

Dungeons of Orthen (Anachronia Raid)



This document may look a little strange when viewed on a mobile.

RuneScape 3 is yet to have a proper 'raiding' experience when compared to content such as the Chambers of Xeric or Theatre of Blood in OSRS. In 2015, the Liberation of Mazcab was released which included two bosses. This isn't to say Beasmaster Durzag and Yakamaru aren't good bosses, they are. However, players expected a few more encounters. Whilst there are concepts for an Airut Shaman, Fire and Air Elemental bosses, it is unlikely that they will be released any time soon. Especially given that the original developers have since moved over to the unannounced MMO.

From 2018 to 2019 we received three Elite Dungeons. In my opinion, Elite Dungeons are absolutely fantastic pieces of content - but again, they're not Raids. The team sizes are relatively small, the bosses aren't super challenging and the bosses are limited to three. Whilst they're great combat activities, they're not quite as grand as the experience provided by Chambers of Xeric and Theatre of Blood. In 2010 the Dungeoneering skill was released which is quite close to what a Raiding encounter could be, but over time has lost its lustre. The bosses (which were great) weren't rebalanced for EoC and Dungeoneering no longer offers any 'endgame' rewards.

In my opinion, a thoroughly designed and content rich Raiding experience could offer a lot to RS3, bringing players together and being a genuinely fun and bespoke piece of content. The previously mentioned content isn't bad by any means, they all hit on something special, therefore for this design I will be drawing upon all of that previous content. An amalgamation of Mazcab, Elite Dungeons, Chamber of Xeric, Theatre of Blood and Dungeoneering.



Core Gameplay

The 'Dungeons of Orthen' raid will include a variety of bosses and a final boss encounter, skilling and puzzles. As well as using random/procedural generation in order to make the raid feel different every time that you play through it.

The Raid will have three difficulty modes, similar to Mod Pi's proposal for the Hostilius raid and cater for up to 100 players, similar to Chambers of Xeric and Mod Pi's Hostilius proposal. The raid will be balanced for 10 players, but scale up in difficulty with each additional player. E.g: more mobs, bosses have more LP, etc. This makes this a perfect piece of content for clan events, livestream events, masses, etc. It also makes it easier for additional players to join in. Whilst this will be scaled to 10 players, it will be possible with 8-9 and most definitely possible with less on the easier difficulties. The Raid could also have a dedicated world, in which players can find others wanting to join in at 'The Hub'.

This could also see the long-awaited rework to the Grouping System that Jagex has mentioned quite a few times in the past. Player's would be able to choose from a list of groups that want additional players with a much more user friendly interface. E.g. Players could see that one team has 7 players and is looking for 10, whilst another has 20 players and is open to any number of players joining (this would therefore be a mass).

Aside from ideas which are about to be mentioned in 'The Hub' section. Jagex could definitely do more to encourage players banding together to face *all* bosses in the game. Reworking the group system would be a good start to this, but players could also be given

things like bossing tasks which award an experience lamp, or points for an entirely new reward system. War's retreat could do a lot more to help this, as currently the rewards it offers are not the most interesting or fantastic.

Certain loot will only be available on certain difficulties, e.g you may only be able to acquire a T92 weapon drop on the hardest difficulty. However, there will be no mechanics that prevent players from getting loot if there's more players (for example, as seen with Nex Angel of Death). Rather, the loot pool will be split amongst the amount of players. Similar to how back in the day all players had a chance of receiving a rare drop from a Nex or Corporeal Beast mass. The tradeoff being that it is very unlikely that you will be the one receiving loot. For example, if the loot was (hypothetically) 1000 Rune Bars and there were 10 players - each player would receive 100 bars. Whereas if there were 20 players, each player would receive 50 bars. It obviously wouldn't be as cut and dry as this, as different drops will drop in different quantities and different items have different values.

Dungeons of Orthen will be located in the South East of Anachronia, beneath the broken iron bars next to Laniakea. Beneath the broken bars will be a 'hub' area, with a bank chest, rewards trader, and other mechanics and NPC's which add to the experience of the Raid and encourage players to come together.

The Hub

Beneath the broken bars and Laniakea, players will find themselves in a large cave area. This is filled with the ruins of Orthen, overgrown plant life and fauna such as Ancient Zygmites and Seedlings (more on these later).

Players will find amenities such as a bank chest, a rewards trader, a bonfire, an altar, obelisk, etc. here. There will also be some new features.

Boss Assistance Reward System

The boss assistance reward system was designed to encourage players to help one another with bossing. Specifically players who you wouldn't usually boss with. However, the rewards for doing so are not fantastic enough to encourage you to help others.

For completing the Raid with anyone under 50 kills will allow the player to receive additional currency from the raid. They will receive more currency if the player has zero kills (e.g. 5%), slightly less if the player has less than 10 kills (e.g. 4%), with diminishing returns until 50 kills. This is because one of the problems with the current system is that once a player reaches 10 kill count they are on their own. 10 kill count is arguably not enough to persuade an advanced team to let you join in.

There could also be other rewards for this. Such as a chance at the loot table every X players assisted, cosmetics, titles, pets, etc. Obviously the numbers above are not final, just an example.

Laniakea / Ancient Zygomite

Laniakea can offer players additional Slayer Tasks which can only be completed inside the Raid. She will ask the player to focus on a particular trash mob, completion of this will result in reward currency and a chunk of slayer experience. This may be completed over multiple Raid encounters, or perhaps it has to be completed in a single run. Dunno. Alternatively, it could be something such as a Zygomite which also offers skilling tasks in exchange for a chunk of experience. Skilling inside of the Raid is explained later on.

Rewards Trader

As mentioned above, there will be a rewards trader. Most currency will be acquired through completing the Raid, but it can also be acquired from Laniakea's special tasks and the boss assistance system. The available rewards will be explained later.



Lore

If you have no interest in lore, feel free to keep on scrollin'.

We currently do not know a lot about Orthen or where the current storyline is heading. At least, not enough to explain exactly what Jagex plans to be in this particular area of Orthen. That being said, Mod Raven has implied the plans regarding Anachronia have changed a few times since the initial conception. This is just one narrative idea as to why the Raid may exist, but Jagex could really come up with anything.

Long ago, before the First Age, the Dragonkin began their experiments on Orthen. They experimented with the sentient flora, huge lizards, their own essence. They tried to remove their curse, they sought to create creatures capable of fighting the great Mothers.

However, some of their creations could not be tamed. Too powerful, too intelligent, they did not obey their creators. The Dragonkin created a labyrinth beneath Orthen to hold their creations, for they knew a day would arrive when they would be needed.

In the Sixth Age, Kerapac returned to Orthen with the Needle, Staff and Mirror. He uprooted Anachronia from the past, transporting it to the present, replacing the, now, Fossil Island. Whilst he aimed to repair the crucible, he also wanted to awaken the monstrosities beneath Orthen to fight against the mothers.

