

Agility Rework Because . . . Yeah

Agility is tedious, repetitive, and unrewarding. Here's how I'd fix that without turning it into a Mining/Smithing sized rework. Training is designed to be diversified, players are given choices in how they want to train and build their character, and I've made a very intentional decision to only include rewards that are not based on RNG, procs, tiny insignificant percentages, or time gates. They are based on your ability to carry items and getting places faster.

Agility Courses

There will be a variety of Agility courses, ensuring that at least every 10 levels, a new course will become the most optimal so that the player won't have to grind out a single course over the span of multiple levels. (Proposed new courses in Italics. Not finalized.)

Level	Path of Wisdom	Path of Nature	Path of War
1	<i>Al Kharid Rooftop</i>	Gnome Stronghold	Burthorpe
10	<i>Ashdale</i>	<i>Draynor Rooftop</i>	<i>Falador Rooftop</i>
20	<i>Ardougne Training Camp</i>	<i>Armady! Tower</i>	Skullball
30	Penguin	Pyramid	Barbarian
40	<i>Menaphos Sunken City</i>	<i>Taverley</i>	<i>Tree Gnome Village</i>
50	Ape Atoll	<i>Varrock Rooftop</i>	Wilderness
60	Bandos Throne Room	<i>Karamja</i>	Werewolf
70	<i>Trollweiss</i>	<i>Port Sarim Rooftop</i>	<i>TzHaar</i>
75	<i>Zanaris</i>	<i>Seers Village Rooftop</i>	<i>Falador Extended</i>
80	Prifddinas	<i>Canifis Rooftop</i>	<i>Void Knight Outpost</i>
85	Dorgesh-Kaan	Gnome Extended	Anachronia
90	<i>Darkmeyer Rooftop</i>	<i>The Lost Grove</i>	Barbarian Extended
95	<i>Menaphos Extended</i>	<i>Wilderness Volcano</i>	<i>Mazcab</i>

Agility Paths

Every tier will have 3 options of training that ascribe to certain path themes. The agility instructor for these paths will reward the player with the ability to hold thematically appropriate items in what's essentially an additional backpack. This will have its own sub-interface separate from the backpack and worn equipment, and will have tabs for each path's rewards. Items can only be entered and withdrawn from a bank. Each level of a path will unlock 1 extra slot, up to 9 total.



Path	Course Notes	"Bag" Perks	Valid Items (Not final)
Path of Nature	Usually has no entry requirements other than agility level.	Bag of Bags - Holds bags and boxes that collect skilling items, components, or resources	Archeological Soil Box Tackle Box Ore Box Gem Bag Herb Bag Expert Skillcape Shard Bag Statue Collection Bag Spirit Gem Bag Totem Bag
Path of War	May have some minor entry requirements.	Warrior Wear - Holds equipment (mainly jewelry) that provide teleports to locations useful for combat. Items in these pockets provide no effects other than teleport access	Ring of Slaying Ring of Respawn Ring of Kinship Ring of Duelling Ferocious Ring Combat Bracelet Games Necklace Remora's Necklace Skull Sceptre
Path of Wisdom	May have quest or other significant requirements.	Pocket Library - Holds books and diaries that provide completionist tracking and/or teleports	Arc Journal Menaphos Journal Archeology Journal Slayer Codex Captain's Log Dave's Spellbook Big Book o' Piracy Treasure Trail Collection Log Slayer Collection Log

In order to unlock a Path perk, the player must complete a certain number of successful laps around the course. The number required will scale with the level. The player can assign themselves to a Path which will reduce the number of laps needed to unlock the reward by 75%. If the player wishes to switch aligned Paths, they will be required to complete a prerequisite number of laps from each prerequisite tier of Agility Course in order to apply the reduction to subsequent tiers. For example:

- Level 1: The player assigns themselves to the Nature Path. Req laps for unlock at Gnome course is 5, other courses are 20. They start a Nature streak.
- Level 1: The player swaps their Path from Nature to War. Req laps for unlock at Burthorpe course 5, other courses are 20. The Nature streak is broken and War streak is started.
- Level 20: The player continues their War Path with streaks from T1 and T10. Rep laps for unlocks at T20 Skullball course is 25. Req laps at other courses is 100.
- Level 20: The player switches their Path to Nature. Their War streak is broken. Req laps for all T20 courses is 100. The player must start a Nature streak by completing 5 laps at Gnome Course and 10 laps at T10 course to reduce the req laps at T20 course to 25.

