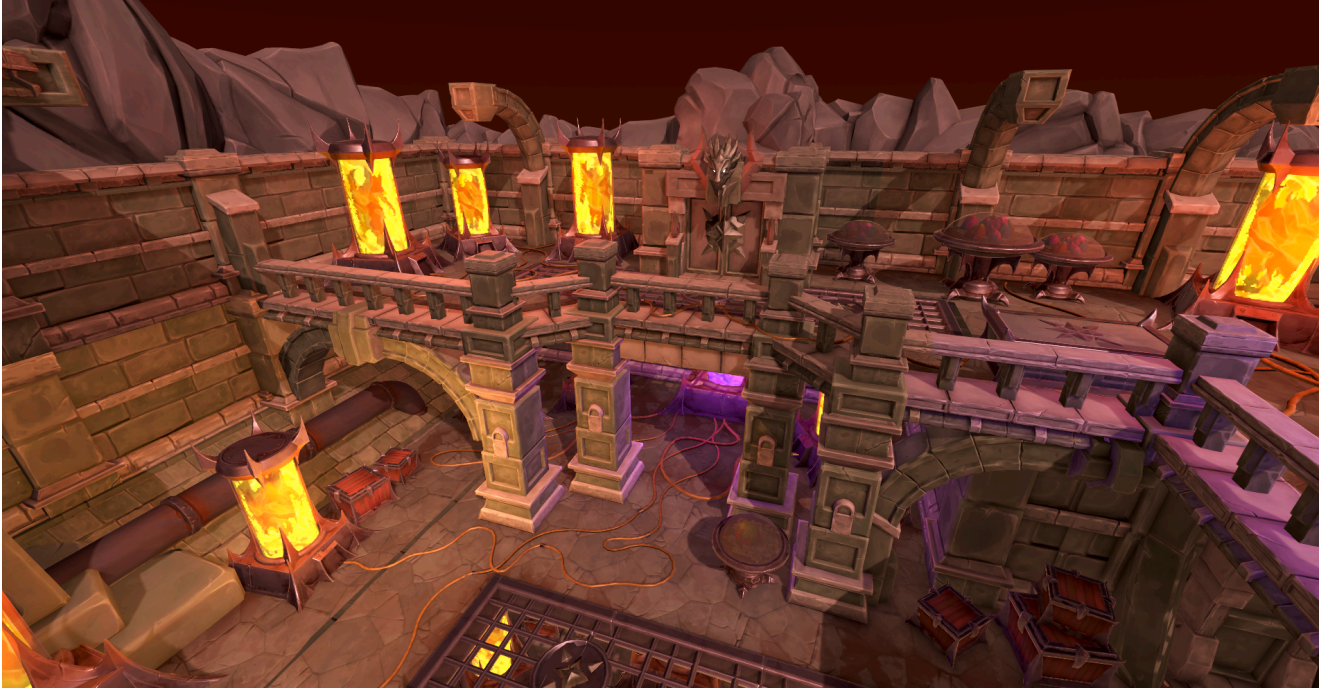


Orthen Dig Site - Suggestions



The Orthen Digsite

The Orthen Dig Site is one of the next major updates coming to RuneScape, unlocked at a higher Archaeology than the Warforge! Dig Site.

Mod Osborne has said that the Orthen Dig Site will be no smaller than the existing Dig Sites and that they would like to 'innovate' on the existing mechanics of Archaeology. Making excavation, discovery, mysteries, etc. feel somewhat different than the other Dig Sites. In terms of lore, whilst the other Dig Sites looked backwards in time (the God Wars), the discoveries at Orthen will have relevance in upcoming stories. Orthen will also have elements of discovery, surprise and exploration like the existing sites.

At RuneFest we were told that the Orthen Dig Site would arrive alongside 'Ancient Herblore'. However, this may no longer be the case. Osborne has said there will be 'kick ass rewards' but these may not be 'ancient' rewards. One example of a reward Osborne gave was increased monolith power, which is currently capped at 500.

Therefore, here are some suggestions for the upcoming Orthen Dig Site. Enjoy.



Requirements

In order to access the Orthen Dig Site, players will need to have completed the new quest '**Desperate Measures**' as well as having an **Archaeology level of 90**. The quest requirement would make a lot of sense given the content and rewards of the quest. It's also a fairly easy quest to do in terms of requirements and I would imagine that most players who have 90 Archaeology meet those requirements. By adding the Orthen Dig Site as a reward for Desperate Measures, it also helps to supplement the quest itself - bringing more players into the great storyline because of the great reward.

The Archaeology requirement could presumably be lowered somewhat, I seem to recall Rowley saying that it would require around level 90 (though that was obviously not set in stone). Osborne has, however, said that it will require a higher level than Warforge. I would be fine with it being level 80, 85, etc.

