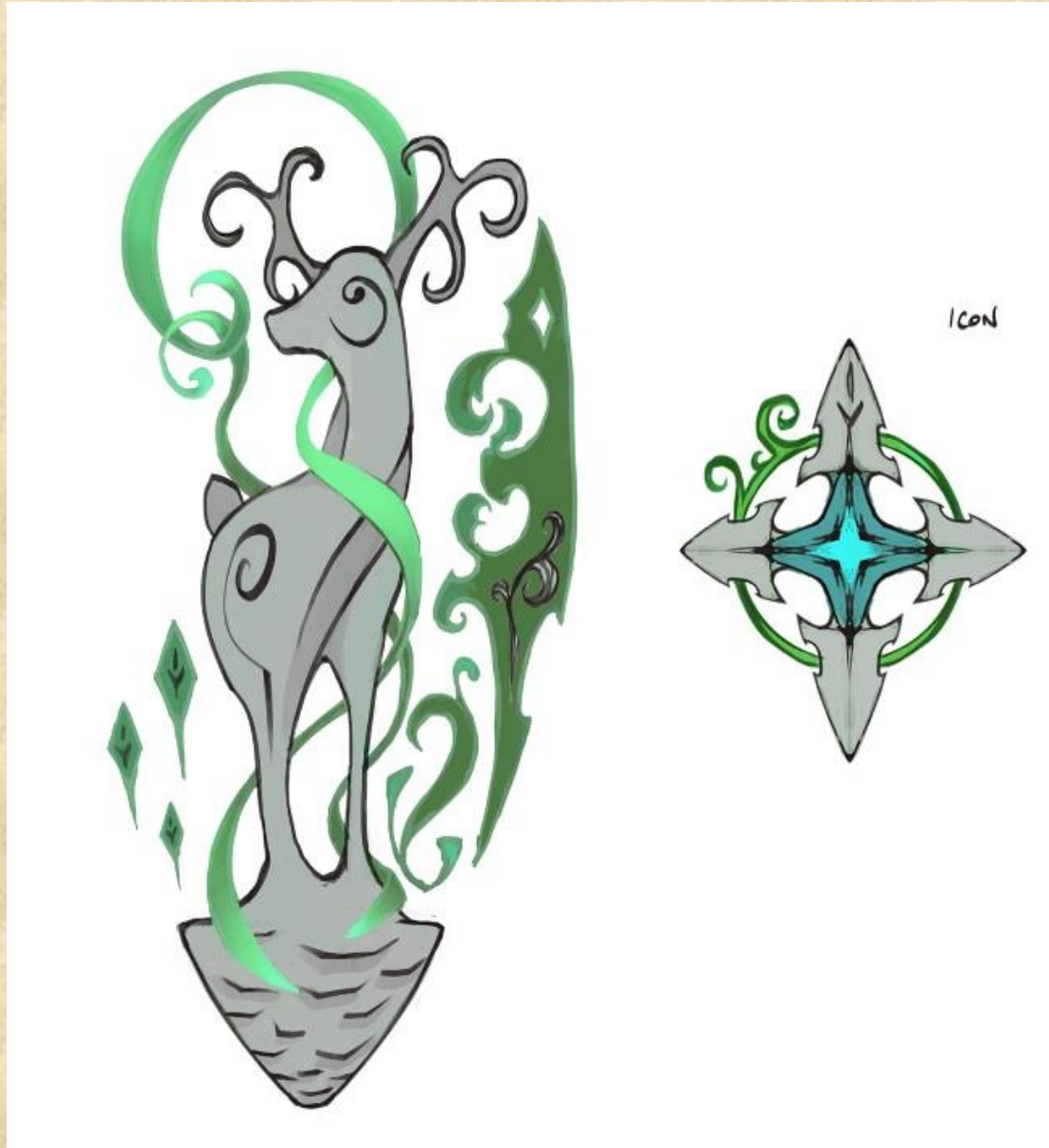
The manor house in which Lord Iorwerth and the prayer altar are housed.

