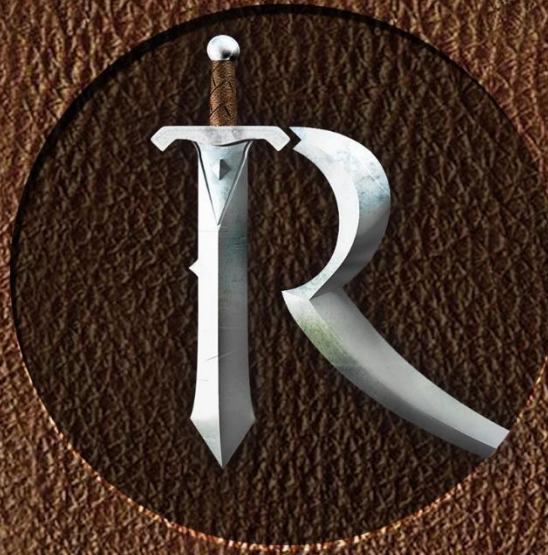




ELF CITY



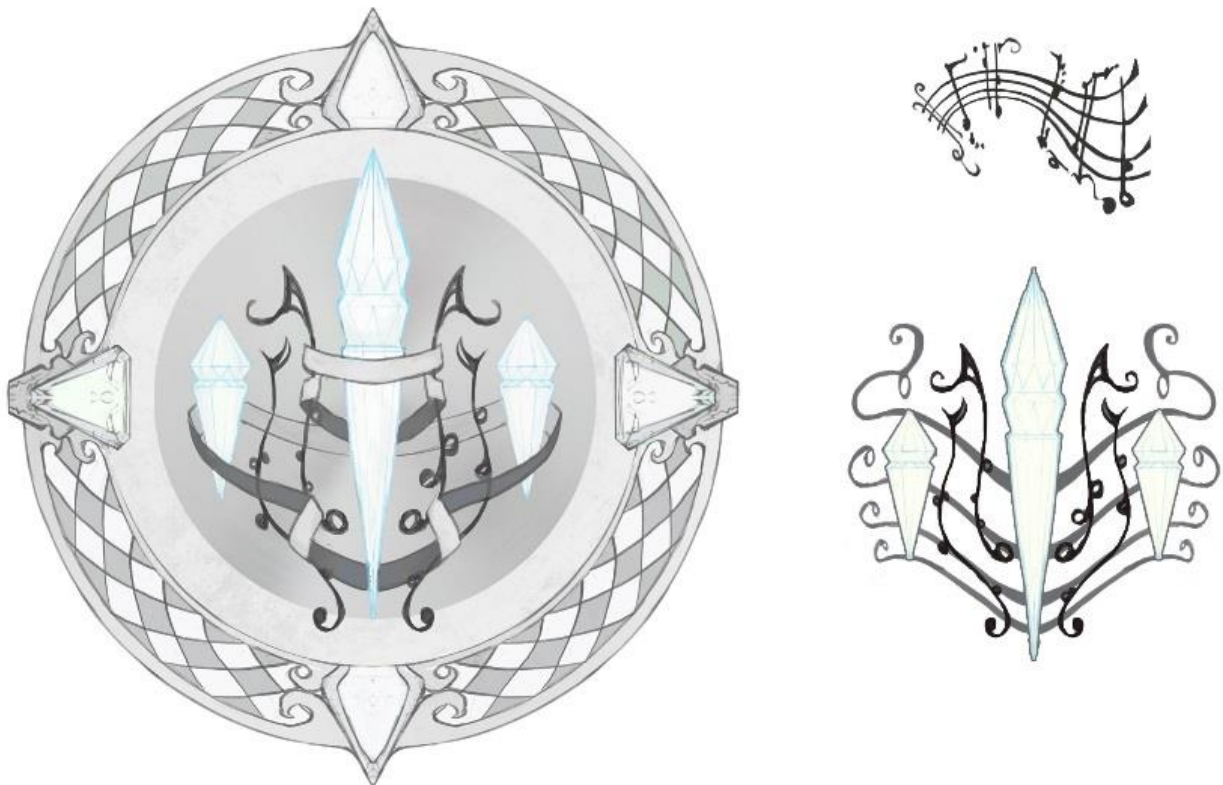
DESIGN BRIEF 4

ITHELL & AMLODD

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.