Features

One thing that we do know for certain about the Orthen Dig Site is that Jagex is aiming to 'innovate' on the existing mechanics and features of the skill. Orthen should feel unique and aim to try out new things with Archaeology, whilst retaining all that is good about the skill. Here are some ideas for content which could be found at the Orthen Dig Site and ways in which the mechanics could be innovated.

Anachronia Base Camp (Archaeology)

This one isn't too extravagant but it comes with the territory. When Anachronia was released, one of the main features of the island was the base camp. Players are able to send workers off to gather materials on the island, which can then be used to upgrade buildings at the base camp which correspond to the main skills that can be trained on the island (hunter, agility and slayer). When 120 Farming and the Ranch Out of Time was released, Jagex unfortunately didn't add an additional building for Farming - but that doesn't mean one couldn't be added for Archaeology.

Using Base Camp materials, players would be able to upgrade an Archaeology-themed building which would unlock various buffs in relation to the skill. Perhaps players could even unlock new excavation sites, artefacts or relics by upgrading the dig site? Maybe artefacts and materials would be needed to upgrade the base camp? What if Orthen Archaeology Research required upgrading the base camp first? etc.



Orthen Laboratory

This is the idea I'd personally most like to see with the introduction of the Orthen Dig Site. Towards the end of Desperate Measures we enter a truly beautiful, ancient Dragonkin laboratory. It's so beautiful, in fact, that it'd be a huge shame to let that area go to waste - even if Ful destroyed it.

Players would be able to uncover, repair, unlock or upgrade various machinery and utilities within the Orthen Laboratory. Some of these utilities would also feature heavily in another possible reward - Dragonkin Skilling. The various machinery may be repaired or unlocked via artefacts, archaeology materials, base camp materials, construction, etc.

For example, players may need to use a special machine to turn Orthenglass into Orthenglass vials. Or, fill vials up with the magical water from Anachronia via a faucet for Ancient Herblore. OR, use a unique Invention workbench to create new devices from a Dragonkin Tech Tree.

This could also work in conjunction with existing Dig Sites. For example, the 'Vigorem Vial' artefact from Kharid-Et could be placed in an extractor machine at the Orthen Laboratory in order to acquire a new substance which could be used in potions.

Some further examples will be given later in the rewards section.

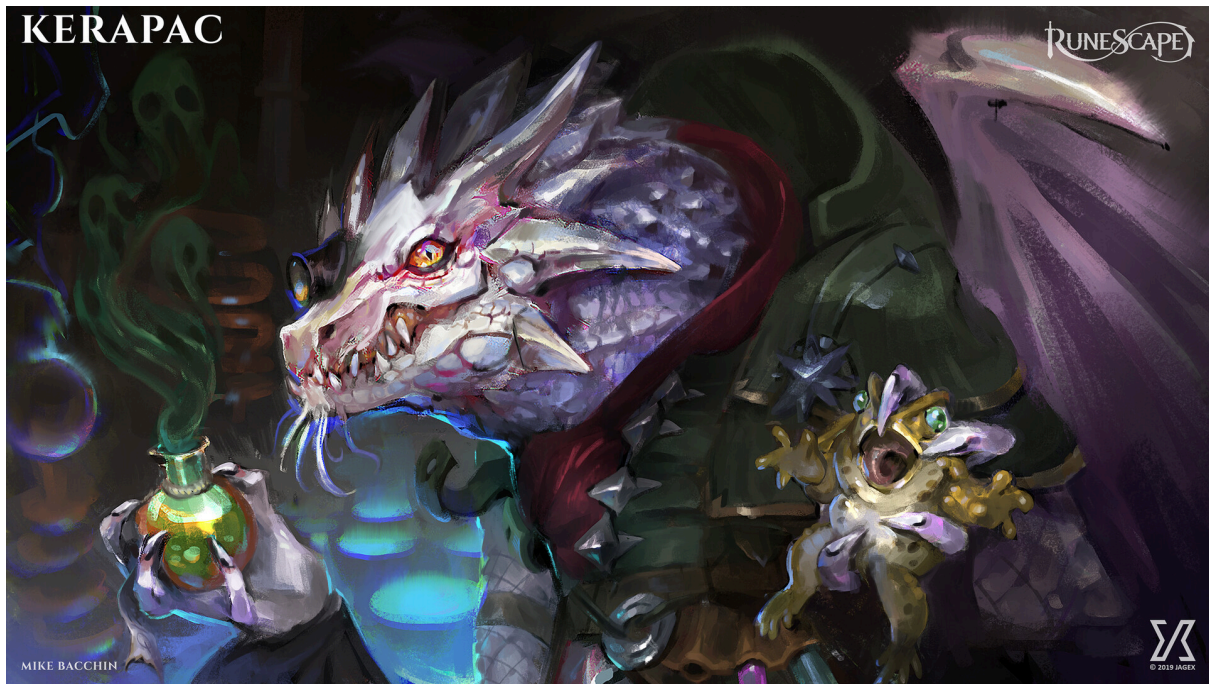


Dragonkin Skilling

Dragonkin Skilling is the meat of the rewards players can acquire from the Orthen Digsite. Rather than boxing the rewards into a particular skill - e.g: 'Ancient Herblore'. Dragonkin Skilling could encompass a variety of rewards over a multitude of skills, such as Herblore, Invention, Smithing and Dungeoneering.