At levels 30, 60, 75, and 85, streak requirements will be reduced by 20% for prerequisite tiers below that level when swapping paths. For example:

- Level 50: The player switches from Nature to War Path. Nature Streak is broken. All T50 courses require 280 laps. The player must complete 20% reduced laps of 4 laps at T1 Burthorpe Course, 8 laps at T10 course, 20 laps at T20 course, but an unmodified number of 40 laps at T30 course and 50 laps at T40 course to reduce the req laps at T50 Wilderness course to 70 laps.
- Level 60: The player switches from War to Wisdom. War streak broken. All T60 courses require 340 laps. The player must complete 40% reduced reqs of 3 laps at T1 course, 6 laps at T10 Course, 15 laps at T20 course, and 20% reduced laps of 32 laps at T30, 40 laps at T40 Course and 56 laps at T50 course to reduce the T60 Bandos Throne Room lap req to 85 laps.

At level 99, all requirements are reduced 90% off the unassigned base rate and 90% of the assigned 25% rate (rounded up). For example:

- Level 99: The player is on a Nature path. Nature Paths require: 1 T1 lap, 1 T10 lap, 3 T20 laps, 4 T30 laps, 5 T40 laps, 7 T50 laps, 8 T60 laps, etc. etc.
- Level 99: The player is on a Nature path. War and Wisdom Paths require: 2 T1 laps, 4 T10 laps, 10 T20 laps, 15 T30 Laps, 20 T40 laps, 28 T50 laps, 34 T60 laps etc. ect.

As a table (ALL NUMBERS ARE FOR EXAMPLE PURPOSES ONLY. THEY HAVE NOT BEEN BALANCED AND ARE NOT FINAL):

Tier	Unassigned Paths Laps (base)	Assigned Path (25% of base)	Reassigned Path Streak Requirements	Reassigned Path Streak Requirements Lvl 30 (-20% sub T30)	Reassigned Path Streak Requirements Lvl 60 (-40% Sub T30, -20% Sub T60)
T1	20	5	5	4*	3**
T10	40	10	10	8*	6**
T20	100	25	25	20*	15**
T30	160	40		40	32*
T40	200	50		50	40*
T50	280	70		70	56*
T60	340	85			85

Tier	Reassigned Path Streak Requirements Lvl 75 (-60% sub T30, -40% sub T60, 20% sub T75)	Reassigned Path Streak Requirements Lvl 85 (-80% Sub T30, -60% Sub T60, -40% sub T75)	Level 99 Unassigned Path Requirements (Base -90%)	Level 99 Assigned Path Requirements (25% of Base -90%)
T1	2***	1****	2	1
T10	4***	2****	4	1
T20	10***	5****	10	3
T30	24**	16***	16	4
T40	30**	20***	20	5
T50	42**	28***	28	7
T60	68*	51**	34	8

These differences may seem small at lower levels but will become more significant at higher levels. This is intended to make sure players who stick to a path long-term get the most out of their path rewards without shutting them out completely from other paths. This is also why some rewards are more enticing than others. If you're more interested in skilling, combat, or questing, the complete utility of a path might be more useful to you specifically, while still giving you some options in other areas. If you're only interested in leveling agility quickly, you will still be able to get some perks but not as many.

TL;DR

- Unlocks are awarded by completing a certain number of laps on a course.
- Assigning yourself a path will significantly reduce the number of laps needed for relevant unlocks.
 - You can still access other unlocks at the base lap rate.
- If you swap paths, you will need to play catch up by completing earlier paths in the track, in order, but at the new reduced rate.
 - The “catch up” rate is designed to be cumulatively less than base rate of subsequent tiers. You are only getting lower xp rates and a chance to visit old courses.
- The “catch up” from swapping courses is reduced at higher levels.
- At level 99, the required laps are again significantly reduced by 90% so players can grind out rewards without having to fully reinvest in training Agility.

