



Warding – v3

Changes for V3

Below is a list of the feedback points gathered from the team and community split into 3 key sections: Core skill, reward items and other content. These are a collection of notes; the actual implementation of these feedback points has been done within the document itself. This is still a work in progress.

Core skill feedback

Changes to core skill content

- Vis variants reduced to 5
 - Instead of ~12
- 1 type of Channeling lamp
 - Instead of ~3
- Steatite & Wardstones removed
 - Just Vis
- No more Farming content
 - It's all HUNTER now
- Don't place monoliths in iconic areas
 - Just in Warding related areas



- Reduce the quantity of new items
 - 5 varieties of vis
 - Air, water, earth, fire and omni
 - There will just be a single lamp rather than 3
 - Stores vis based on Warding level
 - Removed steatite and wardstones
 - Drawing wards will be done with vis instead
- Move Farming content to Hunter
 - Pitfall, butterfly net & lantern traps
- Change where monoliths are found
 - Option 1: Make rune altars monoliths

- 'Splashing' would be done on/near the altar
 - Option 2: Change them to Ward shops
 - Monoliths would be placed within these workshops
- Various things need refinement
 - What is stackable?
 - Vis
 - What is tradeable?
 - Everything – however, a lamp with vis stored within it won't
 - What are the XP rates?
 - 30-40 hours for quickest and expensive method
 - 70-80 hours for cost-effective (still a loss) method
 - 200+ hours for casuals (profitable)
- Why is Warding needed?
 - Fills a gap in armour creation
 - Currently, many NPCs do this for the player instead
 - Crafting is already a very bloated skill with many facets
 - Runecraft is a difficult skill to change due to skill devaluing fears
 - Dissolving creates a needed and highly requested item sink
 - An opportunity to make magic combat more viable

Rewards feedback

'Remove them' applies to every new reward as that is a solution and has been done in many cases.

Changes to reward content

- New armours shouldn't be BIS
 - They've been removed
- Too many new armours
 - Quite overwhelming
- Effects are too vague
 - How does degradation function?
 - What's an aquatic?
 - Bank space concerns
 - An issue with incomparables
- NMZ imbue scare
 - Don't take these away from players
 - Be more descriptive



- Mystic cocktails
 - Don't confuse it with Herblore - change the process
- NMZ imbues
 - Leave them as is and add them to Warding as well

- o Make a Warding minigame & make the ring imbues the rewards
- Should Warding provide BiS items?
 - o Different effects:
 - Save runes
 - Prayer bonus
 - Anti-fire/venom
 - o Make all effects only work with full set
 - o Best should fall between ahrims and ancestral
 - o Buff effects but avoid damage
 - o Make them nicer
- Concerns around 'Aquatic' bane
 - o What is 'Aquatic'?
 - o Potential for adding more aquatic creatures
- Mystic robe alchemy issue
 - o Don't make mystic with Warding
 - o Dropped from bosses
 - o Mystic silk would be a loss to use
- Channeled rings
 - o New non op effects for skilling rings
- Degrading confusion
 - o How does it degrade?
 - o How is it repaired?

Other feedback

Changes to other content

- Battlewards are no more
 - o Obviously...
- New ideas
 - o Rune pouch extension
 - o Essence pouch combo
 - o More elemental tomes
 - o Omni/Elemental tiara
 - o POH warding room
 - o Teleport scrolls (Redirection & Trail scrolls)
 - o Magic needle & eternal thread (equipment?)
 - o Artisans hammer (equipment?)
 - o Anti-poison lamp



- Remove battle wards
 - o Too game changing
 - o Potentially keep them but have them locked to a specific area/minigame

- Thoughts & ideas for future content – focus on smaller buffs for magic
 - New type of rune pouch
 - 4-slot rune pouch
 - 2-slot rune pouch
 - Make these imbuable via Warding
 - Essence pouches
 - Make these imbuable via Warding
 - Potential: Massive pouch – Could be a combo pouch or a new best pouch
 - Elemental combat tomes
 - Air, water and earth?
 - Combos? Mist, Smoke etc... Would devalue ToF
 - Scrolls of Redirection
 - Anti-poison wieldable for level 3s

Aims

Design

The main design aims for Warding are as follows:

- Fill the gap for magic armour creation
- Create a way to recycle junk/unnecessary equipment to sink items from the game
- Improve the viability of magic combat
- Turn splashing into a gathering mechanic
- Find a more fitting home for the imbues on the NMZ store

Should the skill be F2P?

Within this document, it is outlined how this skill could also work within a F2P environment. However, there is a reasonable question on whether this should be the case.