Something that could be unique to Orthen is that a significant number of the materials *and* artefacts have uses. Many of the inventions may require a specific repaired artefact and materials may be used in many of the Dragonkin Skilling rewards. Above I mentioned that Orthenglass could be used to create Orthenglass Vials. Another example could be that a new material called 'Dragon Metal Scraps' may be melted down to smith new Dragon tools or armour.

Some examples of potential rewards through Dragonkin Skilling are given later in the rewards section.



Fossils!

The exclamation point is, obviously, necessary here. Anachronia was once, and is inspired by, Fossil Island. It would be a shame if the Orthen Dig Site didn't offer fossils in some shape or form. There's obviously a few ways to do this but I will put forth the most ambitious version of the idea.

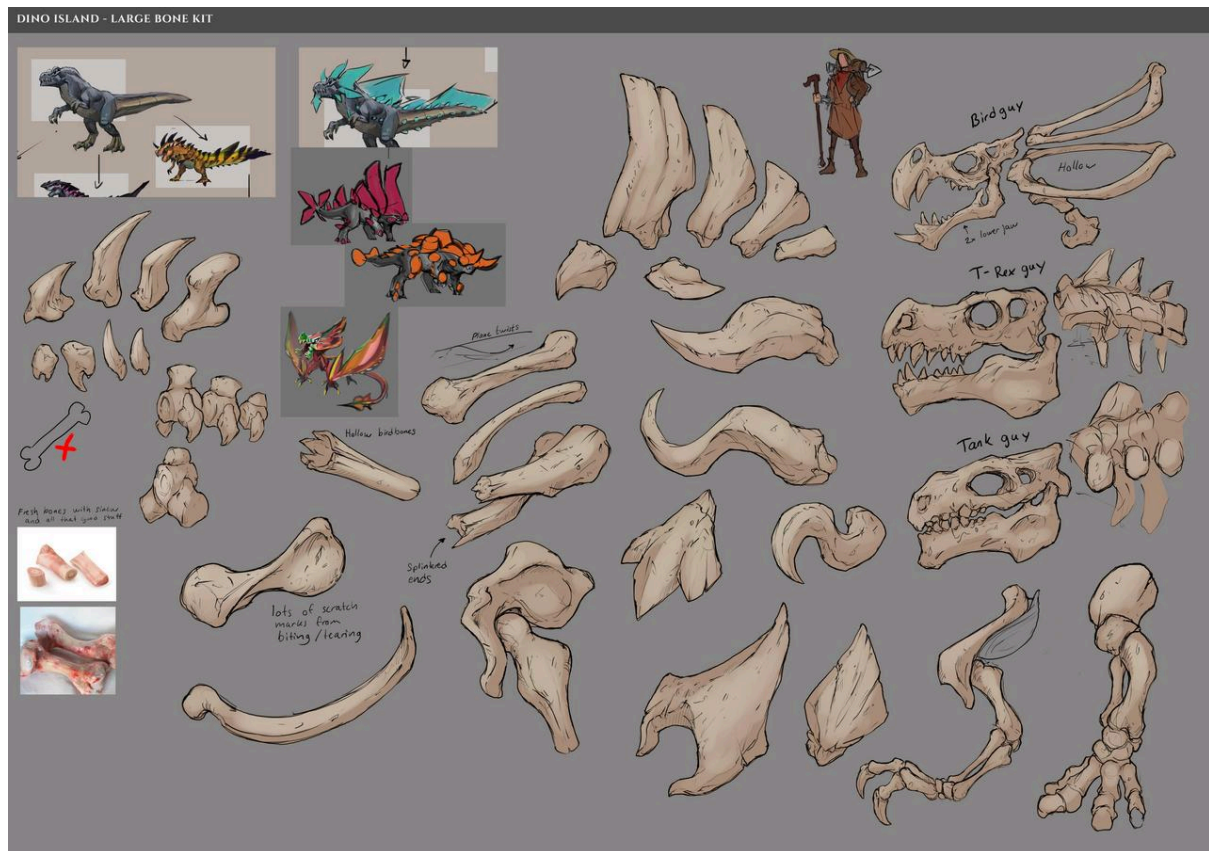
Whilst excavating at the Orthen Dig Site, players may rarely acquire a fossil. This could be the fossil of a species of Dinosaur we are yet to encounter, Dragon, Wyrn, Dragonkin, Wyvern, Hydra, an ancient plant, or even a Zygomite Elder. Each fossil will be part of a larger set. E.g: Player's may first acquire a dinosaur skull, then a tail bone and so on.