Brimhaven Agility Arena

Along with the 1x, 10x, 100x, or 1000x XP rewards from the ticket exchange, they will provide other rewards.

1x	(First time - Permanent) After fully recharging at a musician, the player will have 2 min of limitless run energy. (Subsequent exchanges - Redeemable) - Toadflax Incense Stick
10x	(First time - Permanent) The player will be able to pathfind past most Agility Shortcuts without needing to interact with them. (Subsequent Exchanges - Redeemable) Bonus XP equivalent to the number of songs the player has unlocked.
100x	(Redeemable) - 10 Silverhawk Feathers (and Silverhawk Boots if they are not already owned)
1000x	(Redeemable) - Whatever you goddamn want for spending 13 hours in this hellhole Pirate hook (left)

Path of the Abyss

At levels 30, 60, 75, and 85, instead of an additional unlock to their current path, the player can invest into an Abyssal Path. These are not tied to the core paths and the only requirement is to invest in a prerequisite perk (i.e. T2 requires T1). The player can reinvest their perks at any time from an instructor. PERKS ARE NOT FINALIZED.

	Abyssal Walker	Abyssal Guardian	Abyssal Demon
T1	Teleporting will restore run energy. Player Owned House, Mazcab, and Anachronia teleports accessible in all spellbooks.	Any T1 teleports from Achievement Armour rewards will appear in their spellbook. If a reward allows for the player to change the destination of a teleport spell, the alternative can be accessed via right-clicking the spell.	At the cost of 1 Viswax + any other required payments/requirements, the player will have remote access to any of the following from their spellbook: Magic Carpet Network
T2	Untradeable teleportation items that normally require charges will not deplete charges. Portals attuned in a player's home will appear as an option in all spellbooks.	Any T2 teleports from Achievement Armour rewards will appear in their spellbook.	Balloon Network
T3	At a bank, the player can use the runes in their bank to cast teleport spells in their active spell book. If they have a portal to that destination built in their POH, the cost is free.	Any T3 teleports from Achievement Armour rewards will appear in their spellbook.	Gnome Glider Network
T4	All unlocked teleportation spells will be accessible near a bank.	Any T4 teleports from Achievement Armour rewards will appear in their spellbook.	Charter Ship Network

Abyssal Leech

The player can forego any of the unlocks on the abyssal track to instead add a single Pocket for holding Teleport tablets, orbs, or scrolls alongside the Main track bags for a total of 12 maximum. This will lock access to the rest of the track if there are more perks beyond that tier.

D&Ds

Scenic Marathon

Randomly when the player completes a lap, a Marathon Flag will pop up on the course that, when activated, will generate a random track around the nearby area (say, the Gnome Stronghold or Ape Atoll with checkpoints the player must activate along the way. The purpose of this is to break up the monotony of training, similarly to The Pit. This will be instanced to the player. Based on the player's finish time, the XP reward will be scaled, and they will give the option of a scaled cash or bonus xp additional reward.

Whirlwind

Every so often while training, a whirlwind will pop up in the middle of that agility course. Activating it will teleport the player to a completely random agility course (that they have access to) and they will have the "Whirlwind" effect applied to them. While they complete this course, they will be rewarded more generous xp rates than the course they were previously training on. After the effect ends, a Whirlwind will appear again and return them to their original course. Laps completed with the Whirlwind effect will not count toward streaks. This is intended to be the most exp-efficient method of training and not necessarily the most efficient way to unlock path rewards.

Travelling Bard

A bard will walk on a path from one agility course to another all across the map. When they arrive at a course, they will stay there for 10 minutes before moving on. The player can rest with them, and as they do so, they will gain bonus agility xp scaled to their level. There will be a soft cap after X amount of bonus xp is gained to severely nerf the rates for that day so that the player can still rest, but not to the point that they can hoard bonus xp. This is intended to allow less intense players to take a rest without feeling like they're wasting time.

Other Stuff

Probably.