Pros

- Smithing & Crafting are F2P skills, this being the magic counterpart to those skills.
 - Counterpoint: Fletching is P2P while Runecraft is F2P.
- F2P Magic is underpowered compared to Range & Melee.
 - Counterpoint: At low levels it's VERY strong.
- They get an update for free.
 - Counterpoint: They don't have a choice.

Cons

- They have no say on whether they want it or not.
 - Counterpoint: This hasn't stopped F2P updates before.
- The robes they'll be able to make is very limited, so what's the point?
 - Counterpoint: So are the options for Crafting armours (Hard leather body is 1 Range).
 - Counterpoint: If this is the case, and the effect is marginal, what's the problem?
- The free game is arguably a time capsule of the original version of OSRS.
 - Counterpoint: It isn't... The Chronicle, Beginner clues, Corsair cove & Maple trees etc.

The main point here seems to be the destruction of a memorable and unchanged aspect of the game that would stop returning players feeling that classic sense of nostalgia. The changes we've made to the F2P game so far don't detract from this as most returning players are unlikely to remember the F2P game perfectly, especially if they played beyond 2007.

Skill overview

What is the skill in a nutshell?

Warding is a production skill that allows players to create various types of magical items, equipment and tools that will aid the player in combat.

If you had 4 lines, how would you explain this to a player?

Warding is a fiercely old-school production skill in which players can create new and old magic armours, ward equipment to make them stronger and create powerful buffs to Old School's mages to share and

devastate their foes. Harnessing the power of runestones, catching a wide variety of moths and dissolving old, unneeded equipment are some of the steps to make you a master of Warding.

Core skill

How are the players training the skill?

Warding XP is gained in a few ways: drawing wards, channeling vis into equipment and dissolving equipment into vis. Drawing a ward and dissolving equipment will only give token XP while the process of warding equipment will give a substantial amount and is the fastest method to train Warding.

Step 1: Gather items

Warding requires a few items to begin:

- Tool: **A channeling lamp**
- Resource: **Elemental vis**
- Resource: **Material** (can be various types of fabrics, barks, leathers and metals)

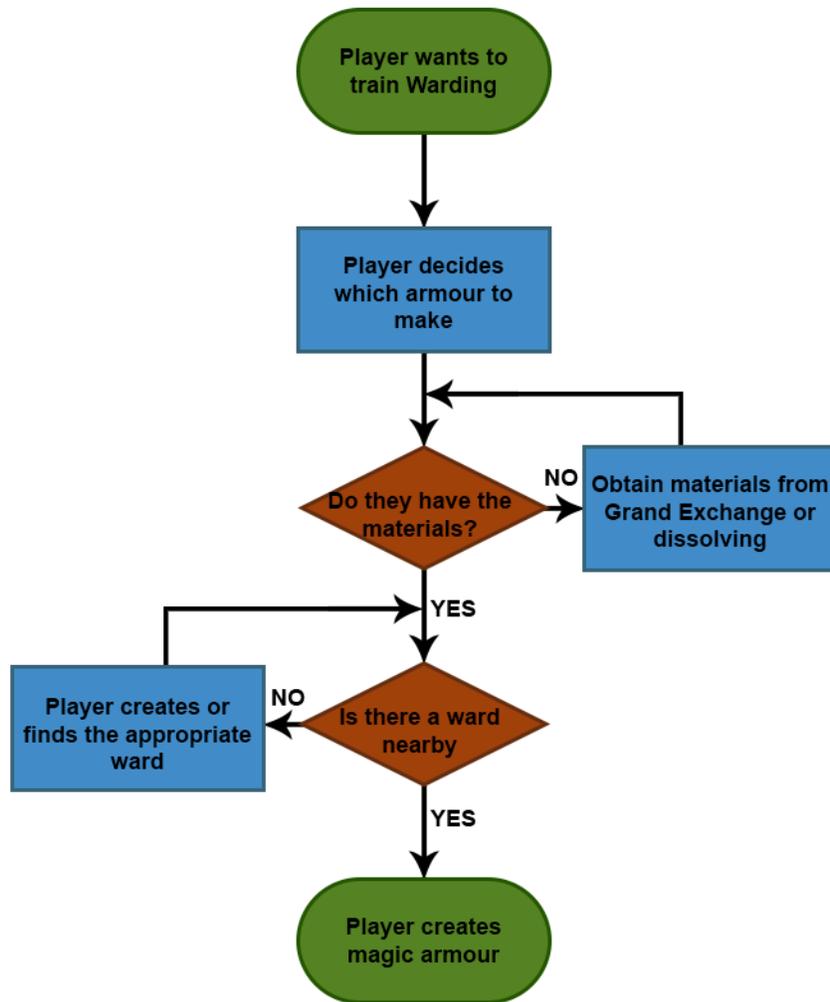
Step 2: Locate a ward

Wards can be created within the world by left-clicking on some vis (this requires *X* vis to do so) while stood outside; wards function much like fires do – players may use each other's as they please. An alternative to drawing your own ward would be to locate a Runestone Monolith as they have permanent wards carved around them.