But what happens when something in the present is replaced by a version of itself in the past? What of the Dragonkin and their creations on, what was present day, Fossil Island?

Upon visiting the Labyrinth, Kerapac found that the ancient experiments had been warped. Stronger than ever before, writhing in agony. As if the curse had never been removed, as if the stone had never been destroyed. What of Skeka and Zorgoth...?

Kerapac did not have time to investigate. This was but a small complication in the mission for greater good. He had the Elders to deal with.

The Raid

Players will have to be well prepared before entering the Raid, as there will be no bank chests once inside (though if this is a bad idea, it could be changed so that there's intervals where players can bank). Instead, players will have to utilise randomly generated skilling locations in order to stay alive. There will also be puzzles inside of the raid which can successfully be completed or 'failed'. Successfully completing a puzzle means that additional loot will be added to the final chest, whereas failing the puzzle means that additional loot will not be added. Players will also find trash mobs and other encounters between bosses.

Skilling

Between bosses players will find various skilling locations. These can be used to help make the Raid easier, allowing players to stock up on necessary supplies. Players will use whatever tools they have in their toolbelt, but tools *will* matter. Therefore, players may wish to bring with them their best hatchet, pickaxe, and any other skilling items. All materials will be tradeable, but will be removed from players if they leave the Raid. **Players can bring whatever they like into the Raid (gear, supplies, etc) but there are no banks to restock.**

Anachronia Tree Root (Woodcutting, Firemaking & Fletching)

Anachronia Tree Roots can be used to acquire logs. Logs are used for creating fires to cook food and to make planks via Fletching to construct with.

Prehistoric Fishing (Fishing, Cooking & Construction)

Players will be able to catch prehistoric fish in order to renew and savour their supplies. There will be multiple types of fish, all of which can be cooked on bonfires. Fishing spots may either be permanent or limited, depending on how Jagex would like to go about it. Cooked fish will heal different amounts based on the chosen difficulty of the Raid. The types of fish could be the following, heal numbers are only hypothetical and may be changed.

Armoured Goblin Shark

- Acts as the main source of food, similar to Sailfish/Sharks.

- Heals 2000-2200

Giant Starfish

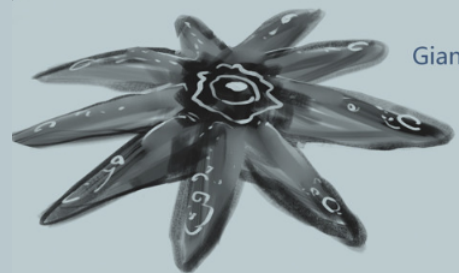
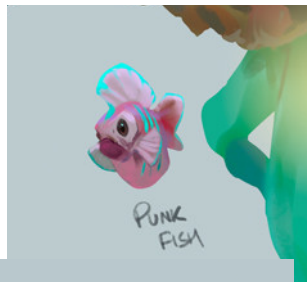
- Eaten in three bites. Each bite heals 700 LP.
- Players do not lose adrenaline when eating a Giant Starfish.

Brickfish

- Heals 500 LP.
- Resets anticipation (ability)
- Increases maximum lifepoint capacity for a limited amount of time
- Reduces incoming damage by 5-10% for a limited amount of time
- Used in Construction.

Punk Fish

- Stackable food source
- Heals 200 LP
- Gives the player 1-2 adrenaline



Strange Compounds (Mining, Smithing & Crafting)

Players will be able to find a variety of strange ores throughout the Raid.

Concentrated Drakolith Ore

- Used as a 'coal' to heat furnaces when Smithing.
- Used to create 'Dragon' metal from Strange Orichalcite Ore.

Strange Orichalcite Ore

- Used with '*Concentrated* Drakolith Ore' to create 'Dragon' metal.

Strange Compound

- Must be smelted, and then used as an ingredient to create potions.

Ancient Dragon Bars

- Used in Construction.
- Used to craft special gear alongside **rare** loot from trash mobs. **This gear will be removed after leaving the Raid.** Think of it as a piece of equipment that can be made quite rarely in order to make the Raid easier. As in, a mob drops a rare piece of loot and the player thinks “wow! I can use that to give myself a buff!”. As with other materials, equipment will be tradeable.
 - Ancient Dragon Ring
 - Threshold abilities drain 10% adrenaline.
 - Ultimate abilities drain 95% adrenaline.
 - Player’s minimum hit is increased.
 - Ancient Dragon Bracelet
 - All food heals 5-10% more.
 - Potions are more effective.
 - Player’s maximum hit is increased.
 - Ancient Dragon 2H Crossbow
 - T95 Weapon
 - Special attack: Create an area of effect that increases your damage and the damage of surrounding players.
 - Ancient Dragon Staff
 - T95 Weapon
 - Special attack: Create an area of effect that increases your damage and the damage of surrounding players.
 - Ancient Dragon 2H Axe
 - T95 Weapon
 - Special attack: Create an area of effect that increases your damage and the damage of surrounding players.
 - Ancient Dragon Shield
 - Players standing in the tiles surrounding the player using an Ancient Dragon Shield will take slightly less damage.
 - Defensive ability cooldowns are decreased.

Construction Hotspots (Construction)

Throughout the Raid, players will find ruins and broken Dragonkin machinery. This can be repaired using previously mentioned materials such as planks, ancient dragon bars and brickfish. Players would be able to create:

- Farming patches
- Furnace and anvils
- Prayer altar
- Summoning obelisk
- Cooking range (higher cooking success chance than bonfire)
- Seedling House (rare hotspot, when repaired will increase the loot at the end of the raid)

Farming & Potions (Farming and Herblore)

Players may find a range of plants and herbs throughout the Raid. Some will appear naturally, others may only be found in the form of seed drops from monsters. Secondary ingredients will be in the form of monster drops and aforementioned materials.

Dragon Rage Potion

- More powerful than BIS elder overload.
- Ingredients for this potion will be hard to come by, not all Raids will have the ingredients for these. Even when the ingredients are found, it is unlikely that there will be enough materials to share amongst the entire party.
- May have a debuff effect such as reducing the players max LP.

Summoning Brew:

- Increases Summoning special move point capacity for a period of time.

Restoration Brew:

- Increases the amount that food, prayer points and summoning potions restore for a limited period of time.

Faithful Brew:

- Acts as a regular Prayer Potion.

'Saradomin Brew':

- Acts as a regular Saradomin Brew. It would not be called a Saradomin Brew.