Fossils can be taken to an updated basement of the Varrock Museum in order to put the full set on display. Finishing a display will give the player a player some form of reward such as: a chunk of Archaeology experience, a totem piece, a relic, lore book, etc. Fossils may also be buried or blessed for a chunk of prayer experience. It may even be that a few fossilised monstrosities are able to be fought for Slayer or Prayer experience, similar to the Skeletal Horror.

Fossils could also be expanded across all of the Dig Sites. Warforge could offer Nosorog or Fayrg fossils; Everlight could offer Icyene, Lion or Centaur fossils. There could also be shared fossil 'drop tables' including the ancient colossal Wyrms that fought in the God Wars or White Dragons. Perhaps we could even find fossils of the mysterious unnamed creators of the Light Creatures, or a race we never knew existed.

As an additional point, I think it would be really cool if the basement of the Varrock Museum became the renovated ruins of Saranthium. Saranthium being a Saradomin City which was destroyed in the Fourth Age (likely in the Dragonkin Conflicts). It's not a totally alien idea for

a museum to be set upon renovated ruins, in fact it's done quite frequently. Given that it's unlikely a Saranthium Dig Site would ever exist, this could be a great way to get some more lore into the game and give the Museum a bit more of an identity.



Dragonkin Language

One of the initial ideas for Archaeology was languages and translation. As players delved deeper into each of the Dig Sites they would acquire a better understanding of the language, leading to new discoveries within various texts and such.

I can see why something like this wasn't implemented. However, I think at the Orthen Dig Site it'd be the perfect fit - or, at least, some elements of it.

The Orthen Dig Site could be littered with words, phrases and lore which is written in the Dragonkin Language. Through research and excavation players could begin to translate these words and phrases to uncover new lore. It would also be great if the Dragonkin Primer played a role on this, with new translations appearing in the Primer as unlocked.

One particular idea that I really enjoy is a book written entirely in the Dragonkin Language with lore reveals, foreshadowing and sections that we may not be able to translate for years to come. This would be a lot of fun within the lore community as players would work together attempting to accurately translate it.

Excavation & Artefacts

Currently, the process of training Archaeology is the same at each Dig Site. This isn't too strange given that most skills lack variety between training methods.

The Orthen Dig Site could attempt to diversify training Archaeology in a number of ways. . For example, there may be an excavation site which is quite dangerous due to traps such as rolling boulders, poison darts or magma spitting out of the volcano. Or, a site where the excavation spots literally move (e.g: debris falls from the ceiling, excavating it causes it to disappear and therefore players must switch between excavation spots). Both of these examples would be 'lean forward gameplay' and may therefore offer more experience or form of reward. Alternatively, there could be a dig site which is extremely rewarding in terms of materials or a new tradeable reward - however, the experience rate here would be reduced. Players may also have to do an additional step in order to excavate in Orthen. E.g: Having to build a platform with construction to excavate a spot on the wall, or use a new tool.

As to where the excavation spots may be, I would imagine them to be littered around the island. Though it'd be awesome to have 'new areas' as well. Imagine an underwater excavation site, venturing inside some of the ruins or small islands off of the coast. There are ruins in the North East, South West, and, the most interesting of which, South East. The Orthen Laboratory (from Desperate Measures) also had an inaccessible door in the North East.

Some excavation spots could also be inaccessible to some players despite having the required Archaeology level. Imagine an excavation spot on Anachronia which offers artefacts used to create some of the best rewards the skill has to offer. However, to access this excavation spot the player must have 95 Agility to maneuver a shortcut, or 110 Dungeoneering to enter a Resource Dungeon on Anachronia.

As well as finding fossils whilst excavating, players may also find other rare loot such as Ancient Effigies given the thematic connection. There may be some 'negative' as well to the Orthen Dig Site - as in, perhaps players can't acquire tetracompass pieces from excavating there in order to retain the value of the other sites.

The artefacts themselves may also have elements of 'innovation'. Some artefacts could require high-requirement, untradeable, new materials. Such as 'Black Stone' which is mined at Ulvthen Kreath, or 'Wisps of Time' obtained from an Impling-like butterfly which requires a high Hunter level. Artefacts could also have an element of 'masterworking' to them, requiring the player to combine multiple artefacts of the same or different type. E.g: 'Dragonkin Hilt (damaged)' and 'Dragonkin Blade (damaged)' may be two artefacts from different excavation sites that must be used on one another to create a finished product for a collector.



Dig Site Out of Time

Another interesting feature of the Orthen Dig Site could be that due to use of the Needle beyond what should be possible, various anomalies have been created. Excavation spots ranging from before the time of Orthen to what would have been on Fossil Island in the present day. This allows for lore regarding the Fourth Age and interesting characters such as Robert the Strong, Camorra, Zorgoth, etc. This could also allow for some interesting environments graphically. I stole this idea from /u/Avernica

Materials

Some Orthen Archaeology materials may be acquired through means other than Archaeology, for example:

- Material: 'Time Wisps' is tradeable and is not acquired via Archaeology. Players must collect it themselves or purchase it on the GE. The material itself is, instead, acquired via high-level Hunter.
- Material: 'Black Stone' is untradeable and is not acquired via Archaeology. Players must collect the material themselves after completion of Pieces of Hate. The material requires high-level Mining and is found in Ulthven Kreath.