Note: Runestone Monoliths may or may not be part of the final iteration of the skill.

Step 3: Channel equipment

Interacting with a ward will open a UI asking the player to select which piece of equipment they'd like to channel based on the items in their inventory. Once a piece of equipment has been selected, the player will begin to create as many as possible unless specified otherwise. Each piece of equipment rewards the player with a chunk of experience.



Channeling Lamp

A channeling lamp is used for channeling vis through a ward and into materials to create magically imbued equipment. The warders trusty channeling lamp can be purchased from any rune or ward shop for a few gold pieces. Channeling lamps can be used to store any vis the player has gathered; the higher the players Warding level, the more vis a lamp can store. To use a channeling lamp, it must be equipped in the off-hand slot; interacting with a ward isn't possible without a channeling lamp. When vis is gathered, providing your lamp can store that type of vis, it is automatically placed within the lamp.

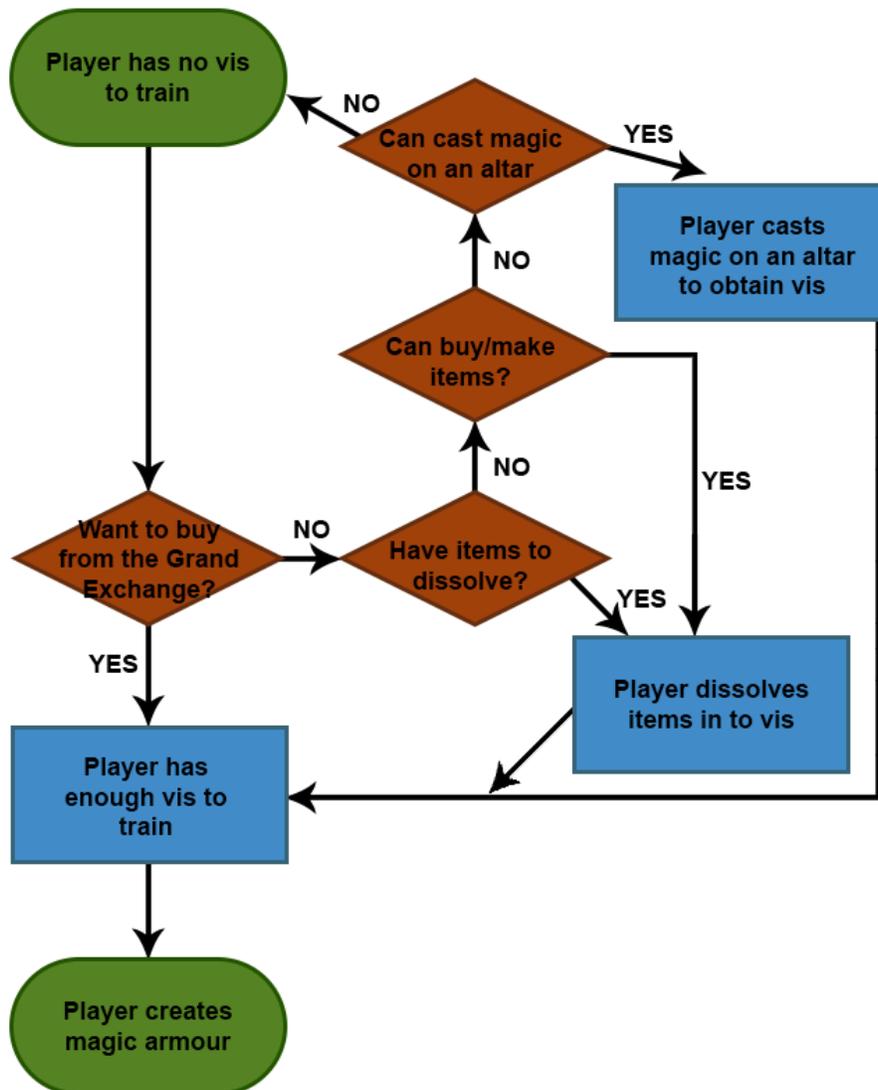
| Level | Ability |
|-------|--|
| 1 | Draw an air ward |
| 1 | Store Air vis within a channeling lamp |
| 10 | Draw a water ward |
| 15 | Store Water vis within a channeling lamp |
| 25 | Draw an earth ward |
| 30 | Store Earth vis within a channeling lamp |
| 45 | Store Fire vis within a channeling lamp |
| 50 | Draw a fire ward |
| 60 | Store Omni vis within a channeling lamp |

