

# ELF CITY



DESIGN BRIEF

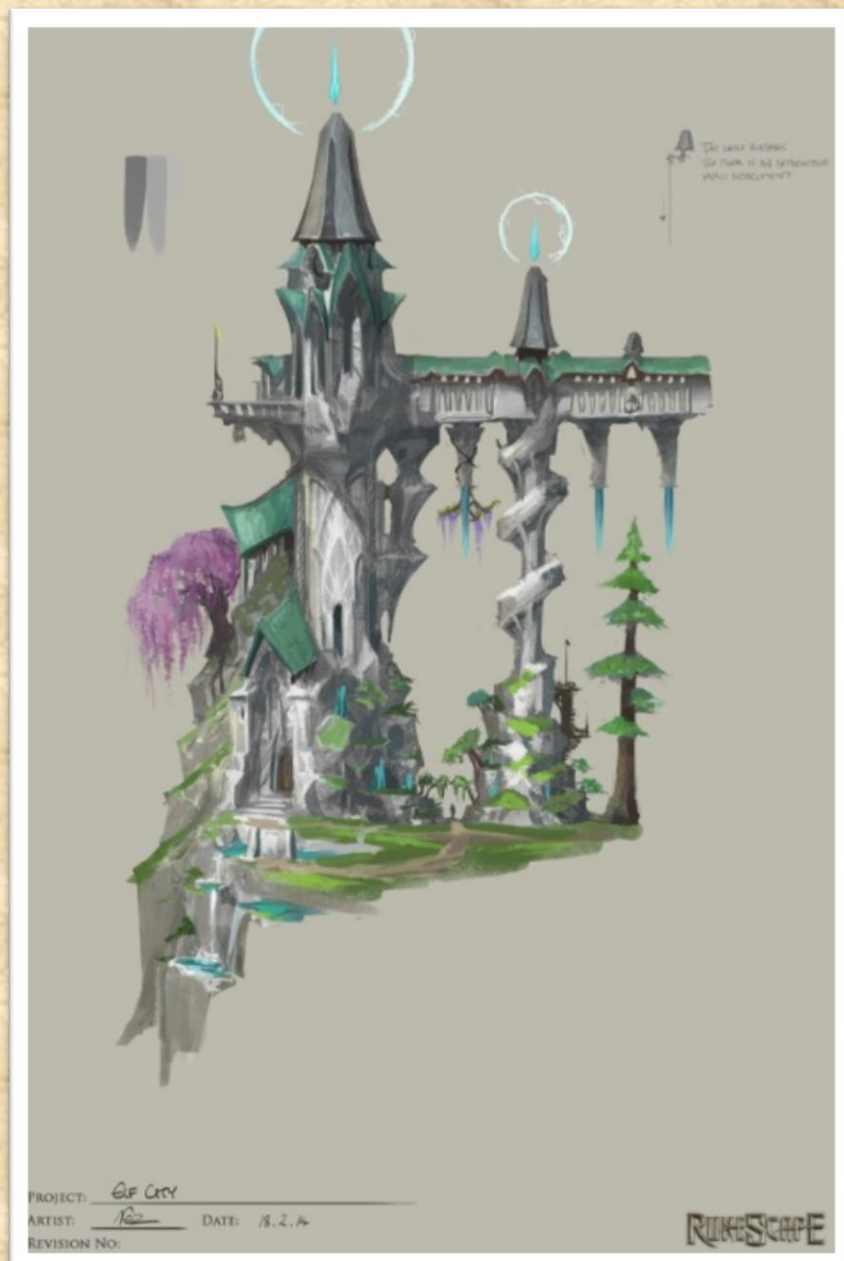
THE TOWER OF VOICES



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.

# THE ELF CITY AND THE TOWER OF VOICES



The Elf City is a high-level Varrock-like hub, aimed at players with level 75-99+ in a number of skills. The city will be launched in two batches, with a grandmaster quest being released in the months leading up to Batch 1 as a separate update. Completion of the quest will be required to access the city.

