

Configs & Definitions

- NPC Spawns
- Item Definitions
- NPC Definitions
- NPC Drops

Locations & Teleportation

- Spellbook teleports
 - Need to change their names
- Yanille
 - Shop stairs
 - Red key dungeon
 - Orange key dungeon
 - Magic Guild Ess Mining
- Legends Guild
 - Premium entrance
 - Nechryael dungeon
- Seers
 - Stairs for flax spinning
- Catherby
 - Ice Queen dungeon

Skills

- Mining
- Smithing
- Fishing
 - Catherby
 - Fishing Guild
- Cooking
- Firemaking
- Woodcutting
- Agility
 - Gnome Agility Course
 - Wilderness Agility Course (75+ agility)
 - Agility Tickets
 - Trade in for resources & agility XP
- Herblore
- Thieving
 - Cages
 - Chests
 - NPCs
 - Stalls (Ardougne)
- Crafting
 - Tanner
- Fletching

- **RuneCrafting**
 - **Rune Essence Mining**
 - **Nature Runes**
 - **Blood Runes**
- **Slayer**
 - **Task Crystal**
 - **[Slayer Master] Mazchna**
 - **[Slayer Master] Vannaka**
 - **Crystal Key**
 - **Locations**
 - **Taverly Dungeon**
 - **West Ardougne**
 - **Behind Ranger Guild**

Bosses

- **Dad**
 - **Require combat level 60**
- **San Tojalon**
 - **Require red key**
- **Black Knight Titan**
 - **Require orange key**
- **Ungadulu**
- **Nechryael**
 - **Require premium**
- **Ice Queen**
- **Abyssal Guardian**
- **Head Mourner (Slayer)**
- **The Tzhaar Beast**
 - **Require ship ticket**
- **The Most Evil Chicken**
- **Black Demon**

MISC

- **Level 91+ broadcasts**
- **Boss kill broadcast**
- **Rare drop broadcast**

Shops

Discontinue all shops and add an NPC for each skill(group) that you talk to and receive a kit for the skill(group) you want to train.

This way we can also let new players know how to start.

- **Shop replacement (see above explanation)**

For items that aren't counted as starter items, like skillcapes, we need to figure out an alternative way of doing it.

Quality of Life

- **Make magic spells light up when they're available.**
- **Turn off announcements to avoid chat spam.**
 - **Global**
 - **91+ broadcast**
 - **Boss kill broadcast**
 - **Rare drop broadcast**
 - **Local (/Player)**
 - **Skill messages (Example: "You fish some raw shark.")**
 - **Death messages**