Vis

Vis is a waxy substance that is generated by a channeling lamp when runes are consumed or when magical items are dissolved on a ward. Vis is integral when creating equipment with the Warding skill, however, there are ways to reduce the amount of vis needed when warding robes and armours by pairing the specific ward with the required vis. For instance, if the robes being created require air vis, using an air ward will reduce the amount needed by 25%.

Vis comes in 5 varieties, 1 for each base element and a final rarer variety that functions as all elements. The varieties are as such:

- Air vis
- Water vis
- Earth vis
- Fire vis
- Omni vis



Vis can be gathered by either casting elemental combat spells upon a monolith/rune altar or dissolving items on a ward. The stronger the spell and the higher a player's magic bonus, the rate at which vis is gathered increases. The vis gained from performing spells depends on the type of spell. For instance, casting water spells will reward the player with a mixture of air and water vis.

Slowest rate: Magic accuracy below 0 while casting strike spells.

Fastest rate: Magic accuracy above 30 while casting surge spells.

Nature idols

Around the world, a new range of items can be found known as nature idols. These items only use is to be dissolved into vis. They can be obtained as drops from monsters, exchanged with shops and found rarely while skilling.

- Sky idol – dissolved for air vis
- River idol – dissolved for water vis

- Rock idol – dissolved for earth vis
- Burnt idol – dissolved for fire vis

Recycling

To bring use to other production skills, the concept of dissolving has been split into three sections: Dissolving, unpicking and re-forging; each of these is tied with the relevant skills: Warding, crafting and smithing respectively. These processes require a specific level to perform that is based on the level required for that specific resource. For instance, unpicking black dragonhide equipment would require 79 Crafting while re-forging adamant equipment would require 70 Smithing. Unpicking only requires a needle while dissolving and re-forging requires a ward or furnace respectively.

| Warding - Dissolving | Crafting - Unpicking | Smithing - Reforging |
|----------------------|----------------------|----------------------|
| Magic Robes | Leather Armour | Platemail |
| Trimmed Robes | Trimmed Leather | Metal Weaponry |
| Vestment Robes | Hats & Masks | Trimmed Armour |
| God Pages | Cloaks | Amulets |
| Elegant Clothing | Banners | Croziars & Canes |
| Boss Drops | | |

Dissolving

To dissolve magical equipment, simply use it on a ward to begin the process. Dissolving nearby a runestone monolith provides more vis. The vis received from dissolving is also boosted by using a ward of the same type; for instance, dissolving items that output fire vis upon a fire ward will greatly increase the amount of fire vis received. As different items output a range of different types of vis, careful planning should be taken if players wish to dissolve in the most efficient manner. Like how noted items can be turned into gold via alchemy, noted items can also be dissolved; this should help make the task far less tedious.

- Requires a specific Warding level
- Inputs: Magical equipment
- Outputs: silk scrap & elemental vis

New Arceus spell: Dissolution

Magically dissolves any relevant item that can normally be dissolved via Wards into silk scraps/vis.

Unpicking

To unpick leather equipment, simply use a needle on the item you wish to unpick.

- Requires a specific Crafting level
- Inputs: Leather equipment
- Outputs: Leather scrap

New Lunar spell: Recover leather

Magically unpicks any relevant item that can normally be unpicked via needle into leather scraps.

Re-forging

To re-forge a piece of equipment, simply use it on a furnace.

- Requires a specific Smithing level
- Inputs: Metal equipment
- Outputs: Metal scrap

Standard spell book: Superheat item

Magically re-forges any relevant item that can normally be re-forged via furnace into metal scraps.

When an item has been recycled, the player will be left with various types of scrap material. Scrap items can be traded with junk traders who can be found in the various wardshops around the world. These junk traders will accept scrap material in exchange for a range of items - known as nature idols - that only exist to be dissolved into vis.