This will act as an existing prayer altar. It will apply a minor overload-style bonus to the player, boosting Attack, Strength, Defence, Ranged and Magic stats by a small amount and gives the player a damage boost.

CRYSTAL CHEST

This is a duplication of the crystal chest.

CADARN CLAN – MAGIC AND RANGED - BATCH 1



The above is the large-form and small-form version of the Cadarn symbol. It was felt that the Cadarn were graceful yet strong, represented here in a deer.

MIDDLE CIRCLE:



The Cadarn section, as it has been prototyped in our engine. You can see the Max Guild towards the back of the image.

PICKPOCKETING NPCs - THIEVING LEVEL 86

Wandering the middle ring will be a number of Cadarn workers. Common pickpocketing drops will include weapon seeds, runes, bolts, arrows and food. Rare pickpocketing drops will include crystal items.



Concept art of the six varieties of crystal weapons. The player will be able to use crystal singing to improve these weapons in the Ithell area. Concept art of these improved weapons will appear in the Ithell design document.

COMBAT NPCs - COMBAT LEVEL 150



The elf armour featured here is planned for further elf updates.

Wandering the middle ring will be a number of Cadarn ranged warriors, and Cadarn magicians. The drops from these elves will be similar to the items gained from pickpocketing. As with the lorwerth, you do not kill an lorwerth warrior; instead, they kneel and drop items that are similar to the items gained by pickpocketing.

