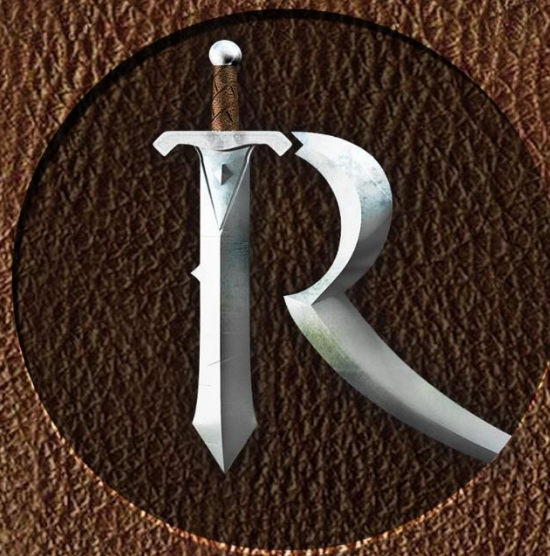


ELF CITY



DESIGN BRIEF 3

TRAHAEARN & CRWYS

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.

TRAHAEARN CLAN – MINING AND SMITHING – BATCH 1



The above is the large-form and small-form version of the Trahaearn symbol. It combines the clan's colours with the Seren iconography and mining/smithing tools.

MIDDLE CIRCLE:



The Trahaearn section, as it has been prototyped in our engine. Cranes lift minerals and rocks onto the platforms.

RUNITE MINING SPOT X 2

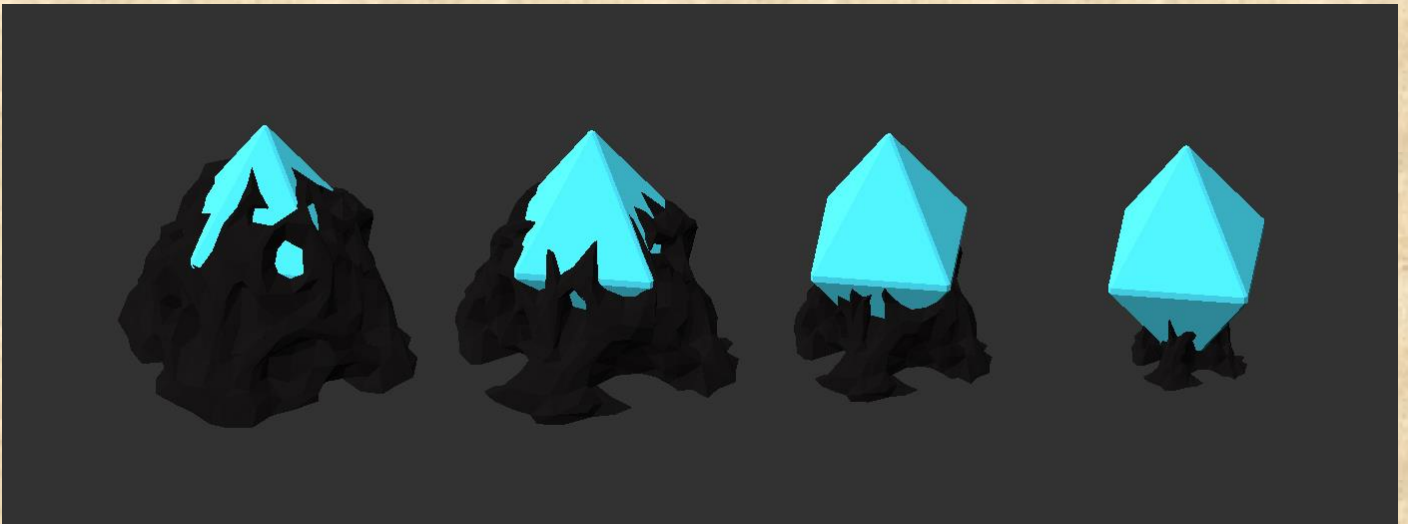
ADAMANTITE MINING SPOT X 10

COAL MINING SPOT X 10

GEM ROCKS X 5

The drop table is skewed towards better gemstones. Opals, jade and topaz are removed, and there is an uncommon chance of receiving summoning gems of various tiers. There is also a rare chance of receiving onyx.