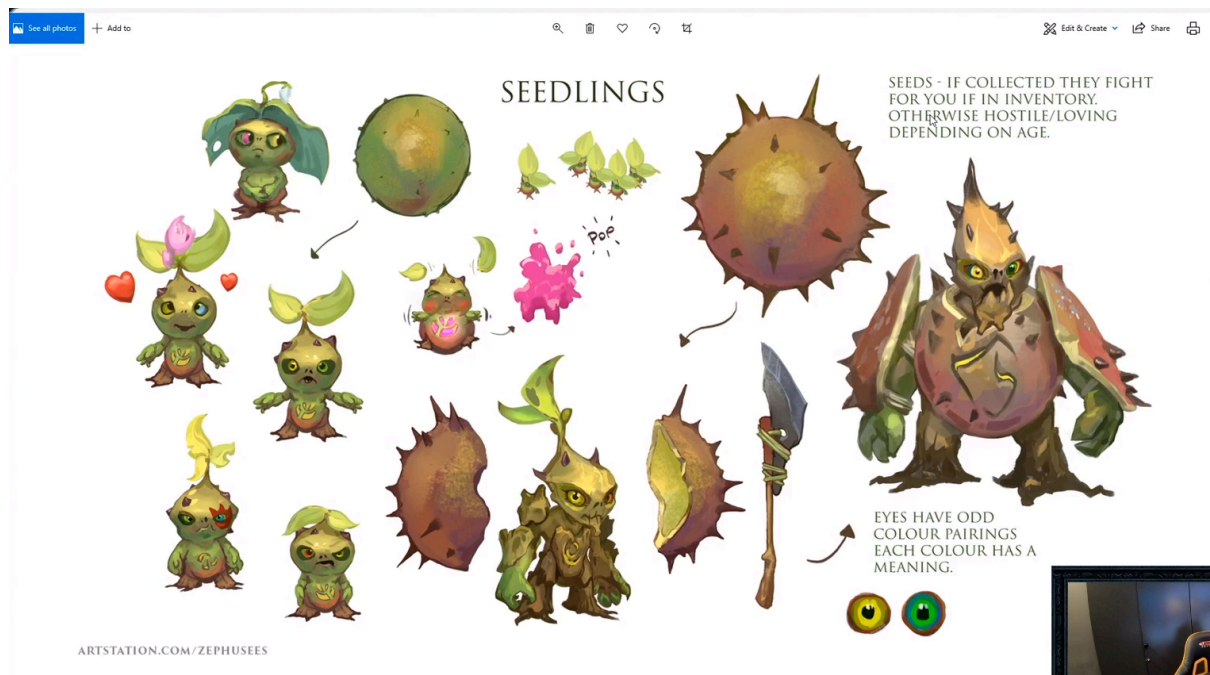
Puzzles / Encounters

Between each of the bosses, there will also be a number of puzzles and encounters. These puzzles and encounters will revolve around a cute, small race called 'Seedlings'.

Seedlings are small, plant-based creatures that live on Anachronia, and have unfortunately been the subject to much Dragonkin experimentation. They have dug small tunnels throughout the Raid in order to move around and keep themselves safe - unfortunately, not all have been so lucky.

Puzzles / encounters will reward the party on successful completion, however, they can also be 'failed'. Successfully completing a puzzle means that an additional drop will be added to the loot pool at the end of the Raid, whilst failure means that additional loot will not be added.

Seedlings will have a lot of animations and interactions with one another, think Goebies from Mazcab.



Seedlings to Safety

One puzzle will involve some of the players choosing a seedling. They may carry this in their arms, or the seedling may follow them. Players must move across a dangerous area, avoiding obstacles and traps. Meanwhile, other players must help make the journey for those carrying seedlings easier. Knocking down pillars to create bridges, or temporarily turning off dangerous traps. If all of the seedlings are brought to safety, players will receive additional loot at the end of the Raid.

Hanging Cages

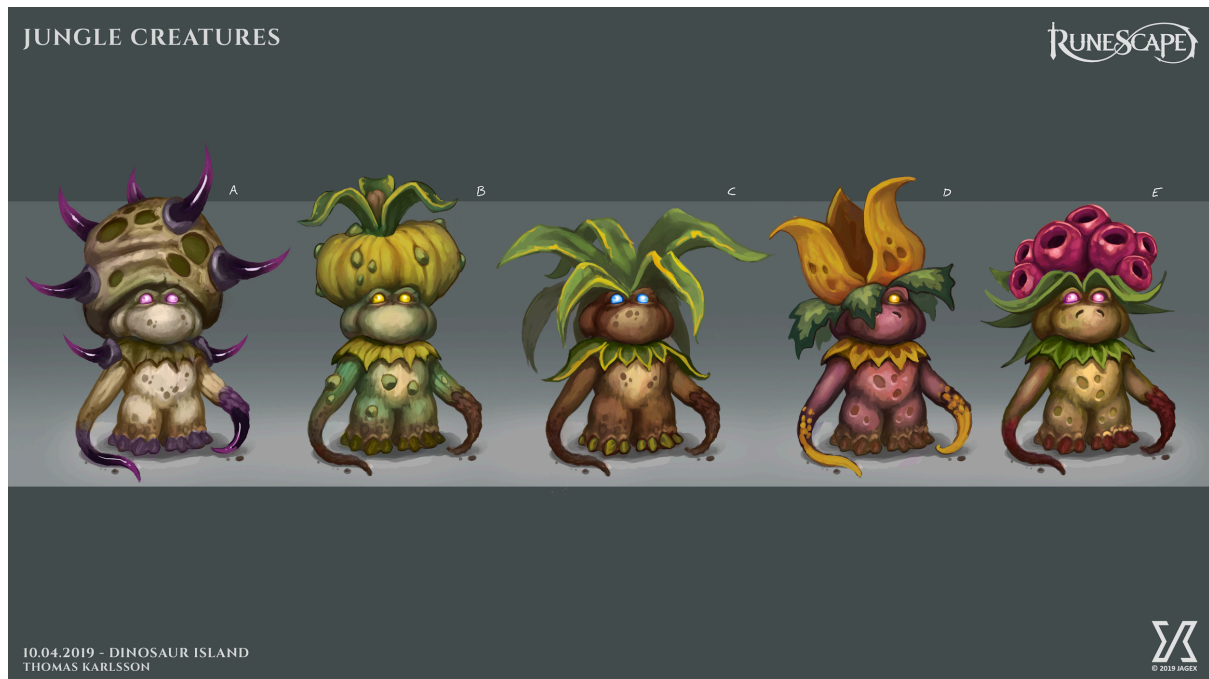
Players will find cages hanging from the ceiling with seedlings inside. Each cage will be attached to other cages by a series of ropes. Players must use levers to bring a cage down one by one, however, this will make the other cages move upwards, side to side, or may move traps. Some cages will be surrounded by spikes or above lava, so it is very possible to accidentally kill a Seedling. If players successfully release all seedlings, additional loot will be added to the end of the raid.

A 'Very' Small Village

The Raid will also be home to Ancient Zygomites. Players may come across a very, very, very tiny village which is under attack from trash mobs. The village consisting of Ancient Zygomites and Seedlings. Players will need to protect these cute creatures from trash mobs, and also repair their houses with planks. Unfortunately, the cute and cuddly creatures *can* die in this encounter. If all the zygomites and seedlings are protected, additional loot will be added to the end of the raid.

Pipes

Players will come across some pipes that look a lot like slides for very tiny creatures. That's because they are. Unfortunately, these pipes/slides are broken, twisted, and lead to some instant deaths. Players must fix the winding and somewhat confusing pipes to ensure that when the Seedlings jump in, they will come out safely at the other end. If all seedlings come out of the other side safely, additional loot will be added to the end of the raid.



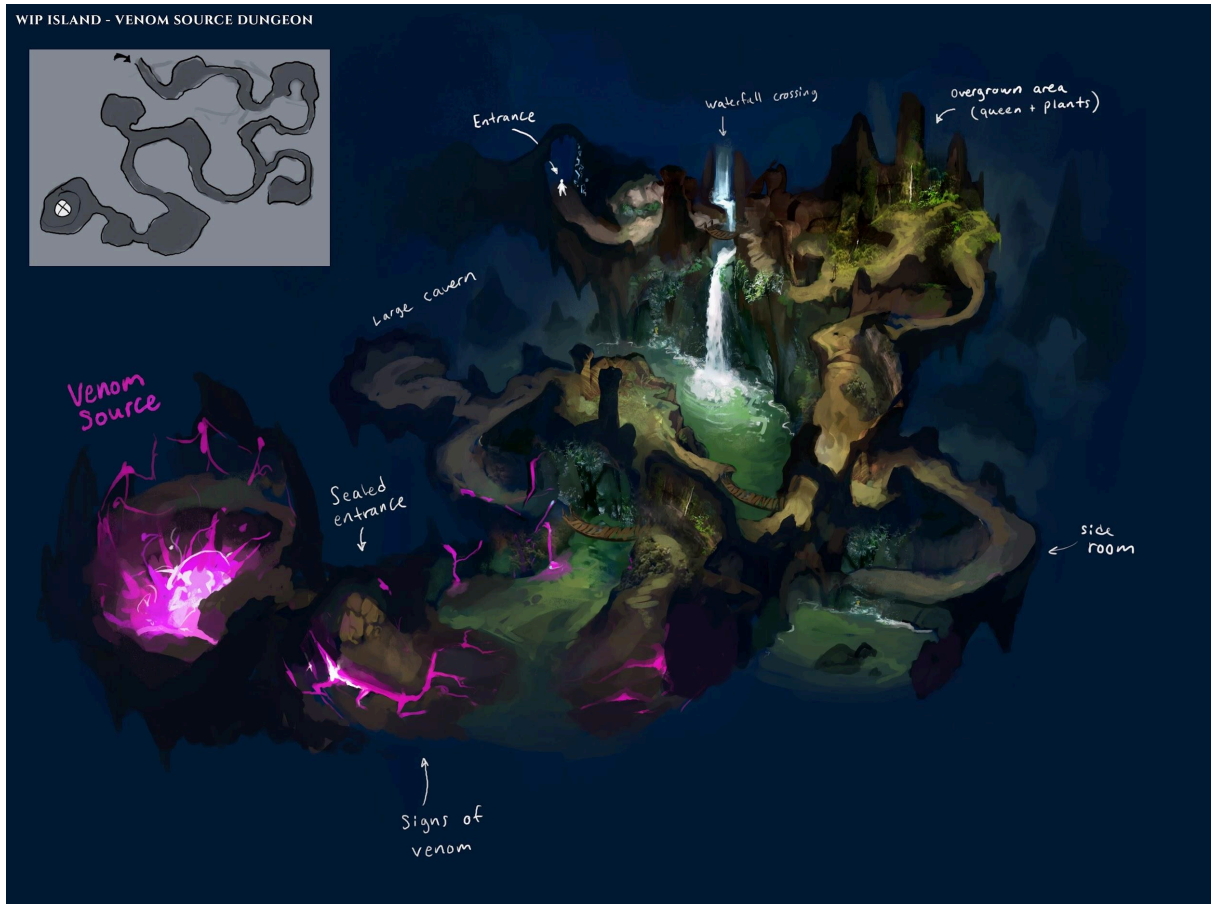
Bringing Home The Seedlings

Throughout each raid, 3-5 seedlings will be hidden. They may be wondering around, inside interactable objects, or found when exhausting a skilling location. If players can find all of these in each raid they will be heavily rewarded. At the end of the raid, players will find some ancient zygomites, each one corresponding to a particular seedling. Give the zygomite their seedling, and if all have been found, your team will acquire additional loot and raid currency.

Seedling Fetch Quest

Sometimes players will find a Seedling that requires a certain item to be made for them, or maybe it's a list of items including trash mob loot. Bring them all of their desired items, and you will be awarded additional loot at the end of the raid.

The Raid (Bosses)



The bosses and monsters within the Raid are inspired by the flora and fauna on Anachronia and various Dragonkin creations. These may be the ancestors of the future Dragons, Wyverns, Drakes and Wyrms.

Whether the Raid itself will be 'linear' is up for dispute. Perhaps players will get a random selection of bosses each time they attempt the Raid, perhaps they are on a weekly rotation, or perhaps every time they face the Raid they will fight the same bosses in the same order.

Regardless, here are some ideas for the bosses that may be fought within the Raid. Note: These may be horribly unbalanced ideas. The names are also not final by any stretch of the imagination.

Molten Drake



The 'Molten Drake' is inspired visually by the Malletops (RS3 Dinosaur) and Drake (OSRS Dragonkin creation). It is a hulking quadruped, that uses mostly fire and lava style attacks. Here are some ideas for its attacks:

Erupt

The volcanoes on the back of the Drake begin to erupt. This causes shadows to form on the ground where molten rock will land, damaging the player for ranged damage.

This will happen in one (or multiple) of a few different ways:

1. Shadow appears *under* the player.
2. Shadows are placed randomly.
3. Shadows appear next to or surrounding the player.

Hot Gas

The Drake will breathe in before exhaling a cloud of hot, venomous gas. Players caught in this will take rapid damage, both typeless and poisonous. Getting caught in this will poison the player, the longer the player is exposed to it the more poison damage the player will take.

This could be taken a step further as an additional mechanic or in the harder difficulties, whereby the 'gas' expands in size or moves towards players. Could also be something like the Black Stone Dragon, where the gas may begin to 'dissipate' but in doing so will follow the player around the map.