Lore

Lore, some people love it and some people hate it. Regardless of how you personally feel about it, it's a huge part of the Archaeology skill. Here are some suggestions in relation to it.

Collectors / NPCs

There's quite a few NPCs in-game that could act as the Orthen Dig Site collector. It may be that for the Orthen Dig Site there are multiple collectors, interested in different types of artefacts. Or, there may be multiple types of excavation site within the skill (e.g: lean-forward and AFK) and that the various types have different collectors.

If there is only a single collector, then these characters may also have a role within Orthen mysteries. Similar to how existing Dig Sites incorporate NPC's spread across the gameworld. Here are some potential candidates:

- Xephos
 - Mysterious individual introduced through the Archaeology pre-release. Xephos seems to be the individual behind Guildmaster Tony's disappearance and represents the group of Archaeology collectors.
- Kuradal
 - After the Ritual of the Mahjarrat, Kuradal takes an interest in the Dragonkin. She was in the post-quest cutscene, at the ritual site and swears vengeance upon the Dragonkin.
- Silif
 - Temple Knight from While Guthix Sleeps and Ritual of the Mahjarrat, has seen the wrath of the Dragonkin first hand and is likely to have an interest in them.
- Sir Tiffy
 - Temple Knight from While Guthix Sleeps and Ritual of the Mahjarrat, has seen the wrath of the Dragonkin first hand and is likely to have an interest in them.
 - Sir Tiffy's death was foreshadowed in Ritual of the Mahjarrat and therefore there may be an issue with using him.
- Charos
 - Charos is a main character in the current Dragonkin storyline. Charos is a very intelligent character and previously a librarian. Has an interest in the Dragonkin.
- Laniakea
 - Slayer Master on Anachronia/Orthen that knows some of the Dragonkin language (somehow). Stands upon some *very* mysterious ruins in the South East which are likely to have some future relevance.
- Thok or Marmaros

- Thok is a main character in the current Dragonkin storyline and spent much of his time at Daemonheim - a Dragonkin castle. More importantly, however, is his brother. Marmaros isn't a character in the current series but is intelligent and spends his time at Daemonheim.
- Vicendithas
 - Son of Kerapac and a fairly kind Dragonkin. Thought that Orthen was a myth and is therefore probably very interested in learning more, especially as he is both a Dragonkin and the son of Kerapac.
- Hannibus
 - Hannibus is a main character in the current Dragonkin storyline and an important character in previous Dragonkin quests.
- Bob the Cat
 - Bob the Cat is now interested in the Dragonkin after finding out that he is Robert the Strong. There's also something very on brand about a cat being a collector.
- Ivy Sophista
 - Member of the Crux Egal, played a role in While Guthix Sleeps and Ritual of the Mahjarrat. Thaerisk Cemphier would be a better choice, however, he is dead for some players.
- Oneiromancer / Baba Yaga
 - V was recently killed by the Dragonkin and the Moon Clan are linked to the Stone of Jas. May also know more about the Kethsians and how the Stone of Jas was taken. Oneiromancer is also a backing character in the current storyline on the Council of Seren.
- New Kethsian NPC
 - Kethsi was obliterated by the Dragonkin. There would be something very cool about having a Kethsian ghost as a collector.
- Moia
 - Relevant to the current narrative as a backing character on the Council of Seren. Zamorak has said that he has important plans for her at Daemonheim. Given that she knows about Kerapac and is based at Daemonheim, she is likely curious about the Dragonkin.