THE SEREN STONES - LEVEL 89 MINING



The player chips away at rock that surrounds a Seren crystal. Once the crystal is clear, the crystal is dropped down a trapdoor (where they are then taken to the Hefin family). 70 lots of Mining XP will be offered from a Seren Stone before it drops through a trapdoor. No mining ore product is produced when chipping rock away from these Seren Stones, offering an interaction that is similar to choking ivy. The rate of Mining XP gain will be the highest in the game.

SEREN CORRUPTION - LEVEL 89 SMITHING

The Seren Stones will also put stackable and untradeable 'corruption' in the player's inventory. This drops in 1/3 of all successful mines of the Seren Stones, and can be taken to an anvil, where they can be smithed (for no end product - the corrupted ore disappears) for Smithing XP.

PICKPOCKETING NPCs - THIEVING LEVEL 92

Wandering the middle ring will be Trahaearn workers. Common pickpocketing items will include ore, bars, gems and pickaxes. Rare pickpocketing items will include concentrated ore, dragonstones and more.

OUTER CIRCLE:

ANVIL X 4

FURNACE X 1

BANK DEPOSIT BOX

SEREN GOD STATUE



An additional god statue will be added to the God Statues rotation. These follow the same rules as the existing god statues: a player will be asked which god they want to dedicate a statue to. In this case, the statue will be of Glarial and it will be in honour of Seren. If a player builds the correct statue, they will receive a large lamp's worth of XP in Construction and will be able to pray at the statue for medium-lamp prayer XP. If the player builds the incorrect statue, elves will appear and will attack the player. These elves will have a combat level that is dependent on the player's Slayer level, in exactly the same manner as existing God Statues, and will deliver medium-lamp Slayer XP that is identical to existing God Statues.

TREE FARMING PATCH

The Elf City will have six farming patches in total. This creates an extension to players' current farming runs and routes.

PICKPOCKETING NPCs - THIEVING LEVEL 92

CRWYS CLAN - WOODCUTTING AND FARMING - BATCH 1



The above is the large-form and small-form version of the Crwys symbol. The focus is on the acorn, which will be a sought after item in the Elf City, since it grows the Crystal Tree.

MIDDLE CIRCLE:



The Crwys section, as it has been prototyped in our engine. The trees here are not small – they rise all the way from the bottom of the crater.

CHOKING IVY X 8

MAGIC TREES X 5

YEW TREES X 5

Crystal geodes will be added to the drop table in the Elf City.

HERB FARMING PATCH

PICKPOCKETING NPCs - THIEVING LEVEL 98

Wandering the middle ring will be Cwys workers. Common pickpocketing items will include logs, seeds, compost, farming potions, farming amulets. Rare pickpocketing items will include bird nests and geodes.

BANK CHEST

OUTER CIRCLE:

ELDER TREE FARMING PATCH - FARMING LEVEL 90

The player can place an elder tree seed in this new farming patch if they have level 90 Farming. The elder tree seed will be a rare pickpocketing reward from Crwys elves, found rarely in bird's nests, added to the crystal and dragon impling, Evil Tree drops, and a drop from monsters with access to the rare drop table. The intention is that the seeds are more difficult to obtain than magic tree seeds.

An elder tree seed is grown in the same manner as existing trees, with a sapling grown in a pot and then added to this farming patch (no other tree can be planted here).

A planted elder tree acts identically to existing elder trees. It can be cut at any time, and after 5 minutes of chopping, the tree is depleted and becomes unavailable until it re-grows. It takes roughly 10 minutes of in-game time for the tree to completely re-grow.

SPIRIT TREE

A spirit tree will be added to the city, rising from the crater below, making it the largest spirit tree in-game. If the player has completed Prisoner of Glouphrie and they talk to the gnome guarding this tree, they will be able to gain access to +1 spirit tree farming patch, taking their total to 3 spirit tree farming patches at once.

The dark gnome will provide lore content about their relationship with the lorwerth and how the dark gnomes have had to adapt to the change of the Elf City.

PICKPOCKETING NPCs - THIEVING LEVEL 98



Workers in the Elf City will wear skilling gear similar to the above. Accessories and colours will change according to the elf's family. The face on the above concept art is not indicative of the final look of the elves.



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