The process of dissolving is a key aspect of Warding as it is where players will gather most of their vis. Dissolving's core purpose is to help remove an abundance of items from the game whilst also providing a main source for vis. Dissolving equipment requires a specific Warding level as well as a channeling lamp and a ward – higher level wards reward more vis. Placing the equipment onto the ward begins the dissolving process, from which the player is guaranteed a set amount of vis based on the ward used and there's also a small chance to receive some scrap material.

Thought: Should re-forging and un-picking reward vis? It isn't needed in their creation, so how did it come about?

Dragonhide and fantasy metals (Mithril, adamant, runite & dragon) could reward vis due to being magical resources.

Wardshops

Throughout the world in a few select places, a bunch of new workshops have opened with a specialization in everything Warding. In these shops, visitors can find a range of utilities consisting of:

- A shopkeeper
 - Sells channeling lamps and small quantities of vis.
- A runestone monolith
 - These massive chunks of magic rock can be used as magical training dummies. When a successful combat spell is cast upon it, a small quantity of vis of that element is created.
 - **Note: Would this functionality work better by utilizing Runecraft altars?**
- A ward panel table
 - Used to create various types of ward panels. Wooden ones can be used as placeable wards that don't require a warding level to place while stone ones are used to make permanent wards that can be placed in hotspots around the world.
- Warding tutor (Al Kharid only)
 - Teaches the basics of Warding. Rewards the player with some vis and silk to get the player started.

Around the world, ward shops can be found in various places, these include:

| Location | Description/Notes | Map |
|----------|-------------------|-----|
|----------|-------------------|-----|

| | | |
|----------------|---|---|
| Al Kharid | In the house by the silk trader. |  |
| Varrock | South-western shanty building. Would be renovated. |  |
| Wizards' Tower | Basement in room south of Sedridor (Rune Mysteries) |  |
| Ardougne | Near the market. |  |
| Arceus | Possible location of the Arcanists' Guild. |  |

Experience & Time to 99

The XP per hour and GP per XP rates will be informed by the other two armour creation skills: Crafting & Smithing. The aim is to have Warding sit within a middle ground of those.

COMMON: Smithing Rune 2H Swords: 300K/Hr, 180K Xp/Hr

EXPENSIVE: Smelting Gold Ore: 2.135M/Hr, 400K Xp/Hr

Based on the above information, the fastest method is 7x more expensive, but hardly 2x faster.

Similarly, with Crafting:

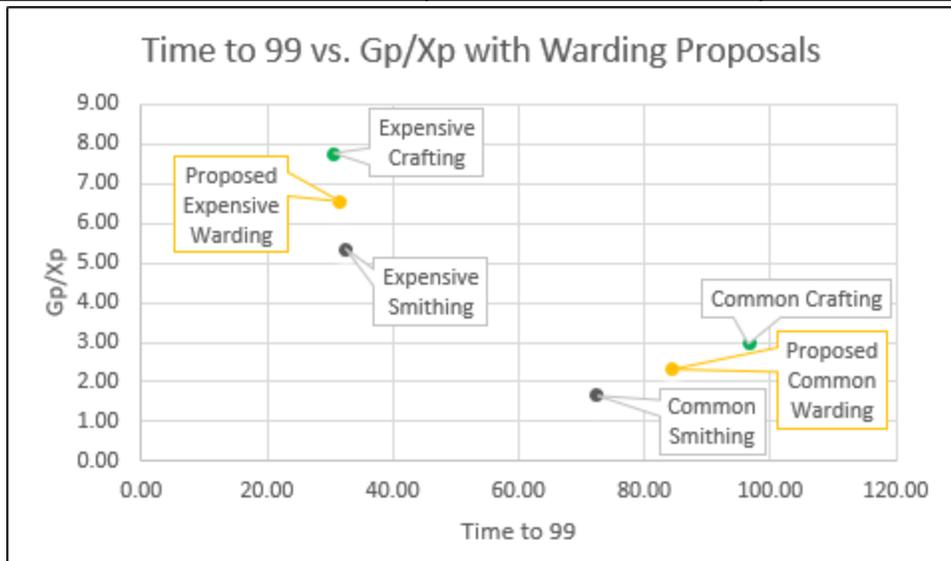
COMMON: Cutting Sapphires: 400K/Hr, 135K/Hr

EXPENSIVE: Crafting Black D'Hide Bodies: 3.3M/Hr, 425K Xp/Hr

Like Smithing, Crafting costs 8x more for only 3x the XP.

The proposed Warding rates are a direct average of the current Smithing and Crafting rates.

| Proposed Warding GP and XP rates | Hours to 99 | Gp/Xp |
|----------------------------------|-------------|-------|
| Warding, common | 84.48 | 2.31 |
| Warding, expensive | 31.64 | 6.55 |



All "Time to 99" rates of Crafting, Smithing and Warding assume the player begins using the high-level method from level 1. However, this is a simple way to convey the relevant information, with little consequence to the logistics when the skill is trained.