ITHELL CLAN – CRAFTING AND CONSTRUCTION - BATCH 2



The above is the large-form and small-form version of the Ithell symbol. The symbol combines the themes of music and crystals.

SINGING BOWL

The singing bowl acts identically to the bowl singing bowl found in Brimstail's Cave, converting crystal tools to seeds and vice versa. It is also used to make the new crystal items (see the Outer Circle).

CRYSTAL-FLECKED SANDSTONE SPOT X 5 - LEVEL 81 MINING AND LEVEL 89 CRAFTING

Each crystal flecked sandstone mining rock produces crystal-flecked sandstone. Players can mine a maximum of 15 crystal-flecked mining spots per day, which resets daily. Any amount of crystal glass can be made in one day. The amount a player can mine will likely increase with the Elf Task Set reward.

Crystal glass is untradeable, but crystal flasks are tradeable. Crystal glass requires no Crafting level, but crystal flasks require level 89 Crafting. Crystal flasks are made by using a glassblowing pipe with crystal glass, yielding Crafting experience.

Crystal flasks can be used to make combination potions. A combination potion is created when a number of potions are used together with a crystal flask in the inventory. This creates a 6 dose potion with the combined effects of all the component potions. The player must have unlocked and bought the combination potion recipe before they can make the chosen potion, and there are 20 possible potion combinations in total (more information on the 20 combination potions will be found in the Meilyr document, released next week).

SOFT CLAY MINING SPOT X 5 - LEVEL 75 MINING

These mining spots are identical to existing clay mining spots, except they automatically give the player soft clay and far more Mining XP than a conventional clay spot.

PICKPOCKETING NPCs - THIEVING LEVEL 88

Wandering the middle ring will be Ithell workers. Common pickpocketing elements will include construction elements, seaweed, sandstone and hides. Rare elements will include expensive Construction elements and crystal flasks.

OUTER CIRCLE

ROBUST GLASS MACHINE X 2

CRYSTAL HARPS AND CRYSTAL SINGING - LEVEL 75, 80, 85 AND 90 SMITHING:



The crystal singing process is as follows:

- Fight monsters to get drops of crystal seeds
- Play the crystal harp to get harmonic dust
- Combine the crystal seeds with harmonic dust to make crystal items.

The player fights monsters in the Elf City and gets Crystal Seeds as drops. The player then needs harmonic dust to help make crystal items.

In the outer circle of the Ithell segment are harps. The player clicks on a harp to start playing it continuously. While they are playing, they continually gain Crafting XP and harmonic dust, which is a stackable inventory item. This requires a minimum of 75 Crafting, but a higher Crafting level increases the rate at which the player gains XP and dust.

While they are played, the harps will gradually go out of tune, decreasing the rate at which the player gains XP and dust, until it eventually drops to zero. The player can interact with the instrument to re-tune it. Next, the player combines the crystal seeds with harmonic dust to make crystal items. The player can use the crystal-singing bowl in the middle circle of the Ithell section to convert crystal seeds into crystal

equipment, and to add new charges to existing crystal equipment. Both of these processes consume harmonic dust. The cost of recharging reduces for players with higher Smithing levels. Attuned Crystal gear cannot be recharged, and is destroyed when fully depleted.

Crystal items will degrade with use. When they run out of charges, they revert to the type of Crystal Seed they were created from. The seed can be used to create a new item. Attuned crystal gear does not revert to seed and is instead destroyed.

FOUR TYPES OF EQUIPMENT CAN BE MADE:

- Normal combat weaponry (Smithing level 75)
- Tools (Smithing level 80)
- Teleport items (Smithing level 85)
- Attuned combat weaponry (Smithing level 90)

Each combat style has one- and two-handed weapons that can be made in normal and attuned forms.



The level 80 'attuned' crystal weapons that can be made by the player when crystal singing.

The attuned crystal weapons have a chance of dealing more damage, based on the player's Agility level. Every time the player attacks, there is a chance that the attack will deal an additional 25% of its normal damage. This special effect only applies if the player is wielding attuned crystal equipment in both hands. The crystal bow and chakrams (including attuned versions) don't require ammunition, but degrade whenever they are fired.

The crystal tools (saw, fletching knife, tinderbox, hammer, chisel) have no requirement to be used, but are always non-tradeable. They provide a +3 bonus to the player's level in the associated skill, but only when performing activities that use that tool (e.g. the crystal hammer provides a bonus when forging items but not when smelting ores). They degrade after 28 uses.

Crystal teleport items have no requirement to use, but are always non-tradeable. They have four uses each. The clan-specific crystals teleport the player to the outer ring of that clan's section of Prifddinas. The Lletya teleport crystal can be used to teleport either to Lletya or to the Temple of Light (this is existing functionality from *Mournings Ends Part I*); the new teleport crystals have only one destination each.

ELUNED

Eluned acts mechanically identical to how she has always acted: she will recharge your teleport crystal for 150 - 750 coins. She will only do this if it is out of charges. Unlike her incarnations outside the Elf City (these will remain as before), Eluned will remain in this one location persistently.

SAWMILL OPERATOR

The sawmill operator will sell the player Construction supplies, as well as offer the ability to convert logs into planks for a price. Additionally, the operator will have some of the pricier Construction elements for sale in his shop, including marble, gold leaf etc.

SANDPIT

POTTERY WHEEL X 3

FURNACE X 3

PICKPOCKETING NPCs - THIEVING LEVEL 88

AMLODD CLAN – SUMMONING AND DIVINATION - BATCH 2



The above is the large-form and small-form version of the Amlodd symbol. The owl combines the divination wisdom of the clan with their ability as summoners.

MIDDLE CIRCLE



The Amlodd section, as it has been prototyped in our engine. This divination area is huge – the light rises from the bottom of the Elf City crater.

SHADOW CREATURES – VARIOUS COMBAT LEVELS, AS WELL AS LEVEL 85, 90 AND 95 DIVINATION

Three tiers of shadow, higher level than those seen in the Temple of Light, will wander round the crater in this area. Shadows will be added as slayer tasks solely to Morvran. Among the drops of the shadow creatures will be Shadow Cores, and the player should pick these up and drop them into the nearby crater to thematically cleanse them. By doing so, the player is rewarded with a large amount of Divination XP. Higher level shadows will drop higher grades of Shadow Core, which will in turn have higher Divination requirements to 'cleanse' them and greater Divination XP rewards.



A paintover of what the Amlodd crater may look like.

LIGHT CREATURE FAMILIAR - LEVEL 88 SUMMONING

By cleansing shadow creatures, and through other activities in the Elf City, the player will gather Light Cores. These are secondary ingredients in the construction of Light Creature familiars. These familiars are the same creatures as those in the Tears of Guthix cave. Light Creatures are Divination familiars that immediately convert energy and enriched energy into Divination XP when harvesting from wisps. The XP gained from this 'crushed' energy (similar to the Imcando pickaxe or rockcrushing scrimshaw) will be greater than would have been gained by converting the energy to XP at the crater. The intention is that a player who solely wants XP from colonies would use the Light Creature familiar.

The light creature will act as a light source, will teleport to the Tears of Guthix cave, will remove the negative effects of drinking the green tears, and will extend time in the Tears of Guthix. Its scroll ability will increase the chance of receiving good items from the Hefin agility course.

SUMMONING OBELISK

BOGROG-STYLE NPC

This character will give the player 70% of the shards required to create a pouch. He will also sell summoning components at the same price as Bogrog and with the same stock.

This NPC will offer a free Familiarisation teleport in the same manner as Pikkenmix.

PICKPOCKETING NPCs - THIEVING LEVEL 96

Wandering the middle ring will be Amlodd workers. Common pickpocketing items will include divination energy, summoning charms, charm slices, portents and signs. Rare items will include full pouches and high level portents/signs.

OUTER CIRCLE

FAIRY RING

PICKPOCKETING NPCs - THIEVING LEVEL 96

IMPLING COLLECTOR



A concept of the impling collector's home, which will have a number of implings flying about inside. You won't be able to catch these implings, we're afraid!

An elf character wants the player to complete a codex of all the implings in the world. The player is required to catch one of each impling barehanded from this point on (catches previous to the release of the city will not be counted), including the new crystal impling, and can do so in the wide world or Puro Puro. When the player has collected each of the implings (the player is given a codex to keep track of their current findings), the player will unlock double XP from implings. Jarred implings will not have their XP multiplied and will not count towards the codex.

The player will also unlock a large amount of Hunter XP on completion. The Impling Collector will also reward the player with free teleport access to a Puro-Puro field. Full completion of the Impling Collector will be a requirement of the trimmed completionist cape.

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