Charge

The Drake will roar before charging directly at a player. The Drake will move the player back until they hit a wall, taking high melee damage. Once the player is pinned to a wall, they will be stunned and then hit with multiple additional melee attacks.

Vine Hydra



A mighty Hydra created from the dangerous and sentient flora on Anachronia. Inspired by the Alchemical Hydra (OSRS Dragonkin creation), Jadinko (RS3), Jade Vine (RS3) and Vile Blooms (RS3). Here are some ideas for its attacks:

Poison

Attacking the Hydra will poison the player. This poison damage will ramp up throughout the duration of the fight. The longer the fight is, the more poison damage the players will take.

Vine Link

The Hydra may root it's vines into the player(s) in order to perform a few interesting mechanics. Here are some examples:

- 1) Hydra links itself to the player(s). Whenever the player(s) eat the Hydra is also healed. There may be a multiplier on this, where the Hydra is healed significantly more than the player. For example, if the player restores 2000 LP the Hydra may restore 4000 or even 20,000 LP.
- 2) Hydra links players together. When one player is damaged, all linked players receive the same (or reduced) damage.
- 3) Hydra links players together. When one player uses adrenaline, this will be removed from the other player.
- 4) Hydra links itself to a player. When the Hydra is damaged, so is the player.

Regrowth / Minions

When X amount of damage has been done to the Hydra, one of its heads will fall off and grow into a mighty minion. These minions will have synergy with each other and the boss.

The Hydra may also create links between its minions and players, as explained above.

The minions will appear in three classes:

- Damage (Melee)
 - Deal a *lot* of damage to players. Slower high-damage attacks, as well as very rapid attacks mid-damage melee attacks. Targets players with lowest life points and lowest defence.
- Tank (Ranged)
 - Has a lot of HP and defence. Targets players dealing the most damage to the boss.
- Healer (Magic)
 - Heals the boss and other minions periodically. Heals itself for a percentage of damage dealt to players. Creates buffs for the boss/minions and casts debuffs on players.

These minions could be a form of dinosaur, dragon, vile bloom or Jadinko. Here is some early concept art for Jadinko monsters that would have been found on Anachronia.

Jadinkos



Jadinko - Feral





These could also be used as 'trash mobs' throughout the Raid. Appearing in other boss fights, between boss fights, etc.

Thunder Wyvern



In OSRS, Wyverns are found on Fossil Island (Anachronia in RS3) and are a Dragonkin creation. This makes them a perfect fit for the Raid. The 'Thunder Wyvern' would be inspired by Wyverns (OSRS & RS3) and Apoterrasaur (RS) which are the pterodactyl-like dinosaurs. The 'thunder wyvern' would have power over electricity and lightning.

Sonic Blast

The Wyvern will teleport to the centre of the room and unleash a ring of lightning around itself. This will move outwards engulfing the whole room, similar to the walls of fire used by the Queen Black Dragon. Once the ring has hit the walls of the room, it will then invert and move back towards the Wyvern. In layman's terms, the ring will move outwards and then inwards. If players are hit by this they will be stunned and take considerable damage. It may also unequip a piece of equipment (armour and weapons).

Players will have to use abilities such as surge, escape, bladed dive, resonance and barricade in order to avoid this attack. Players may also use the Seren Spell 'Prism of Salvation' in order to avoid it.

Ball Lightning

The Wyvern will transform into a ball of electricity and bounce in random directions throughout the room. Players will have to judge the trajectory of the ball and move away from it. When the ball lands it will deal a lot of damage in a 3x3-5x5 area.

A more difficult version of this would be that the Wyvern transforms into multiple balls of lightning, all of which moving randomly throughout the room.

Static Floor

Occasionally, the Wyvern will exhale a powerful lightning strike which charges up the ground. This is visually represented by static electricity on the floor. If players stand on this their run energy will be depleted to zero, may be stunned, adrenaline drained, and will take constant damage.

Charged Blast

The Wyvern will charge up a powerful blast and then fire a wall of lightning (3x1) forward. Players caught in this will lose 15-25% adrenaline and take considerable damage. This can be avoided if the player moves out of the way when they see the Wyvern charging.

Thunderstorm

For the final section of the fight, the Thunder Wyvern will call upon a storm to fill the boss room. This will add some lightning effects which *constantly* damage players. The Wyvern will also gain increased damage output, accuracy, etc.

Conversely, players will gain 100% adrenaline at this point. The adrenaline will not diminish when threshold/ultimate abilities are used either. This is a difficult, but hopefully fun, section of the fight in which the players and the Thunder Wyvern are at their very best, racing to kill the other first.



Draconic Rex



Inspired by the various rex dinosaurs on Anachronia and Black Dragons. The Draconic Rex is a fire-breathing dinosaur, with black wings under its arms. Though it is very much not able to fly.

Maul

The Draconic Rex will target a player and move into melee distance. Extremely aggressively, it will claw, bite, bash and tail whip the player. Dealing high damage relatively quickly. Similar to Beastmaster Durzag. This will be it's main form of attack.



Dragon Breath

Occasionally the Draconic Rex will bow down and exhale a cone of fire, tilting its head from side to side as it traces the width of the cone. Players will take high dragonbreath damage and antifires will do little to prevent this.

This may leave residual flames on the ground afterwards. Players will need to avoid these in order to not take damage. It may also be that the flames are so hot, that close proximity to them will also do damage.

Defence as Offence

Occasionally the Draconic Rex will hold up its, otherwise useless, wings. This will reflect all damage back to players. Meanwhile, the Draconic Rex will use its tail to flail players, somewhat like a scorpion. The tail will deal melee damage but have quite a long attack distance.

Enrage

At multiple points throughout the fight, the Draconic Rex will charge forward into players and hit the wall. This will damage the Draconic Rex, but will also *enrage* it. Increasing its damage and accuracy. This means that the encounter becomes progressively more difficult throughout the fight.

Ceiling is Lava. Floor is Gone

The Draconic Rex will place its sights on the ceiling, breathing mighty flames upwards. This will cause the room to get much 'hotter' and debris to fall down. The falling debris will deal high ranged damage, but also destroy much of the room - similar to the Fight Kiln.

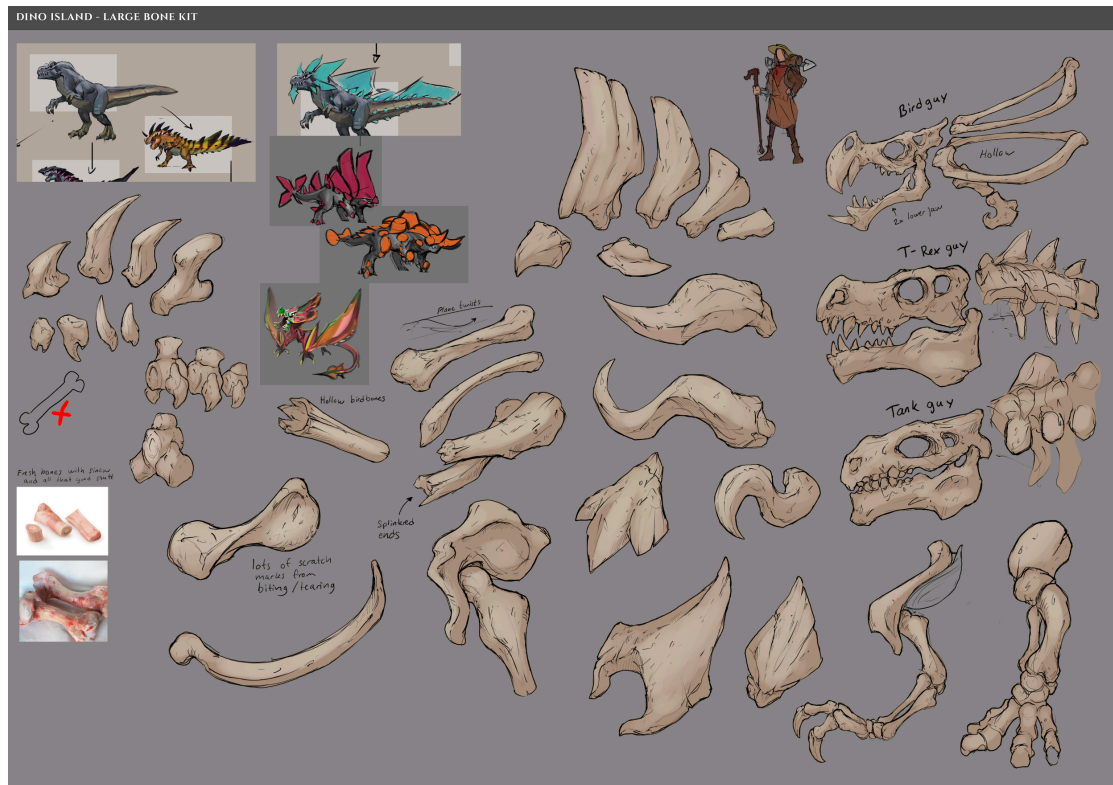
This may separate players to exclusive islands, making it easy for the Draconic Rex to pick players off one by one. The Rex will, of course, be able to jump between the islands - similar to Kal'Ger the Warmonger.

Fossilised Dinosaurs

Rather than being a single powerful boss, this encounter will be waves of skeletons. Paying homage to the idea of 'Fossil Island'. The idea here is that the warped labyrinth has pulled fossils from the 'present day'.

Players will be facing off against multiple types of fossilised dinosaur, increasing in quantity and difficulty.

Whilst this may sound easier than the other encounters, players will need to be well-organised and prepare for what could become quite the tank test.



Players will be fighting familiar dinosaurs such as Ripper Dinosaurs, Venomous Dinosaurs, and Brutish Dinosaurs. As well as previously non-combat dinosaurs such as the Rexes and Apoterrasaur (albeit in skeletal form). There will also be 'minibosses' thrown into the mix. More powerful skeletons with special effects.

Commander

Commands the fossils to attack a particular player. This is dangerous because having an entire room of dinosaurs focus on a particular player could prove disastrous. This dinosaur will therefore have to be dealt with swiftly. If a player is chosen, they and their team will have to use everything at their disposal to save them. Such as barricade, shield dome, and team mates provoking the dinosaurs.

Lich Dinosaur

This dinosaur's skeleton is imbued with various runes and symbols. Ranged and Magic dinosaurs will also be drawn to stand near it. The 'Lich Dinosaur' is able to cast a shield dome around itself and the surrounding ranged/mage dinosaurs, making them invulnerable to magic/ranged attacks. Requiring a player to enter the dome to kill it.

It is also able to summon more skeletons from the ground and heal weakened skeletons.

Brute

A larger dinosaur with significantly more life points. This will make its way through the crowds of enemies in order to do high damage to players.



Galvek



In OSRS, Galvek is a powerful serpent-like Dragon found on Fossil Island. He was incubated by the Dragonkin Zorgoth, and has power over the elements. This gives Galvek quite a basis within the lore to exist. It could be a creature like Galvek from long-ago, or that going back in time has created a warped Galvek. Some of Galvek's moves are inspired by the OSRS boss fight. Rather than having phases (fire > air > etc), Galvek will be able to use all of his moves at random.

Firebreath

Galvek will exhale an avoidable dragonbreath attack. This may be in a variety of shapes such as a horizontal wall, a linear line forward, a cone, etc.

Fire Bombs

Galvek will fire Fire Bombs throughout the boss fight. These will explode after a set period of time, or if they land next to a player. These will deal damage to a 3x3 area.

Tornado

Galvek will create a tornado. If players get too close to this it will suck them in, depleting their run energy to zero and dealing high damage.

Air Blast

Galvek will fire a powerful gust of wind at players and then blow fire at them. This will stun and damage the player. The player will have to use their freedom ability to move otherwise risk taking additional damage from the dragonfire.

Water Bubble

Galvek will choose a player at random and levitate them in a bubble of water. The player in the bubble of water will begin to rapidly lose their health. In order to be freed, another player must attack the bubble of water.

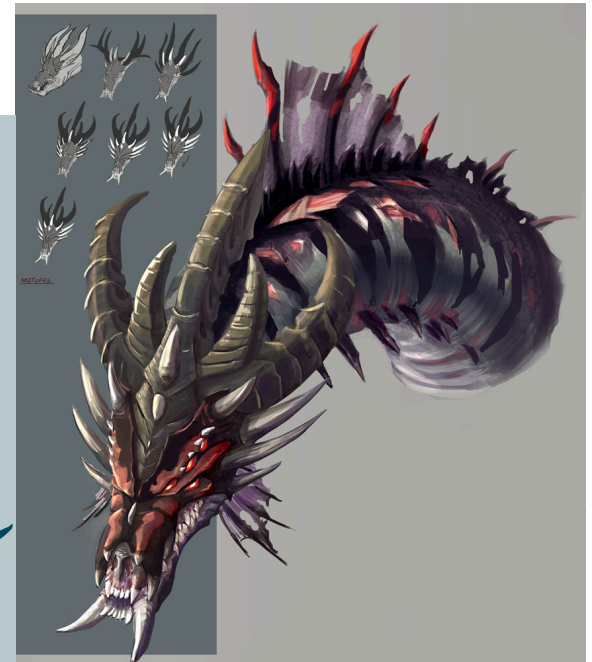
Ruptures

Galvek will cause ruptures in the ground that move towards players. These are similar to the walls of fire used by QBD. Players will need to avoid these by using their movement abilities or resonance. Ruptures may come from all directions (West to East, North to South, South West to North East). There may be multiple ruptures at once.

Final Boss Fights

The final boss fight would be the most challenging encounter. I have three ideas for this: a huge Serpent / Wyrm, Skeka or Zorgoth. Alternatively, it could be an amalgamation of the three bosses in a single encounter. After completing the final boss encounter, players will enter a beautiful room full of seedlings, zygomites and pretty flowers. In the middle of this room will be the loot chest.

Prehistoric Wyrm / Serpent



Wyrms were the mightiest of the Dragonkin creations, said to have been 'colossal' and 'capable of destroying entire cities' in the God Wars. They were large serpent-like fire breathing creatures that the Dragons of today are a 'pale reflection of'. This sounds very much like the Queen Black Dragon. We know that Kerapac created the Queen Black Dragon via an egg from a 'huge water-dwelling lizard' found on an island 'filled with giant, mindless reptiles'. Could this have been Anachronia? This boss could have been *that* very lizard, the mother of the Queen Black Dragon and Wyrms to come. Alternatively, it could be one of the earliest Wyrms. I personally imagine this to be a *huge* brightly coloured Wurm, with a red mane of fur, feathers, spikes or flora.

I have two arena ideas for this boss, each would influence the mechanics of the boss. Both arenas could be used though, if the fight was to have stages.

I will be writing the attack ideas as assuming the first arena is used as that gives the Wurm and players the most mobility.

Arena 1

Large circular platform / island in the middle of a lake. Allowing the Wurm to attack from all angles. Wurm could either be a 'stationary' moving around the outskirts of the platform, or able to physically move across the island. We have yet to see a 'huge' boss able to move around.

Arena 2

A large maze in which players are split up from one another. Maze has doors that can be temporarily opened by standing on pressure plates. The Wurm will slither around the maze, able to go through holes in the walls, praying on players.

I will be writing the attack ideas as assuming the first arena is used as that gives the Wurm and players the most mobility.

Constriction

The Wurm circles the entire island/platform and begins to spiral inwards. This means that players need to move to the centre of the platform as the Wurm will begin to engulf more and more of the platform starting from the exterior. Players caught in this will either be knocked inwards and take considerable damage or be instantly killed. The players will then be caught in the centre of the island where the Wyrms head will deal heavy melee damage from its bites and dragonfire damage.

Wurmfire

The Wurm will circle the platform, breathing fire up and down, side to side. Players will need to be fast on their feet running away from the firebreath.

Ancient Fire Magic

The Wyrms will cast a ball of fire at the centre of the island. Huge snakes made entirely of fire will then move out to the exterior of the platform. These will begin to rotate, similar to the Ambassador's laser beam attack.

Slither

The Wyrms will charge across the platform from side to the other. This could be East to West or diagonal. Any players caught in this will take huge damage.

Dive and Die

Players will see the Wyrms dive underwater, and then.. Nothing happens for a considerable amount of time. This builds tension amongst players.

Eventually, the Wyrms will leap out of the water and land in the centre of the island, dealing huge melee damage to all players on the platform. The Wyrms will then *very quickly* rotate dealing huge fire damage to all players. Players will want to use their barricades and resonances for this attack.

Ash Bomb

The Wyrms will fire a few bombs onto the platform. Rather than doing AoE damage when they explode, they will blast ash north, south, east and west. Players will have to tactically place themselves so that they are not in line with any of the bombs.

Showdown

For the final slither of the Wyrms' health, it will become extremely enraged. Blasting the entire platform with Dragonfire. Players will take *constant* damage, and will have to kill the Wyrms before it kills them.

Skeka and Zorgoth

Skeka and Zorgoth are both Dragonkin that inhabited Fossil Island in Old School RuneScape. When Kerapac went back in time, Skeka and Zorgoth were still on Fossil Island. This warped them, creating a strange paradox in which their past pain and anguish over the curse lived on, despite the Stone being removed. Alternatively, just going back in time may 'warp' something - especially when it has had a previous link to the Elders.

Skeka and Zorgoth could be their own individual bosses, a boss duo or part of the Wyrms boss fight - flying overhead. Skeka could even be *on our side*.

Skeka is a Dragonkin that did many experiments with the seemingly sentient plant life on Anachronia/Fossil Island, such as Zygomites and spores. Creating symbiotic plant creatures - could Skeka have created the many plant-themed Dinosaurs?

In my headcanon, Skeka has become so engulfed in her work that she herself has now become a symbiotic Dragonkin, part plant, part Kin. This seems like something that OSRS may also do, given [her notes](#).

Zorgoth, on the other hand, is a powerful Dragonkin that was locked beneath Fossil Island in the Lithkren Vault. He created Dragons such as Zorgoth, and was taught by Forcae how to create adamant and rune Dragons.

There's so many directions Jagex could go with these two, whether they're their own boss, aid the player, used in future quests, etc. that I don't really know where to go with them myself. I'd personally like them to be included in the Wyrn boss fight however.

Here are some small ideas as to how they could be used:

Idea 1

Zorgoth is presented as an enemy, whereas Skeka aims to help players. The final boss fight will be against Zorgoth and the Wyrn. Zorgoth will fly overhead dealing damage to players and environmental attacks. Whereas Skeka will be creating buffs to aid players and helping to tame the Wyrn. Similar to the role Merethiel plays in the Solak fight.

Idea 2

Another idea that I had is that at the end of the Raid, players enter a portal to a cave below the Dragonkin Castle (from A Tail of Two Cats/ While Guthix Sleeps). Here, Skeka, the Wyrn and Zorgoth have returned to Dragonkin Castle and are beginning to consume the Castle from the ground up via the sentient flora such as dangerous plantlife and spores. In this boss fight, we would receive help from the *other* Dragonkin in the game, trying to protect their castle from the wild vines and roots. Players would not be able to explore the Dragonkin Castle, they would just be in a large room below it. After the fight players would use another portal to return to Anachronia and acquire their rewards.

Idea 3

Skeka and Zorgoth fight players at the same time without the inclusion of the Wyrn, similar to Bladed Furies. They each have their own set of attacks and environmental moves. Skeka uses plant-based magics and may be able to revive a previously defeated Raid boss into a plant symbiote, whereas Zorgoth would summon powerful Dragons.

Rewards



Rewards would come in two forms. Those that are purchased via reward currency, and those that are dropped from the chest at the end of the Raid. Players would receive currency every time that they complete a Raid.

Loot Rewards

Players receive loot at the end of every successful Raid encounter. The loot pool is divided amongst the amount of players. Players can gain additional loot by successfully completing puzzles and encounters within the Raid. This means more chance of receiving a rare drop.

Wyrms Visage

The Wyrms Visage is used to create a new all-class one-handed shield.

Wyrmsfire Shield

Created from the Wyrms Visage, any RotS shield and a Dragonfire Shield. This shield aims to be a shield with much more utility, as shields within RS3 are only used in very specific situations.

Shields effects are:

- Acts as an extreme antifire potion
- Increases the damage of the mainhand weapon, similar to the strength bonus that was found on the Dragonfire Shield. This could be a base damage increase or an effect such as raising the player's minimum hit.
- When fighting dragon-type monsters, the shield will charge. Using the bash ability allows the player to unleash a powerful attack.

Two-Handed Shield

The first two-handed shield in the game. The shields effects are:

- Significantly increased life points and defence.
- Cooldown of defensive abilities is reduced.
- Players may attack with shield whilst using Shield Dome spell.
- Nearby players take a slight damage reduction.

T90 Power Armour

T90 Power Armour that does *not* degrade to dust. Similar to Torva, Virtus and Pernix. The armour will also have some passive effects:

- When in combat, there is a small chance the player will go 'backwards in time'. Restoring some adrenaline, life points or prayer.
- Set for each combat style.

Wyrmskull Helmet

Similar to the Helm of Neitiznot and Slayer Helmets, this would be a powerful damage-boosting helmet. However, as this is not part of an armour set, it would have to have effects to balance this out. This helmet would either be all-class, or there be one of each combat style.

- Helmet increases damage via stats or an effect.
- Helmet has no armour stats.
- Helmet reduces LP by 15-25%.

Vile Gloves

- All-class gloves
- Reduce the cooldown of Storm Shards (ability).
- Bleed abilities do an additional attack.
- AoE attacks have a small chance to hit twice.

Orthenbow

- T95 Bow, that deals T90 damage. Special attack does T95 damage.
- Special attack: Player shoots an arrow made entirely of fire forward, dealing damage to all enemies that are directly 'in front' of the player. The arrow will then return to the player dealing damage a second time.

Orthenstaff

- T95 Staff, that deals T90 damage. Special attack does T95 damage.
- Special attack: Player raises the staff into the air, creating an orb of fire. Orb of fire will fire a beam around the player, twice. Dealing damage twice to all enemies adjacent to the player.

Orthenaxe

- T95 2H Axe, that deals T90 damage. Special attack does T95 damage.
- Special attack: Player slams the axe down, dealing damage in a cone shape in front of the player. Enemies are damaged twice, once from the attack and a second time from the earth shattering.

Vine Hydra (Familiar)

- Passive: Player poisons all enemies in combat, slightly less likely to apply poison than potions or cinderbanes.
- Passive: Hydra will link the enemy that the player is attacking to another nearby enemy. When the player damages an enemy, the other linked enemy will be damaged.
- Passive: Offers a teleport to Herby Werby.
- Special Attack: For a limited period of time, lots of enemies will be linked. This means the player will deal damage to a lot of enemies at once in single-way combat. This may use the entire summoning special attack bar.

Thunder Wyvern (Familiar)

- Passive: Wyvern will occasionally electrocute an enemy, giving a small amount of adrenaline to the player.
- Passive: Wyvern offers the player a teleport to Living Wyverns and Apoterrasaur (Big Game Hunter).
- Passive: When Hunting Apoterrasaur, the Wyvern will attempt to stun the Apoterrasaur if you enter its area. This can only be done once every 5 minutes.
- Special Attack: Wyvern will cast a powerful wave of lightning forward, dealing some damage and stunning enemies in front of the player. However, this will not use summoning special attack - it will use adrenaline. 5% of the player's adrenaline maybe?

Currency Rewards

These rewards will be purchased via currency.

Seedling Pet

Player's can purchase their own adorable seedling.

Seedling Pet Outfits

Player's can purchase outfits for their seedling pet, each outfit costing more. This is to show how prestigious you are!

If the player also has the Boss Pet (a Wyrms/Serpent), they can unlock the ability for the Seedling to ride the pet Wyrms.

Ability to create Summoning Brew

Potion that temporarily increases Summoning Special Attack.

Raid Buffs

Buffs that can be used once and last the duration of the Raid. Such as dealing more damage, more defence, more LP, etc.

Ability to Summon X

Players may need to purchase the ability to summon the aforementioned familiars (vine hydra and thunder wyvern)

Ability to create Draconauts with Invention (Dreadnip upgrade)

Upgraded Dreadnips with some effect such as healing the player for a percentage of damage dealt, dealing more damage, etc. Created from Dreadnips (dominion tower) and invention materials.

Material Storage

Unlock a storage crate which holds Raid-exclusive materials. This can be upgraded multiple times to unlock additional space. For example, raid exclusive food or the Dragon Breath potion. E.g initial unlock may hold 3 items, then 6, then 9, then 12, then 15. This gives players something to work towards with their currency.

Ancient Orthen Book

An ancient lore book written *entirely* in the Dragonkin language. Players will have to work together to translate this book. Many words may not be translatable yet, requiring future lore updates surrounding the Dragonkin.

Other Ideas / Reddit Feedback



This section is for additional ideas that I have come up with for the Raid, or have been suggested in the comments of the Reddit thread.

Raid Skilling: Familiars

The ability to create new Raid-exclusive familiars inside of the Raid via monster drops and skilling materials. Specifically, BoB familiars. People would still be able to use their own familiars and bring in as many pouches as they would like, however. (Suggested by /u/Danzferno)

Dungeons of Orthen Story Mode / Quest

A version of the Raid placed in the lowest difficulty and further nerfed for a single player. May include additional characters such as Laniakea, Charos, Thok, Irwinsson, Sir Tiffy, etc who help the player throughout the Raid and in the combat encounters. Would award the player with enough points to purchase any lore-related rewards for MQC.

Solo / Smaller group scaling

Raid scaled for a single person or reduced group sizes. This would be *much* more difficult, but incredibly rewarding in terms of loot and as an achievement.

Replace weapon loot with abilities / add ability rewards

Replace the special attack weapons loot with abilities, or add ability rewards. (Suggested by /u/Stormy860)

Storage Unit / Material Storage Box

A box that holds raid-exclusive materials inside, these items will stay in storage between raids. As an addition, I have added to 'Currency Rewards' that this could be purchased through currency as well as having the allotted space upgraded via currency. (Suggested by /u/Danzferno)

More Skilling

Rather than just having skilling be used to gather materials and in a handful of puzzles, it could be made a much bigger part of the gameplay. For example, imagine a boulder is blocking the party's way. This boulder must be mined (offering exp relative to level) for a collective 10K mining experience before it is destroyed. Better Pickaxes, outfits, familiars and skilling potions would make this easier.

Skilling could also be integrated into boss fights, or there be an entirely skilling boss as one of the many boss encounters.