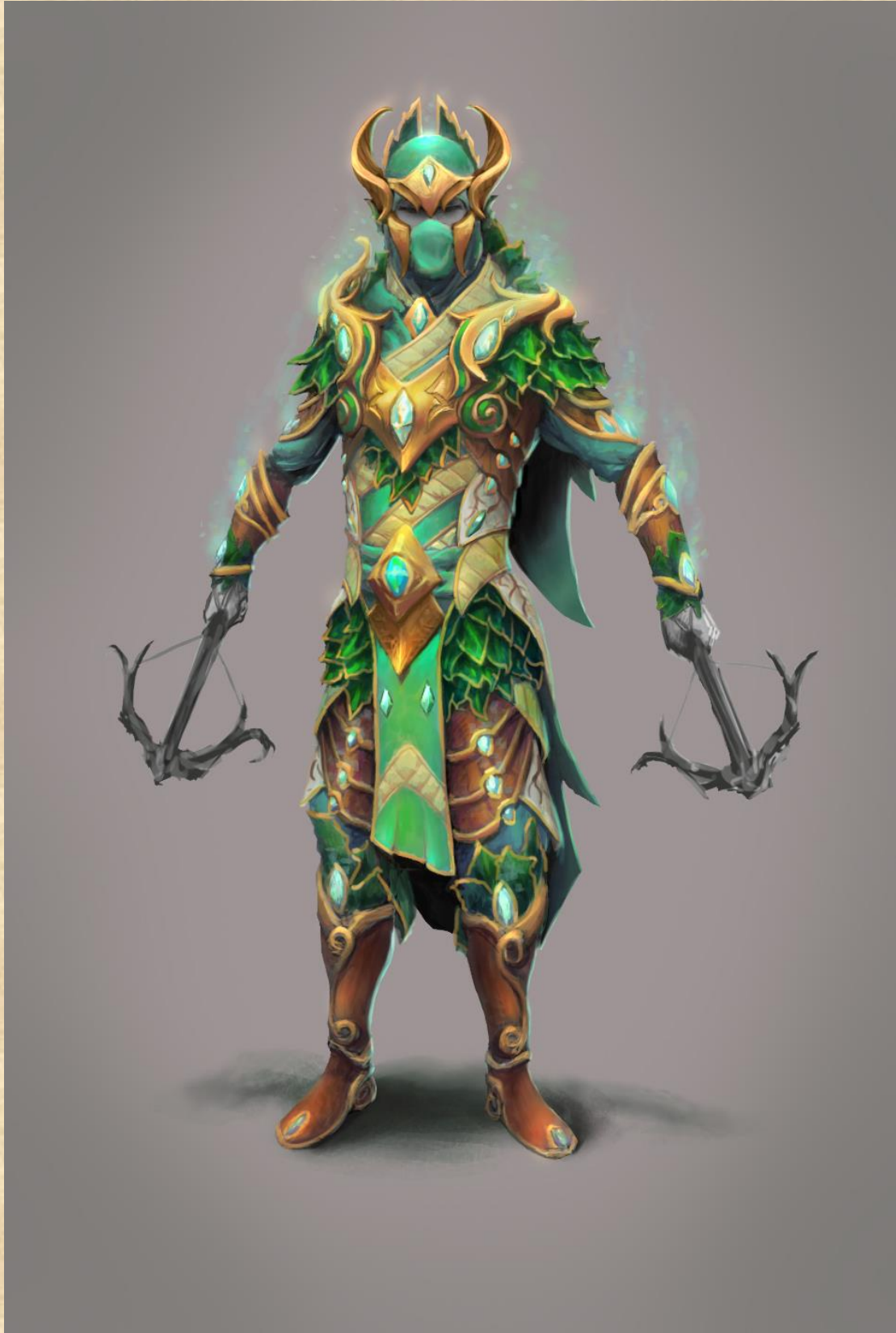
BATTLESTAFF SHOP

The player will be able to buy battlestaves from this location (6 in stock every 24 hours). Battlestaff shop bonuses will come from a future Elf City task set item.

OUTER CIRCLE

PICKPOCKETING NPCs - THIEVING LEVEL 86

COMBAT NPCs - COMBAT LEVEL 150



THE MAX GUILD (EXTERIOR)

The Max Guild is surrounded by a fence and gate. Players with a 99 in any skill, or a Quest Cape, can pass through this gate, and spend time in the garden. In the garden is an NPC that will sell any of the skillcapes in the game, at the same price: 99,000 gp. This is Maygan, a direct competitor to Max in Varrock. She will also offer the same functionality as Max, including selling the Max Cape. In dialogue, she hates Max, who is her nemesis.

27 flagpoles will be located around the Max Guild in the garden, facing outwards like the flags on an embassy. A player can op these stands with 99 in the relevant skill (or a quest cape) to add a flag to the rank of flags that they already own. These will only be visible to the player who has placed them.



Concept art of the Completionist Guild

THE MAX GUILD (INTERIOR 1)

The Max Guild itself can only be accessed by those players who have max skill levels (all skills at 99). Those players who try to pass through the door without max levels will find themselves fired backwards, as if electrocuted. The aim of this area is to provide an exclusive and convenient location for max players, giving them a log of their current achievements and a place to socialise.

Inside of the guild will be a completionist cape. The cost of buying the cape is 15,000,000 - the same as Varrock Museum.

On entering the Max Guild, the player is greeted by an elf NPC. The player will offered a crystal tree seed as a reward. This NPC also acts as a Challenge Quartermaster after this greeting, standing close to the entrance to the guild. There will be a bank here. The player can teleport to the Max Guild by opping their comp cape.

The Max Guild has one portal. This can be right-clicked to change its destination to the following. Doing so costs gp each time it is changed (unless the player has completed the Hall of Fame challenge, and then it is free):

- God Wars Dungeon
- Vorago
- Queen Black Dragon
- King Black Dragon
- Dagannoth Kings
- Kalphite Queen
- Kalphite King
- Corporeal Beast
- Mole

Also included in the area is a permanent bonfire (duplicate of the one in the middle ring, but smaller in size).