The best way to implement the proposed rates is to make low-level methods require small amounts of VIS for small amounts of exp. As the player progresses, they can opt to train faster but for exponentially more VIS.

Example:

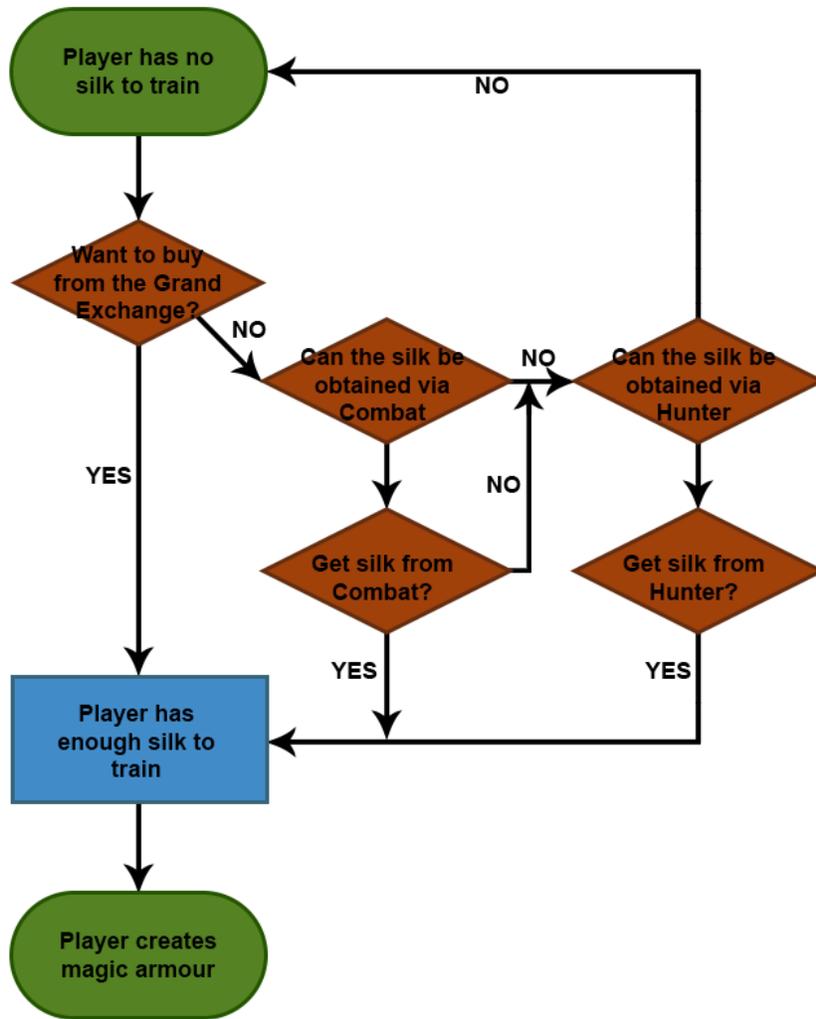
COMMON: Warding low-level Robes: **356 VIS/Hr**, 154K XP/Hr

EXPENSIVE: Warding high-level Robes: **2700 VIS/Hr**, 412K XP/Hr

Materials: Silks, leathers and barks

These are the materials primarily used in Warding to craft magical armours. The skill will utilise existing items like xerician fabric and fine cloth but will also be introducing a swathe of new materials which are gathered via Hunter, Woodcutting and combat

While Hunter will be the main skill used when gathering materials for Warding, the Woodcutting skill also comes in handy as a few armours require pieces of bark to create. For free-to-play players who do not have access to the Hunter skill, new low-level silk dropping monsters will be added to various dungeons around the world; more info on these can be found below.



Material Gathering

| Bug net | Lantern trap | Woodcutting |
|--|---|---|
| <ul style="list-style-type: none"> Requires <ul style="list-style-type: none"> Butterfly/Imp Jars Bug net Rewards <ul style="list-style-type: none"> Silk | <ul style="list-style-type: none"> Requires <ul style="list-style-type: none"> Butterfly/Imp Jars Logs & Tinderbox Rewards <ul style="list-style-type: none"> Silk | <ul style="list-style-type: none"> Barks <ul style="list-style-type: none"> Hollow bark Blood bark Soul bark |

*Bug net = Butterfly net

Hunter

Warding's core partner skill is Hunter as this skill will allow for any player to be able to obtain a wide range of silks through a variety of different methods.

