

General Q&A

July 7th 2021 with Mods Osborne and Pi hosted by Mod Hooli

<https://www.twitch.tv/videos/1079433954>

- The reasoning behind the approach with the Elder God Wars Dungeon:
 - Aiming to hit multiple targets outside of massable multiway bosses. People will find the one they like and keep hitting it.
 - **Mod Osborne: What if you could do lots of things for lots of different types of people, there's probably multiple kinds of content that bosses could be that aren't massable multiway content. We've gone in that direction.**
 - Because there will be so many different things to do, there would be a massive cognitive load if everything launched on day 1.
 - Ambition: want to do something new that's an escalating experience. The ability to feel the update shift over time.
 - Remember the strange power?
- **Will we see more quests this year after EGWD or will the storyline continue? The current storyline will likely continue into next year. There's a lot of characters that will be brought in. There will be quest content throughout the remains of the storyline. There will be other non Elder Gods quest content. The storyline is building to something completely new. The storyline is building to something that's a "bit of a left turn" from Gods and cosmic bodies.**
- Is there a vision or goal of where combat wants to be with all the styles? One of the key focuses will be providing the styles with a core gameplay style. Melee: burst, ranged: bolts, ECB, rapid fire, greater rico, mage: can't say the goal (the Eye of Piron is focused on mage). The goal is to put a meta gameplay on top of rotations.
- Are the new ancient spells living up to what they intended? These spells bring some of the meta gameplay in. Looking at the cost of spells and changing auto casts.
- What was the reasoning behind nerfing smoke cloud per smoke cloud? Will other debuffs work this way? There's no hard rule that a debuff should affect combat styles equally. Wanted the spell to be team based. Could've made a self buff but that wouldn't work with groups. Requiring a spell wouldn't work with other styles.
- Will there be more done to make tank armour relevant? Yes.
- Are the grimoire page drop rates may not be low enough? The goal was to bring down the usage cost of a Grimoire. The first thing looked at was increasing the drop rates on Solak. The amount of pages needed to do this combined with the number of players killing Solak didn't add up. Lost Grove creatures are one of the most completed Slayer tasks. The drop rates will be slowly modified until they need to be where they're at. This is a supply and demand problem. **If you increase supply too much the page price would be destroyed.** Time is allotted to keep looking at it further. The changes were meant to be incremental.
- Is the team satisfied with the result of the Divination update? Divination play has doubled post launch and is consistent. Not 100% satisfied with how claustrophobic it can seem.
- Will Halloween be more engaging than Easter? Miniquests, new characters, old events, will return. Easter next year will iterate and improve.
- Is the concept of hero items dead? It will continue but no firm plans to announce yet.
- Regarding the lower Android rating the team wants to address it. **There are some compatibility issues and a lot of these early reviews came from locales where RuneScape is not localized and these people were expecting localized content.**

- Dagannoth King pet graphical rework? Awaiting chat head work.
- Player Avatar Rework: There hasn't been any major project updates warranting a stream yet.
- Has there been any discussion on death costs? There needs to be an examination of the scaling at the top end. Certain levels of death costs weren't expected. Mod Pi has made a pitch.
- Will Seren spells be buffed or changed? It's on the list of things to look at since they're under-utilized. Mod Sponge is picking up a few things that are in this realm.
- Will Hydrix tip drops be reworked so they're consistent with ammo usage? The issue is that when Hydrix and Onyx tips were made they weren't expected to be used so often because they were super expensive. It'll be a combination of how powerful it is and how many come into the game. This will be addressed at the next combat council meeting.
- What are the mods feelings of the current level of power creep? And comparatively between previous years, more powerful than years. On the whole it's been a positive thing for the game. The player is powerful and the player should feel empowered. As long as there still are challenges it's not too bad.
- Will there be plans for graphical updates for outdated locations? Follow the player throughout the early game. Mod Osborne mentioned Varrock.
- War's Retreat extension? In the background if needed, for example the achievement garden. It's not what the game 100% needs. Other things it could do are onboarding players for bosses and removing the fear of the first boss kills.
- Are there more plans for 120s? Skill reworks are massive for the game in longevity and also for the work. New skills are healthy for the game in terms of new players. That puts 120s in a wonky place, there was some uproar with 120 Farming/Herblore. It's an option for the future but the team is more interested in new skills and skill reworks.
- Any thoughts on special attack reworks? Specifically the staff of Sliske but outdated specs too. This is something Mod Sponge is looking at.
- Will there be another combat week? Scheduled but not saying when yet.
- The Raksha abilities and dropped abilities in general are not where they should be. Have not been forgotten but will be tuned.
- Patch notes will explain balancing changes better in the future.