Batch 1:

- Tower of Voices
- Iorwerth (Slayer and Melee, **black**)
- Cadarn (Ranged and Magic, **green**)
- Trahaearn (Mining and Smithing – determined by player poll, **magenta**)
- Crwys (Farming and Woodcutting, **yellow**)

Batch 2:

- Ithell (Construction and Crafting, **white**)
- Amlodd (Divination and Summoning, **blue**)
- Hefin (Agility and Prayer – determined by player poll, **red**)
- Meilyr - (Dungeoneering and Herblore – determined by player poll, **cyan**)

The city is located on platforms above a large crater, with the player able to see buildings and farms far below them.

In the centre of the Elf City is the Tower of Voices. This is the trade hub and location of the lodestone. It also contains a fragment of Seren on the upper floors. The Tower of Voices will be the access point for many players. Large concourses run from the Tower of Voices in the four cardinal directions.

Each clan will have its own logo and colour, which will decorate their clothing, buildings, stained glass windows and tower. The colours are based on the colour wheel used in previous elf quests.

## ACCESS

Access to the Elf City will be possible via the following new methods:

- Lodestone (centre)
- By foot (south entrance, east entrance)
- Spirit tree (east)
- Gnome glider (north)
- Fairy ring (east)
- Crystal teleport seeds (can be tuned to any of the eight segments)

# THE TOWER OF VOICES - BATCH 1



*The above is a screenshot of the prototyped version of the Tower of Voices, using grey-boxed architecture and re-used models from the rest of the game world.*

Amenities in the Tower of Voices include the following:

## EXISTING STUFF:

- Elf City lodestone
- 2 x Bank and Grand Exchange booths
  - Smaller than in Varrock
  - Contains two bank tellers and one GE teller
  - Offers a teleport to the Varrock Grand Exchange
- Grand Exchange herblore decanter
- Challenge Quartermaster
- Permanent bonfire
  - Chance of generating a fire sprite
  - Offers a random chance of keeping a log during firemaking
- Chronicle cash-in NPC
  - Acts identically to the World Wakes shrine cash-in point
- Solomon
  - Much smaller in size than Varrock
- Xuan-style loyalty store



# NEW STUFF:

## PORTAL AREA

A teleportation hub, with four portals. The portals teleport to the following:

- Player Owned House Portal
  - The player is able to set their player-owned house to the Elf City for 1,000,000gp.
- Sinkholes and Dungeoneering
  - Left-click tele to Dungeoneering
  - Right-click tele to Sinkholes
- Clan Citadel portal
  - The Clan Vexillum will have the option to take you to either clan citadel portal
- Player-owned Ports portal

## CRYSTAL TREE FARMING PATCH - LEVEL 94 FARMING

The player can place a crystal acorn (a rare item only gained from the Elf City) in a new farming patch if they have level 94 Farming. The acorns are tradable.

A grown crystal tree will gain sparkling crystal blossoms. A player can harvest this crystal blossom once per day, but the blossom is only visible occasionally throughout the day. This will be the same across all servers for all players, so players will need to collaborate to communicate when the blossom is present. The tree's cooldown for blossom-plucking is daily, so a player should gather one crystal blossom per day. The intention is that planting and checking the tree generates substantial XP.

On checking the tree, the player receives a crystal blossom, which is an ingredient in high-level combination potions in the Meilyr segment of the city.

## CRYSTAL ENCHANTER AND PAWN SHOP NPC

Standing in the area is Ilfeen, a crystal enchanter who can re-enchant the player's crystal items, for slightly less gp than current. This includes the crystal items from crystal singing.

## 5 X DIVINATION NPCs

Five NPCs in Divination gear will wander the Tower of Voices. When a player places a divination location within this area, a divination NPC will begin to harvest from the location. A divination NPC will generate items from the divination location as if a player, but will not contribute to the gathering limits of the player.

## ELVEN SHATTERED HEART STATUE

For the 16 skilling focuses of the Elf City, there will be a chance that the player receives a golden rock. The rate of receiving a golden rock is equal to the rate of a conventional shattered heart rock. The same rules apply to the elven shattered heart statue as with Dahmaroc: the player must collect two rocks from each skill (32 in total), and then apply the rocks to a statue base for XP (at a higher rate of XP than conventional Shattered Heart rocks).