With this update to Hunter, certain items that already exist in-game will be gathered using Hunter in a way that wasn't previously possible; these items include:

- Silk – Obtainable from Thieving and shops.
- Xerician fabric – Obtainable from Thieving and combat.
- Fine cloth – An item which is obtained from looting chests during the "Shades of Mort'ton" minigame.
- Hollow bark – Obtained via Woodcutting.

Butterfly net hunting

Butterfly net hunting functions just like regular butterfly hunting, however, areas with moths will be a little more interesting. Moths travel around in swarms and multiple moths can be caught at the same time. Butterfly jars can hold up to 5 moths while impling jars can hold 10 (subject to balancing). Wielding a channeling lamp while in an area with silk moths will cause them to follow you. Some moths, like the mystic moth, appear only in very special situations much like rare implings.

Once a jar is full of moths it can be emptied, rewarding the player with 3 pieces of silk from a regular jar and 6 from an impling jar. Possibilities for larger jars created via Crafting could be a nice way to add new money-making content in the future.

Silk Dungeon

The silk dungeon is a large underground cave system heavily inhabited by several large moth nests. The dungeon can be found north of Al Kharid, nearby the mine. Each floor contains large quantities of moths

that can be caught with a bug net, there are also several small rooms filled with giant moths that can be killed for silk. The top floor contains standard moths while the bottom floor houses the more sinister occult moths.



Lamp luring

Hunter/Firemaking

Lamp luring is a new type of hunting activity that tasks players with building large bonfires, setting moth traps around them and then luring moth swarms over to them via the use of a channeling lamp. While a swarm of moths is nearby your trap, it will gradually fill with moths. Once the trap is full or has collapsed, it can be searched for moths which must be placed within a butterfly or impling jar.

Moth swarms can also be gathered with a butterfly net, but this is a far slower method than using the lantern traps. Moth swarms come in a few varieties; each are attracted to a different colour of light – this can be changed by operating a channeling lamp.

Actions:

- Gather wood
 - Requires: An axe
 - Function: It'll come in handy
 - Reward: Woodcutting XP & Logs
- Building/Feeding a campfire
 - Requires: Tinderbox & Logs
 - Function: Traps moths within a radius which increases when the fire is stronger.
 - Rewards: Firemaking XP
- Setting up/Searching a trap
 - Requires: Logs & Silk fibers
 - Function: Traps nearby moth swarms
 - Rewards: Moths + Hunting XP
- Lure moth swarms to your traps
 - Requires: Channeling lamp
 - Function: Get more moth swarms near your traps
 - Reward: Traps fill up faster

Moth swarms come in 4 varieties and each are only attracted to a specific type of fire. Different fire pits can be found throughout the areas where lamp luring can be done, the four types are: Oak, willow, yew and magic. Adding logs to a campfire takes twice as long as it would usually take to light that specific

type of log; there is also a cap to how many logs can be added to a campfire as they are not intended to replace the usual training method but rather serve as an alternative.

| Firemaking Training Method | XP | Profit |
|----------------------------|--------|--------------------|
| Classic Firemaking (lines) | High | None |
| Subduing the Wintertodt | Medium | Medium |
| Building Campfires | Low | High (with Hunter) |

Pitfall trapping

Note: With this update, suqah hide would become tradeable. This would not apply to any suqah hide already within the game.

Note: With this update, dagannoth fledglings would be made more accessible and would become a hunter creature rather than a combat creature. They already provide no combat/slayer experience. The ones near Bardur would remain. These would also have a rare chance of dropping bone pieces – this could be expanded to include all dagannoth variants.

Deep underground on Lunar isle sits a cave full of savage suqahs, a breed that walks on all fours and cannot be engaged in combat. These can be hunted using the pitfall technique at level 65 Hunter.