Mysteries / Lore Books

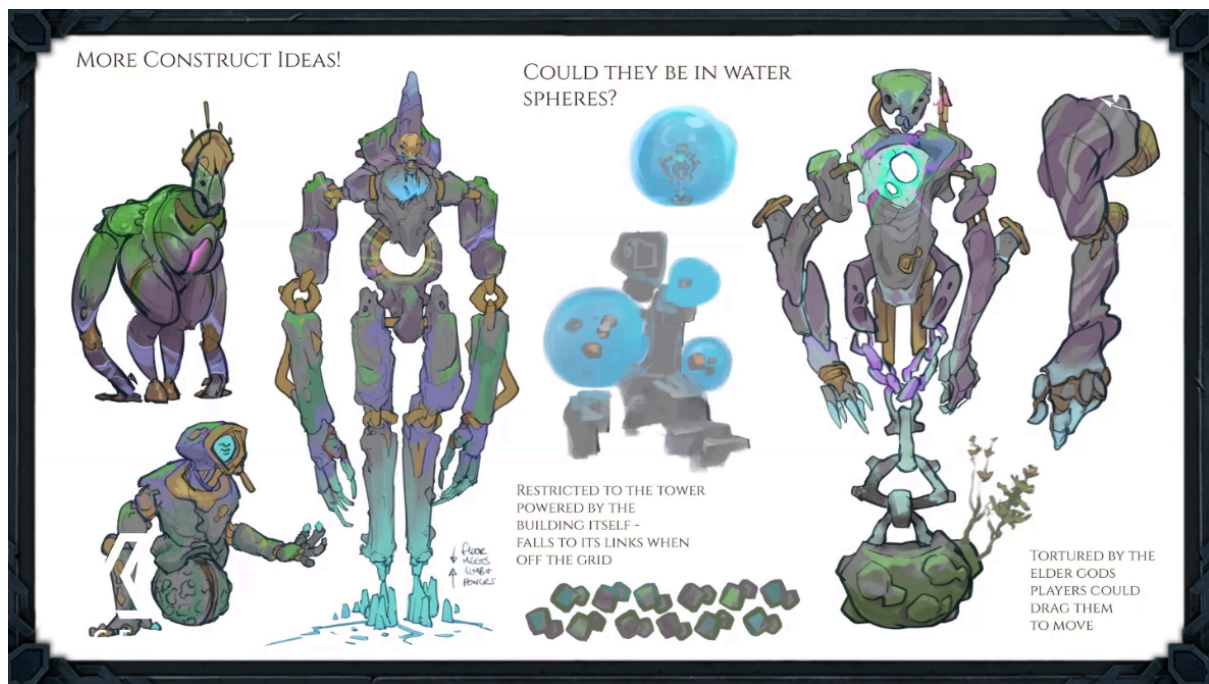
Mysteries are great as they're essentially miniquests. Osborne mentioned wanting to innovate mysteries, as well as the other mechanics of Archaeology, at the Orthen Dig Site. Unfortunately, whilst Mysteries aren't 'bad' by any means - many lore players have found them lacking to some extent. One common response was that a lot of mysteries were either too short or were entirely random drop lore book collection.

In my opinion, Orthen should have lore books but that these should *not* be mysteries. Rather, mysteries should involve some sort of gameplay, discovery or exploration. One thing that I and many other players loved were the mysteries and content where we were taken out of the Dig Site to speak to another character or give someone a particular artefact. It would be great if there was more of this in mysteries.



Guildmaster Tony Mystery

Dungeons and Dragons was released a decade ago and players are still left with *many* unanswered questions or without any sense of a 'finale' (Floor 61). It would be a huge shame if this happened with Archaeology. The Guildmaster Tony saga could be a self contained story throughout the entire Archaeology skill. Therefore, it would be great if the Orthen Digsite included some form of resolution as to what happened to Guildmaster Tony when he was sucked into the Monolith.



Orthen Lore

There's a *lot* which could be explored in terms of lore at the Orthen Digsite. Probably more unanswered questions than it is possible to answer in a single update. However, here are some ideas as to what the Dig Site could explore in terms of lore:

- What are Dinosaurs?
 - Where did the Dinosaurs come from?
 - How do Dinosaurs relate to Dragons, Wyrms, Wyverns, Drakes, Hydras, etc?
- Why is the water on Anachronia magical? What are its properties?
- What are the Ancient Zygomites?
 - Where did the Ancient Zygomites come from?
- How does Anachronia relate to Jadinko, Jade Vine, etc?
- What creations did Skeka and Varanus achieve by experimenting with fauna and flora?
- What Dragonkin sects are Skeka, Varanus, Kranon, Taraket, Vokun and Sethirak?
- Why didn't Vicendithas know about Anachronia/Orthen?
- What is the difference between Black Stone and Shadow Anima?
- Why did the Dragonkin do a ritual at Ulvthen Kreath given what happened to Anachronia?
- Why does Esskon have a unique appearance?
- Who are the Nodon?
 - What do they believe?
 - What happened to them?
 - How do they differ from the other Dragonkin sects?
 - Where are they now?
- Who are the Aughra?
 - What do they believe?
 - What happened to them?
 - How do they differ from the other Dragonkin sects?
 - Where are they now?
- Who are the Syrtes?
 - What do they believe?
 - What happened to them?
 - How do they differ from the other Dragonkin sects?
 - Where are they now?
- What is the relevance of the South Eastern ruins?
 - Why does the statue mention 'sacrifice'?
 - Why are tunnels beneath it?
 - What 'escaped' from there?
- Why is there Animica Ore on Anachronia?
- What is the Spirit Grove?
 - Why are the trees there blue?
- What are the Northern, Western and South Western ruins on Anachronia?
- What is behind the door (to the North East) in the Orthen Laboratory?
- Where are Skeka, Varanus, Lasthes, Vokun, Zorgoth, Sethirak, Dahaka and Abracas?
- What are the Necrosyrtes doing?

- What are the other Dactyl doing?
- Were any of the other Dragonkin settlements created before the Dragonkin were cursed (Dragonkin Laboratory, Daemonheim, Burthorpe, Ulvthen Kreath, Ancient Cavern, QBD, etc)?
- Was the Queen Black Dragon created from a Dinosaur on Anachronia or a Wyrms?
- What are the large skeletons on Anachronia?
- Do the Dragonkin know of the Rift beneath Daemonheim considering that they built it above it?
- Where is the Dragonkin Castle (Tail of Two Cats, While Guthix Sleeps)?
- Where is the Dragonkin Vault?
- Was Forcae a particularly weak Dragonkin (as he was killed by a Rune Dragon)?
- What are Ancient Effigies?
- What role did the Dragonkin play in the God Wars?
- When were the Dragonkin in Morytania?
 - Is the Dragonkin Castle there?

Quest Items

Quest items such as the Blank Observation or Robert's Necklace could finally get a use in the form of creating a relic.

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Orthen Rewards & Content



Orthen Dig Site, obviously, needs to be rewarding. Here is a brain-vomit of ideas and content that players could unlock via interacting with the Orthen Dig Site. This content may be: instantly available, unlocked at a particular level, a rare unlock, require a mystery, repaired via artefacts/materials, unlocked via Archaeology research, unlocked via finishing an Archaeology collection, unlocked/upgraded via base camp materials, etc.

General Reward Ideas

General suggestions for rewards, some of these are expanded upon further down.

- Increased Monolith Energy
- Relics
- Anachronia Totem Hotspot
- New Totems
- Dungeoneering Resource Dungeon (At level 105, 110 or 120)
 - Big Game Hunter / Skilling Boss
 - Requiring currently unused Dinosaur Meat, e.g: Pavosaurus
 - Slayer Monster such as Dragon Metal Dinosaurs
 - Could also be the new Abyssal Monsters as the Aughra fled to the Abyss
 - Exclusive excavation spot (with unique artefacts) or material caches
- Dragonkin Skilling
- Orthen Laboratory
- Cosmetics to decorate the Archaeology Guild or Orthen Laboratory

Excavation Reward Ideas

These rewards can be found rarely whilst excavating, with varying levels of rarity based on the item:

- Fossils
- Ancient Effigy
- Dragon Mattock

Orthen Laboratory



Here are some ideas as to machinery that players may be able to find, research, repair or create at the Orthen Laboratory:

- Faucet
 - The water on Anachronia is said to have special properties, new Ancient Herblore potions must be created from this unique water.
- Dragonkin Furnace
 - Smelt Orthenglass down to create Orthenglass Vials.
 - *Could* be used to smelt down Dragon equipment into Dragon metal or Dragon themed Archaeology materials which are used for other rewards or to repair artefacts.
- Dragonkin Anvil
 - Players may create Dragon equipment at the Dragonkin Anvil. Alternatively, they may use the Dragonkin Forge (in the Ancient Cavern) if it has been unlocked.
- Dragonkin Invention Workbench

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Dragonkin Skilling Rewards

Dragonkin Skilling is the process of creating rewards at the Orthen Laboratory, such as Ancient Herblore potions, Dragonkin Invention, etc.

Ancient Herblore

In order to begin Ancient Herblore, players will need to create Orthenglass Vials out of Orthenglass at the Orthen Laboratory. Players must then fill these vials with the special water found on Anachronia. This is the equivalent of creating a Vial of Water. Players may then need to use new base herbs such as 'Blue Firethorn'. Seeds for which would be acquired on Anachronia and aim to make 120 Farming feel more 'full' with content.

Additional ingredients could be in the form of: archaeology materials, artefacts, new resources extracted from artefacts (such as 'vigorem substance' from a vigorem vial artefact), new untradeable skilling resources (e.g black stone), RooT materials, existing potions, etc.

Here are some ideas for new potions:

- Kreath Galvek Brew (New BIS Potion; translates to: Dark/Shadow/Black Fate)
 - Players combat stats (except defence) are increased for a period of time, stacking on top of existing buffs. However, the player will take constant high-hitting damage for this period of time (somewhat similar to the original Overload potion). Players will also heal for a percentage of damage dealt. Players are required to out damage the amount of damage they are taking or frequently heal, otherwise they will die. This is even more dangerous if the player is already taking high damage.
 - Alternatively, players' offensive stats may increase above existing buffs but the player's defence will be reduced and damage they take is amplified (eg 50% more damage). The negative to this is that if players are fighting something which deals very little damage then it's essentially a straight buff.
- Tri-Bomb
 - Combines the effects of Poison, Sticky and Vulnerability bombs into a single bomb.
- Anachronic Mixture (Archaeology Potion)
 - For a period of time the player receives the following bonuses:
 - Increased progress towards the next artefact.
 - The ability to choose the next artefact.
- Extreme Summoning Potion
 - For a period of time the player receives the following bonuses:
 - Summoning special move maximum capacity is increased (e.g from 60 to 75).
 - Summoning special move points regenerate slightly faster.