The included skills are the 16 skill focuses of the Elf City:

- Melee (any melee skill - player has choice of which skill to gain XP in)
- Magic
- Ranged
- Slayer
- Mining
- Smithing
- Farming
- Woodcutting
- Construction
- Crafting
- Divination
- Summoning
- Agility
- Prayer
- Herblore
- Dungeoneering

Once the statue has been completely completed 32 times, it will return to life, revealing the story of how she became a statue. The character will thank the player and become a permanent resident of the Max Guild, and no more golden rocks will be gained. The statue location will no longer be present in the middle circle, making this a finite new Shattered Heart.

A complete Shattered Heart statue will be a requirement of the trimmed completionist cape 32 weeks after Batch 2's launch.



# MINARETS & TOWERS - ALL CLANS



*Each clan contains a small tower (a minaret) and a larger tower. The main tower can be climbed to reach Tower Chimes.*

## TOWER CHIMES

At the top of each larger tower is a crystal chime that can be rung by any player. It represents a single musical note. When a chime is rung, all players on all other towers can hear it. The chime cannot be heard from any other location. Players can use these towers to fashion songs.

## CLAN NOBLES

In the base of each of the towers is a clan noble. They can be talked to for information on what the clan represents.

A player may ask to become an ally of any of the eight clans. If they do so, and pay an amount of money, they can receive a cape in that elf clan's colours, including its insignia. Each cape has the same critical bonuses.



*Concept art for the Clan Capes*

## CLAN-WIDE CONTENT

### CRYSTAL IMPLINGS - HUNTER LEVEL 95

Crystal implings will be found in segments of the city and in the Puro Puro minigame. The implings drop crystal teleport seeds, elder tree seeds, elven shattered heart rocks, crystal acorns and other crystal items.

### LORE DROPS

Players will find 16 crystals around the city (two in each elf clan area), bringing them back to a memoriam reader in the Tower of Voices to view 16 separate lore fragments.

One crystal per clan will be in a visible location, available for the players to spot and pick up. These are finite and will disappear once they have been obtained.

One crystal per clan will require a specific action for the player to gain it. These will require simple actions to find, all without skill requirements - for example, pickpocketing a named NPC. These are also finite, and can only be obtained once. The lore will focus on Seren's time with the elves, Seren's time with Guthix, and the history of each individual clan.



## VOICE OF SEREN

Once an hour, on the hour, two segments in the Elf City will randomly receive the 'Voice of Seren'. The highlighted city segments are chosen randomly, although a city segment cannot be the focus twice in a row.

When a segment is under the influence of the Voice of Seren, all XP in the region is multiplied by 1.2x. There is also double the chance of getting a golden rock, and crystal implings appear more frequently. In addition, there are also segment-specific perks, like "fighting lorwerth elves generates a small amount of Slayer XP".

Batch 1 is launching with four segments, rather than the full eight, so one segment will receive the Voice of Seren. Once Batch 2 is released, two segments will receive the Voice of Seren.

## AGILITY SHORTCUTS - LEVEL 77 AGILITY

Each of the elf segments will include an agility shortcut that allows the player to travel from the middle ring of that segment to the middle ring of a neighbouring segment. This will take the form of light creatures (those from Tears of Guthix), tree swings and other environmental-based jumps and leaps.

Completing a full tour of these agility shortcuts will generate an amount of XP and offer an item reward for completing a lap. There is more information on this in the Hefin section.

## UNLOCKABLE TITLES

Titles are unlocked by completing hidden content in the Elf City. The titles will include:

- Trahaearn
- lorwerth
- Cadarn
- Crwys
- Amlodd
- Ithell
- Hefin
- Meilyr
- Lorehound
- The Statuesque
- Naragi
- The Famous



PROJECT: Elf City

ARTIST: Rez DATE: 29.4.14

REVISION NO:

RUNESCAPE







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