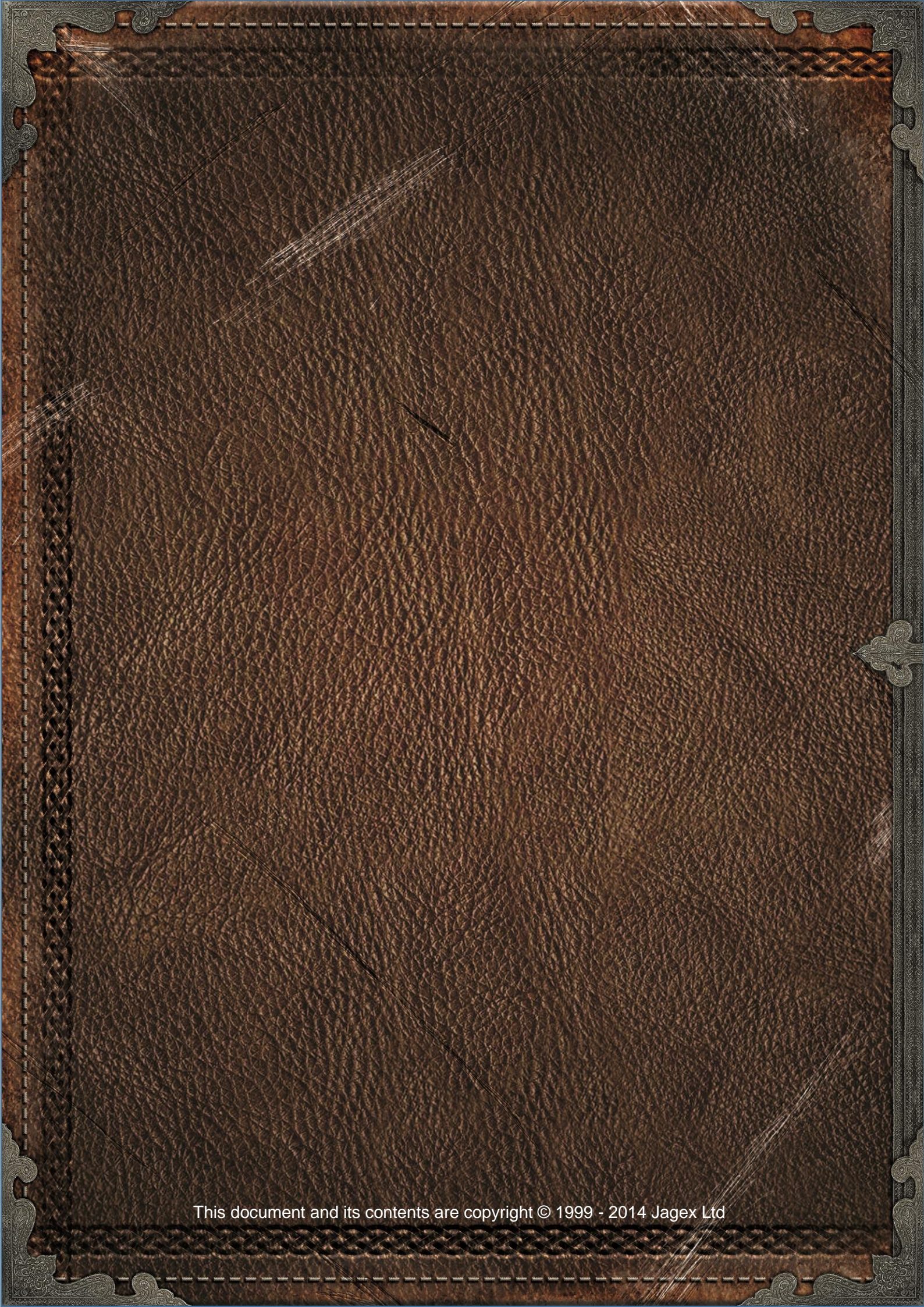
If the player has completed the elven Shattered Heart, the resulting NPC will appear here.

THE MAX GUILD (INTERIOR 2)

There is a throne at the back of the Max Guild that can only be sat on by players with a completionist's cape or trimmed completionist's cape. Only one player per server can sit on this chair at one time. When sat in the chair, all level 99 skills are increased to 100. Dungeoneering is visible as 121. On stepping off the throne, the stat increases are immediately removed.

FLAX FIELD

SPINNING WHEEL



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