- Kath Lith Potion (POF/ROOT Potion; translates: Runt Superior Potion)
 - Potion can be poured into an animal's trough to increase the chance at which animals grow.
- Overkill Potion (Mining)
 - When Mining the player destroys ore but receives increased experience.
 - May turn Sandstone into Extra Fine Sand as an additional feature.
- Overkill Potion (Woodcutting)
 - When Woodcutting the player destroys logs but receives increased experience.
- Overkill Potion (Archaeology)
 - Player receives no Archaeology materials but acquires more experience.
 - Players could also destroy artefacts and acquire ¼ of the repairation experience, however that may turn people away from using the potion.
- Shadowsilk Potion
 - In Big Game Hunter, reduces the circle of awareness or increases the amount of time the player can stand within the circle of awareness.
 - Makes monsters unaggressive to players (except for boss monsters). May be useful during multi-way PvM.
- Extreme Saradomin Brew
- Extreme Zamorak Brew
- Extreme Guthix Rest
- Extreme Super Restore

Dragonkin Invention / Artisan

These items are created by Invention, or a mixture of artisan skills such as Smithing, Crafting, etc.

- Dragon Tools
 - Used to create further artisan rewards.
- Draconauts
 - Upgraded Dreadnips with effects such as dealing more damage, healing the player for a percentage of damage dealt, etc.
- Orthen-Kin Mattock
 - Progresses towards artefacts very slowly.
 - Excavates material caches faster than any other mattock with chance of double materials.
- Orthen-Kin Armour
 - T90 Power Armour, does not degrade to dust.
 - 'Masterwork' style item, requiring a lot of effort.
 - Uses Torva, Pernix and Virtus as respective bases or existing degradable T90.
 - The helmet may be augmented with a *single* gizmo. Double perk gizmos will not work.
- Mini-Crucible / Dragonkin Drill

- Can be placed at a gathering skill location. Over time the Mini-crucible will acquire experience or resources, somewhat similar to Managing Miscellania.
 - High cost to create, uses Divine Charges to function.
- Cosmic Focus Upgrade
- Orthen Ring
 - Degrades to dust, requiring the player to create more.
 - Increases damage against Dinosaurs.
 - Offers some form of buff in Big Game Hunter.
 - More codex pages at the Anachronia Agility Course.
- Dragon Tipped Bane Bolts / Arrows
 - Bane bolts/arrows with increased effectiveness.
- Catalyst Fragment Shield (All Class)
 - T90 Shield
 - When standing within range of other players using Catalyst Fragment Shields, players will acquire some form of defensive or life point buff.
- Wyrmfire Shield (All Class)
 - T90 Shield
 - Increases damage against Dragons, Dinosaurs, Wyverns, etc. when held.
 - Increases maximum hit slightly.
 - Acts as Super Antifire Potion.
 - Players may activate the shield via the 'Bash' ability which causes an AoE fire attack.
- Faux Elder Measure
 - When training Divination, place the faux measure down and a single Divination wisp will acquire some form of indicator (e.g: changes colour). This particular wisp will offer more Divination experience.
- Faux Elder Siphon
 - Can be added to the Armadyl Battlestaff in order to turn it into a higher tier weapon.
- Faux Elder Horn
 - When in the player's inventory, it increases the duration of familiar. May also increase total special move points.
- Faux Elder Catalyst
 - Can be added to the Combined Catalyst Fragment to create an 'Upgraded Faux Catalyst'.
 - This is an augmentable skilling-off hand and inherits the benefit of a ring of whispers and shadow necklace without having to be worn.
- Faux Elder Mirror
 - When in the player's inventory or pocket-slot there is a chance the player will gain two materials when training a gathering skill.
- Faux Elder Needle
 - The player may interact with the Faux Elder Needle once every 5 minutes and it will revert the last hit the player took.
- Pocket Maw (Quiver / Rune Pouch)
 - Holds up to four types of rune and two types of ammo.
- Unstable Augmentor

- Augmentor which levels up much faster but gizmos can not be added to it.
- Ripper Dinosaur (Familiar)
 - Aggressive familiar that will attack monsters by itself. More likely to attack a monster that the player isn't actively engaged with.
 - Offers a teleport to South Eastern Anachronia.
 - Special Attack: Takes a random threshold ability off of cooldown.
- Masterwork Flarefrost Boots
 - 'X Slayer' abilities are increased from 10 to 12 seconds.
 - Storm Shards ability cooldown is reduced.
- Masterwork Emberkeen Boots
 - 'X Slayer' abilities are increased from 10 to 12 seconds.
 - Storm Shards ability cooldown is reduced.
- Masterwork Hailfire Boots
 - 'X Slayer' abilities are increased from 10 to 12 seconds.
 - Storm Shards ability cooldown is reduced.