A new cave section would also be added to the waterbirth dungeon for collecting dagannoth hides via hunter. Peer the Seer in Rellekka can be used as a deposit box (after the easy diary) so it shouldn't be too much of a hassle to gather hides/bone pieces.

| Hunter | Catch | Type | Location | Resource |
|----------|----------------------|---------------|--------------------|----------------|
| Level 5 | Silk moth | Butterfly net | Silk dungeon | Silk |
| Level 10 | Occult silk moth | Butterfly net | Silk dungeon | Occult silk |
| Level 20 | Shadow silk moth | Butterfly net | DWT basement* | Shadow silk |
| Level 30 | Dark silk moth | Lantern trap | Arceus crypts** | Dark silk |
| Level 35 | Kebos silk moth | Butterfly net | Kebos swamp | Xerician hide |
| Level 40 | Mystic silk moth | Butterfly net | Spawn randomly*** | Mystic silk |
| Level 45 | Crypt silk moth | Lantern trap | Mort'ton catacombs | Fine silk |
| Level 50 | Dagannoth fledgeling | Pitfall | Waterbirth isle | Dagannoth hide |
| Level 55 | Vyre silk moth | Butterfly net | Slepe catacombs | Vyre silk |
| Level 60 | Chaos silk moth | Lantern trap | Tunnel of Chaos | Chaos silk |
| Level 65 | Savage suqahs | Pitfall | Lunar isle cave | Suqah hide |
| Level 70 | Moonfly silk moth | Lantern trap | Lunar isle cave | Moonfly silk |

*DWT = Dark wizards' tower.

**The mausoleums around the dark altar would be the entrance to this new dungeon.

***Mystic moths would only be blue, leaving dark, light and dusk variants unique to the Slayer skill. These could either spawn around the world with a similar rarity to magpie/ninja implings or act as random event within moth hunting areas.

Combat

As Hunter is a member's skill, there would need to be an efficient method for F2P players to gather silk. This will be done via combat by killing a range of new mobs known as giant moths. These new mobs will have a guaranteed drop of silk of the relevant type.

Giant moths are incredibly weak to magic damage, moderately weak to ranged attacks and completely immune to melee damage due to being airborne.

Giant moth (Level-3) HP: 10

- Drops: Silk (always)
- Location: Silk dungeon

Giant occult moth (Level-12) HP: 20

- Drops: Black magic silk (always)
- Location: Silk dungeon

Giant holy moth (Level-24) HP: 30

- Drops: Holy silk (always)
- Location: Isle of Silk*

Giant shadow moth (Level-36) HP: 40

- Drops: Shadow silk (always)
- Location: Dark Wizards' Tower basement

*The Isle of Silk would be a new island locked behind a new quest.

Woodcutting

Certain defensive armours can be created with Warding that can be utilised by wizards; these armour sets require a range of barks to be created. One of such items already exists in-game: splitbark. With the addition of Warding, two new types of trees and barks will be added to the game.

- Bloodwood tree – L65 Woodcutting
 - Located: Slepe, Wilderness & Arceus
 - Provides: Bloodbark
- Soulwood tree – L80 Woodcutting
 - Located: Lunar isle, Tirannwn & Arceus
 - Provides: Soulbark

Rewards/Products

Channeling

Channeling is the process of fusing materials like silks and barks with elemental vis into various types of robes and armours. Each garment requires different quantities of material while the amount of vis required is dependent on the tier of robe or armour.

- Boots & gloves require two pieces of material
- Hoods & hats require four pieces of material
- Tops & bottoms require six pieces of material

If the garment being made requires two different materials, they need to be supplied in equal quantities. For instance, creating a splitbark body would require three bolts of fine silk and three pieces of hollow bark.

Channeling

Robes

- **Pre-existing equipment**
 - Wizard/Black
 - Monk/Priest/Druid
 - Zamorak/Shade
- **New Robes**
 - Arceus
 - Elemental
 - Blood/Soulbark
 - Dagon'hai

Imbues

- **Combat rings**
 - Fremennik
 - Wilderness
 - Slayer
 - Tradeable
- **Skilling rings**
 - Gathering buffs
 - Binders ring
 - Untradeable





The various tiers of robe and armour equipment are listed below. Equipment marked in *italics* have a set effect while all other new sets are marked in **bold** and pre-existing sets that have been adjusted slightly are underlined.

| Level | Tier | Material | Vis |
|-------|--------------------|-------------------------|--------------|
| 1 | Wizard Robes | Silk | Air |
| 1 | Black Robes | Occult silk | Fire |
| 5 | Priest Robes | Holy silk | Water |
| 10 | Druid Robes | Holy silk | Earth |
| 15 | Monk Robes | Holy silk | Air + Earth |
| 20 | Zamorak Robes | Holy silk + Occult silk | Air + Fire |
| 25 | <u>Shade Robes</u> | Shadow silk | Fire |
| 30 | Xerician Robes | Xerician fabric | Earth + Fire |
| 30 | <i>Pado's Set</i> | Holy silk + Silver bar | Water |

| | | | |
|----|-------------------------|-----------------------------|---------------------|
| 35 | <u>Splitbark Armour</u> | Fine cloth + