

# The Great F2P Revitalization Project

Make F2P Great Again!

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## **Introduction**

The purpose of this project is to list all the suggestions for the free game.

With RuneScape having expanded a lot, it's time to greatly expand the F2P and make it feel more self-contained while still providing teasers for members content.



Back then, there was a sizable F2P community and approximately half of the servers were F2P. It also comprised a significant percentage. Nowadays, with the advent of bonds, this is much higher. But still, F2P deserves some polish.

## **Goals**

- Bring consistency in F2P to have access to 1-60 content while still making the highest available F2P content viable for training to 99. (And 120)
- Expand the gameplay time of F2P by over 40%.
- Get rid of artificial members requirements. Make them feel natural.
- Give F2P a proper taste of some members content. Try before you subscribe!
- Benefit ironmen by allowing access to unobtainable F2P gear.
- Learn more lore for free via questing.
- Put the free back in free-to-play MMORPG. F2P should NOT be a demo. It should be a game. The REAL demo was the Instant Demo.

## **How It Can be Done**

These proposed changes would be added, one update at a time.

It's estimated that with this amount of content that could be F2P, it can be done with over 8 updates and if done every four months over the course of two years, it should keep the free players happy with content updates.

## **What Will It Mean For Ironman Players?**

Oh yes, most of the items that are currently unobtainable for F2P ironmen would become available.

Complete access to being able to craft t20, t30, and even t40 equipment! Through shops and drops, they'll also be able to obtain t50 equipment.

## **Development Time**

Normally, it would take little development time since the existing content and assets would be used. Most of the smaller F2P updates could qualify for ninja updates and making existing members content F2P would require a bit of playtesting to confirm it fully works in free game.

## World

Free to play world will be expanded a bit.

### Silvarea & Paterdomus (Now F2P!)



~~If there's something that's been bothering me, it's THIS fence. Have you ever noticed the fence that completely cuts off access to Silvarea and Paterdomus? This does NOT make a good members content teaser especially with the advent of NXT. A good teaser is seeing Morytania from Paterdomus:~~

~~By changing the fence, this will open up 5 quests: Priest in Peril, All Fired Up, Broken Home, Missing Presumed Death, and A Soul's Bane:~~

Original Reddit Post: <https://redd.it/4eth67>

### The Deep Wilderness (Now F2P!)



~~The Deep Wilderness wall will be changed or removed so that free players have access to the Deep Wilderness.~~

~~The Deep Wilderness dungeon will be available. Fire Giants and Shadow Spiders can also be fought there.~~

~~You can also access the Mage Arena bank and buy runes from the shop. The lever at island blocked with web will take you back to Edgeville instead of Ardougne in F2P world though it's one way.~~

~~Scorpion Pit, Rogue Castle, and Volcano, oh my! Do you dare take on the Chaos Elemental?~~

### Warriors Guild in Burthorpe (Now F2P!)

~~Since the guild is located in Burthorpe, why not allow F2P to access it? The requirement will be lowered to require combined attack and strength of 90 or have at least 50+ in attack or strength.~~

~~In order to make the activities viable for training, XP from activities will have to be buffed. Players will also be able to fight the cyclopes for defenders up to Rune.~~

### Al Kharid Mine & Varrock Sewers Resource Dungeon

As of right now, these resource dungeon entrances exist in F2P worlds but they cannot be entered.

The resource dungeon in Varrock Sewers can also contain the only safe magic trees available in F2P as an incentive of reaching 65 Dungeoneering. Because it's located deep inside the dungeon, it's also very far away from bank. Magic trees could be phased in free worlds so a limited amount of magic logs could be gathered per hour or day.

For Al Kharid mining resource dungeon, the gem rocks are phased and replenish every day in F2P worlds. Hopping won't work as when you hop, the rocks will still be depleted. This is done to curb botting by limiting how much gems enter the market.

### Green Dragon Resource Dungeon

Located in Crandor, it will require 40 Dungeoneering and having completed Dragon Slayer, the resource dungeon will contain baby and adult green dragons. They're F2P and they will drop dragon bones and green dragonhide, allowing players to make their own dragonhide armour.

### Mining Guild Expansion

At the present time, the Mining Guild is just a large mining area with lots of coals and some mithril.

It could receive the additions from OSRS, but also with the addition of concentrated copper, tin, iron, silver, and coal deposit. Concentrated copper & tin deposit would require 60 Mining, concentrated iron deposit would require 66 Mining, concentrated silver deposit would require 72 Mining. There's the usual 77 Mining requirement for concentrated coal deposit.

Add some iron and adamantite ores, along with the ore shop that has no initial stock. This should make the mining guild competitive with some of the best F2P mining areas.

### Chaos Rune Altar

Located in the F2P Wilderness, it would provide a way pure essences could be used over rune essences, especially the fact that pure essences are dropped by Giant Mole in F2P.

Chaos runes sadly don't have much use in F2P but they could still be sold. Or used for Curse spell.

### Other Smaller Areas

Those small members-only area could be made available to free players.

- Wilderness section of Edgeville Dungeon
- Red Dragon Isle
- Lava Maze Dungeon

## Quests

Quests are some of the most exciting content especially in F2P. Too bad there are many wasted potential. However, it won't take much effort to open up more quests. These are listed in alphabetical order. **Quests in yellow indicate they might be F2P soon.**

Quest Name	QP	Notes
All Fired Up	1	
Broken Home	1	
Buyers and Cellars	1	No capers though.
Gertrude's Cat	1	One of the RSC quests. Own and raise your own cat!
Missing, Presumed Death	2	
Perils of Ice Mountain	1	Would be possible if members skill cap are raised to 10.
Priest in Peril	1	No access to Morytania.
Rag and Bone Man	2	Only the quest itself, no wish list.
Recruitment Drive	1	Could do with graphical update. Only prerequisite is Druidic Ritual.
Rune Memories	1	
Song from the Depths	1	
A Soul's Bane	1	Could do with graphical update.
Tears of Guthix	1	Members skills are excluded if they're all level 10.
What Lies Below	1	
Witch's House	4	Now available to F2P and graphically updated!
Total	19	

The results? 15 additional quests made available to free players for a huge increase from 27 to 42. The new maximum Quest Points will be 75, up from 67.

**Novice:** 22 ⇒ 33

**Intermediate:** 2 ⇒ 5 (Target: 5)

**Experienced:** 2 ⇒ 2 (Target: 3)

**Master:** 0 ⇒ 0 (Target: 1)

## Distractions & Diversions

Currently, goblin raid is the only F2P D&D available. A few more distractions and diversions can be made available.

### Shooting Stars (Now F2P!)

This is a simple D&D really. It involves finding and mining a shooting star. A maximum of size 5 or 6 can spawn. In F2P worlds, they can only land in F2P areas.

It provides some nice AFK mining XP because let's face it. Mining is tedious to train past 60. There are some nice rewards to earn too. Astral runes will still be received but they can be sold on the Grand Exchange.

### Evil Trees (Now F2P!)

Evil trees up to Yew can spawn and allows for good woodcutting XP rates. It's simple enough as it involves cutting down and trying to kill the tree. It also involves cutting the roots for kindling.

### Treasure Trails

Easy clue scrolls could be available in F2P. Only the easy tier would be available. Any clue scrolls that require going into members areas won't appear in F2P worlds at all. Any F2P items from caskets would be obtainable too.

## Bosses

### Cockroach Queen



Reddit post: <https://redd.it/6s14u5>

Cockroach Queen, a solo F2P boss that will teach players about the boss mechanics, complete with enrage system and phases.

Combat Level: 140 (240 at 100% Enrage)

Life Points: 30,000 (60,000 at 100% Enrage)

Max Hit: 480 (980 at 100% Enrage)

### Chaos Elemental (Now F2P!)



With the alteration of the Deep Wilderness wall, the boss will be made available to free players. With a combat level of 305, the boss is to be feared!

Chaos Elemental is soloable even with F2P gear and food.

## Skills

### Fletching (Now F2P!)



~~The only skill that's a wasted F2P potential. It's been years and the skill is still members only. It's time for a change and allow the free players to finally train, even all the way to 99 and 420!~~

**Bows:** Up to magic, both shortbows and shieldbows.

**Crossbows:** Up to rune.

**Ammo:** Up to rune arrows and rune bolts.

However, Fletching can be reworked in a different manner. Especially the crossbows to have the tier of logs be equal to tier of metal for crossbow stocks. The proposed level change applies to crossbows and bolts too. Teak and mahogany crossbow stocks will be removed.

### New Material Pairing and Levels for Weapons (Including Crossbows) and Ammo

**Bronze/Regular:** 1-9

**Iron/Oak:** 10-19

**Steel/Willow:** 20-29

**Mithril/Maple:** 30-39

**Adamant/Yew:** 40-49

**Rune/Magic:** 50-59

**Dragon/Elder:** 60-69 (Members, add elder crossbow stock)

~~Crossbows have been long neglected. Heartseeker crossbow is available to F2P even up to level 50. It's time for a change:~~

~~Crossbows, including two-handed and offhand variants, should be available to free players. By including the standard crossbows from bronze to rune, this will allow more styles of Ranged.~~

In order for magic trees for woodcutting to be made F2P to be akin to runite for mining especially as they're the components for t50, Varrock Sewers resource dungeon will have to be made available to F2P. A magic tree can also be added to the Deep Wilderness or in the center of Lava Maze where you have to make the risk if you don't have 65 Dungeoneering.

### A Taste of Construction & Former Members

It's important that free players are entitled to try out POH customization before they go members. That's why with skill cap being raised to 10, you'll be able to have four rooms and construct some furniture. Especially bookshelves.

It also provides a permanent way to train Construction without lamps up to 10.

Should membership expire, any rooms and furniture would remain. Furniture and objects would remain interactable though when it comes to workshop, you can only make flatpacks that require 10 Construction or less. All flatpacks, however, would be usable in F2P.

Certain objects would no longer be usable. However, you can retrieve F2P items from storage in costume room. House location would be reset to Taverley or Rimmington.

### Members Skill Cap Raise

By raising the skill level cap for members to 10, it will give a proper taste of members content. Here is a list of potential new unlocks if the skill cap is raised. Fletching isn't included as there is a proposal to make it a F2P skill.

- **Agility:** Can use the river crossing shortcut from Lumbridge Swamp to Al Kharid even though the shortcut is useless thanks to the bridge. Recover run energy a bit faster.
- **Herblore:** Can clean marrentill. The ability to brew strength and defence potions.
- **Thieving:** Can pickpocket farmers.
- **Slayer:** Can slay Cave Bugs (level 7) and Cave Crawlers (level 10). Lumbridge Swamp Cave is accessible though monsters requiring Slayer higher than 10 won't appear at all. There will have to be F2P access of light sources though.
- **Farming:** Can plant cabbages, guam, and redberry bushes. Can restore the cabbage patch after Death of Chivalry.
- **Construction:** You'll be able to own a player-owned house. Parlour, Kitchen, and Dining Room can be constructed along with the furniture. Boosts are allowed to construct furniture that has level requirement higher than 10.
- **Hunter:** Not really much for the skill unfortunately. Still capped at 10 for consistency.
- **Summoning:** Can summon Spirit Spider. Can summon all cub familiars in Daemonheim. Can wear antlers. Max combat level of 127!
- **Divination:** Complete access to products made with pale energies, can make boon.
- **Invention:** Have it display as -/- instead of 1/1. It won't count towards total level.

The new maximum total level will be 1794 by having 99 in all F2P skills including Fletching (120 in Dungeoneering) and 10 in all members skills. For virtual levels, the new maximum total level will be 2130.

 120 120	 120 120	 120 120
 120 120	 10 10	 120 120
 120 120	 10 10	 120 120
 120 120	 10 10	 120 120
 120 120	 120 120	 120 120
 120 120	 120 120	 120 120
 120 120	 10 10	 10 10
 10 10	 10 10	 10 10
 120 120	 10 10	 — —

## **Minigames**

These minigames will be made available to free players.

### **Stealing Creation**

Since the entrance is located in the Gamers Grotto, it could be possible to make the minigame F2P. Class 5 materials and hunter spots are removed in free worlds.

Sacred clay equipment would be buyable and usable. They're tier 50 as well.

### **Deathmatch**

Let's face it, Deathmatch is Deadmatch. That means it's dead content. Since in F2P, they can only use F2P gear, that would mean no more overpowered T90 gear ruining PvP.

The following rewards would be available:

- Small rune pouch
- Preserved meat (HP restored capped at 1450 in F2P worlds)
- Deathmatch title scroll
- Deathmatch taunt scroll
- Supreme hunter's helm (Cosmetic)
- Corrupt rogue gloves (Tier 60 hybrid gloves, would be BiS in F2P)

### **Castle Wars**

F2P players could be able to play games of Castle Wars and with the gear restricted along with no Ancient Magicks, this should make for a more balanced battle. Castle Wars is F2P in OSRS, why not RS3?

The following rewards would be available:

- Armour up to Intricate Decorative set
- Faithful Shield
- All God Halos
- All Capes

### **Removal of Burthorpe Games Room & Addition of Portable Games**

The game is dead content so why not remove it?

The games will then be moved to a new shop located at where the stairs currently are. Faruq will also sell these games and you can buy them for a few gold pieces.

In addition, the interface will also be updated to be brought to RS3 standards.

Playing the game is as easy as using any of the games on players. This will send an invitation and when the player accepts the invitation, the game starts.

Here's the image: <http://i.imgur.com/HZHcUk0.png>

## New Equipment

Diversify the choice of equipment!

### Splitbark Armour (Now F2P!)



~~It's a level 40 magic equipment but it's members only. This can be changed by making the set F2P and allowing players to buy them through the Grand Exchange.~~

~~The armour can be given a new look to resemble what Wizard Jalarast is wearing. Come on, it's been YEARS! The new style also provides another choice of style for the free players. If you wanted the old looks, Replica Splitbark would be available.~~

A possible ironman way would be adding hollow trees to the Wilderness and add noted fine cloth to Giant Mole and Cockroach Queen drop table.

### Elite Black Armour Set



It's a level 40 melee power armour set.

Free players would be able to obtain them through the Grand Exchange.

It's more used for cosmetics though it'll provide a new gear that can be useful for PKing. It'd probably find some niche use though.

Maybe allow dagon'hai robes to be wearable in F2P for magic equivalent.

### Gud Raider Set Additions - Melee T55 Power Non-Degradable

Gud raider helmet and tassets could be added to complement the gud raider chestplate, shield, and axe. They would all be t55 and provide some bonuses to melee. In addition, there could be off-hand gud raider axe.

### Corrupt T60 D2D Equipment (Optional)

Corrupt equipment will be adjusted to last 1 hour in combat instead of degrading to dust after 30 minutes of just being worn.

- For melee (Corrupt Dragon), full helmet and platebody will be added.
- For ranged, the armour could be Corrupt Dragonhide armour and the weapon could be Corrupt Elder bow/shieldbow and Corrupt Dragon crossbow.
- For magic, the armour could be Corrupt Infinity robes and the weapon could be Corrupt Master wand and Corrupt Mages' Book.

### Spears, Hastae, Halberds, Claws, Throwing Axes, and Darts

More diversity of weapons! Bronze throughout rune will be available in free worlds. These can be bought in Grand Exchange or dropped by some creatures. Spears are currently on the ninja backlog.

For ironmen, claws and thrown axes could be smithed while the spears are dropped from various creatures. Darts would be added to a shop.

### Crossbows (Now F2P!)

~~Bronze throughout rune crossbows (dual-wielding and 2h) will be usable, along with iron throughout rune bolts.~~ When combined with Fletching being made F2P, this is a great opportunity for ironmen too.

See the Fletching section for more details on F2P fletching.



### Battlestaves

Battlestaves are tier 30 magic weapons and elemental battlestaves do provide unlimited elemental runes for use with spells.

However, it's currently members only. Since it's tier 30, it could probably be made F2P. With that, we could see some niche uses too. Mystic battlestaves could remain members only, and made tier 50.

### Gilded Armour set (Optional)



These armour are wearable in F2P in OSRS but not in RS3. It could be made available to free players since it's basically just golden version of rune armour.

### **F2P Max Title (Optional)**

Requiring 99 in all F2P skills including Fletching as well as 10 in all members skills, this would symbolize dedication to maxing out using only the free content available.

Title: "\_\_\_\_\_ the Maxed F2P"

### **The F2P Completionist Title (Optional)**

A special title available to free players who have achieved everything.:

- 99 in all F2P skills (including Fletching), 120 in Dungeoneering, 10 in all members skills
- All F2P quests and miniquests (72 Quest Points total)
- All Dungeoneering chronicles obtainable in F2P
- All music tracks obtainable in F2P
- All achievements that are doable in F2P
- Activated all the F2P lodestones
- Reach Rank 1 Esteem from Runespan
- Purchased every F2P Dungeoneering reward at least once
- Entered every F2P resource dungeon at least once
- Claimed the rewards of Stronghold of Security and Stronghold of Player Safety
- Finished Three's Company with unabridged rewards
- Completed the first 4 Doric's tasks
- Obtained and sold all the statuettes in Lumbridge Catacombs
- Assembled the Mask of Dragith Nurn once
- Assembled the Skull Sceptre once
- Engraved Onyx amulet for Dororan (Needs 90 crafting)
- Unlocked the Cremation ability
- Obtained the Cower shield and drained it of bonus XP
- Killed the Giant Mole and King Black Dragon at least once

Title: "\_\_\_\_\_ the Ultimate F2P"

## Completion of Armour Sets (Resolved)

Original post: <https://redd.it/6tme3a>

~~You know what's literally unplayable? Missing pieces of F2P equipment!~~

All sets now have their respective shields. Splitbark is graphically updated. So this is done.



## Miscellaneous Content & Smaller Changes

These are the smaller changes that could qualify for ninja updates. Anything marked as ironman-enhancing is the type that will greatly benefit ironman players.

### ~~Doric's Tasks (Now F2P!)~~

~~The first four Doric tasks could be doable since none of the tasks require you to go into members-area. Also, the materials for the tasks are obtainable in free worlds.~~

~~Once the first four tasks are completed, you would have earned 9000 bonus smithing XP and you'll see a nice display of steel equipment at Doric's shop.~~

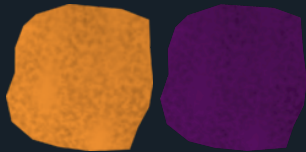
### Goblin Cower Shield

Dropped from goblin bosses and needing 5 defence, it has almost no uses except to claim bonus XP. Practically useless aside from cosmetic.

### ~~Studded Leather Crafting (Ironman-enhancing) (IMPLEMENTED!)~~

~~Allow free players to make steel studs and attach them to leather armour. Also allow coifs to be created.~~

### ~~Carapace & Batwing (Ironman-enhancing) (IMPLEMENTED!)~~



~~Even though the armour is available to free players, the material isn't.~~

~~By allowing carapace to be dropped and by having giant bats spawn in free worlds along with batwing drop, this will allow F2P ironmen to have complete access to making t30 equipment.~~

~~The only reason they were members is because of high alchemy prices. By changing the alchemy prices, they can go F2P.~~

### Giant Mole Drop Table Additions (Ironman-enhancing)

Giant Mole would drop noted Fine Cloth as the component needed for Splitbark armour.

In addition, Rotten Fang would be available that unlocks the pet.

### King Black Dragon Drop Table Revamp

The drop table of KBD in free worlds can be... disappointing. I'd like to propose making some changes.

- Add KBD head drop. It can then be sold to Oziach for 2 million coins or saved until you become members.
- Allow the dragon rider gloves and boots to be dropped. They would provide the best in slot for F2P gloves and boots as they're t60 hybrid. **It would also allow you to get Last Riders book.**

- Allow dragon bones to be buried in free worlds as viable Prayer training past 50. That way, players can bury them for 72 Prayer XP or cremate them for 180 Prayer XP.
- Allow KBD to drop noted magic logs. The magic logs then can be sold on the Grand Exchange or used in Firemaking and Fletching.
- KBD scale drop that unlocks boss pet.

### A Taste of Occult Floors (Optional)

Once you reach 71 Dungeoneering, you'll be allowed to complete 1 run of Occult floor before you have to become a member. This is designed to give a preview of members content.

### Retribution and Redemption

These prayers are currently members only. Retribution requires 46 Prayer and Redemption requires 49 Prayer. With these new prayers, it will bring F2P players some new strategies.

Someone about to kill you in wilderness? Activate Retribution and get the last laugh. Low on HP while fighting Giant Mole or a boss? Activate Redemption.

Redemption works great with Twisted Bird Skull necklace.

Smite remains members only however.

### Chocolate Milk

Chocolate dust and milk bucket are F2P yet the chocolate milk is members only. Pretty simple to fix and chocolate milk only restores 200 HP (20 in Legacy) anyway.

### Pineapples

Even though there are Pineapple plants in F2P section of Karamja, they can't be obtained and therefore pineapples are currently members only.

A single pineapple can be cut up into 4 rings as usual for a total of 800 HP restored. Pineapple chunks can be used to make pineapple pizzas. However, health restored is scaled down to 725 HP per bite for a total of 1450 per pizza.

### Churning Milk

With the churner available in Gower and Port Sarim farm, we could have the option to churn the milk into cream, butter, and cheese.

This will also add more variety to baking potatoes and providing more ways of gaining cooking XP. Also it allows you to obtain cheese in large quantities as ironman, good for pizza daily challenges.

### Goblin Book (DONE!)

These books are dropped by goblins yet they are members. Allow the book to be dropped in F2P worlds and free players could read them to learn a bit more about the lore.

### Bonecrusher

The item requires 21 Prayer and 21 Dungeoneering but the item is currently members only. They could be useful to F2P and it would greatly help with Giant Mole when combined with twisted bird skull necklace.

### Wilderness Update Fix (DONE!)

Some of the achievements could logically be done in F2P worlds but they won't unlock properly, unlike Varrock and Falador where some tasks could be completed.

Chaos altar in the Wilderness currently doesn't work in F2P worlds. It can be an easy fix for those but reduce the XP to 200% compared to 350% in members.

### Daemonheim Achievement Fixes (DONE!)

Currently, Daemonheim tasks don't unlock properly if such achievements are doable in F2P, unlike Varrock and Falador.

I would like to propose fixing those. Maybe add Daemonheim and Wilderness herald capes.

List of achievements: <https://redd.it/6x0wbr>

## Potential Update Ideas

Those are only examples! Those updates can be set 4-6 months apart to keep the hype up.

### **F2P Extravaganza II: Free World Expansion + Quest Galore II! (Early 2017)**

- *Would be comparable to opening up Taverley and Burthorpe for F2P in size.*
- ~~Silvarea and Paterdomus~~
- ~~Deep Wilderness and the dungeons~~
- ~~All Fired Up, Broken Home, Priest in Peril, A Soul's Bane, Missing presumed Death~~

### **F2P Extravaganza III: Crafting Expansion + Fletching! (Mid 2017)**

- *Would be comparable to the first F2P extravaganza in size.*
- ~~Fletching skill (Up to 99, 120 and 200m!)~~
- ~~Crafting green dragonhide~~
- ~~Dragonhide boots (green and blue) that are craftable.~~
- ~~Materials for Splitbark to bring to Wizard Jalarast~~
- ~~Crossbows from bronze to rune, available in off hand and 2h, along with bolts up to rune~~
- ~~Dungeoneering integration: Fletch ranged weapons up to t40~~

### **F2P Extravaganza IV: Quest Galore III! (Late 2017)**

- *Designed to deliver a lot of adventures to the free players. Make more use of the F2P areas.*
- Members skill cap raise to 10
- Lumbridge Swamp Cave
- ~~Buyers and Cellars, Gertrude's Cat, Perils of Ice Mountain, Rag and Bone Man, Recruitment Drive, Rune Memories, Song from the Depths, Tears of Guthix, Witch's House~~

### **F2P Extravaganza V: Fun & Games! (Early 2018)**

- *Could pertain to Minigames and Distractions & Diversions.*
- ~~Shooting Star~~
- ~~Evil Trees~~
- Easy-level Treasure Trails (Or hopefully included with clue scroll rework)
- Stealing Creation and its rewards
- Castle Wars and its rewards
- Deathmatch
- Removal of Burthorpe Games Room & Conversion to portable games

### **F2P Extravaganza VI: ??? (Mid 2018)**

- *What could it be?*

## Suggestions & Feedback

Got any suggestions and feedback for this document? Leave some comments on the post on r/Runescape if you need to point out some content that needs adding, changing, or removing.

Thank you for taking the time to read this document and I hope you enjoyed reading! Make F2P Great Again!

Inspired by: [https://www.reddit.com/r/runescape/comments/35iogp/f2p\\_suggestions/](https://www.reddit.com/r/runescape/comments/35iogp/f2p_suggestions/)

Also see:

[https://www.reddit.com/r/runescape/comments/5lsz74/the\\_great\\_f2p\\_revitalization\\_project/dbyayzl/](https://www.reddit.com/r/runescape/comments/5lsz74/the_great_f2p_revitalization_project/dbyayzl/)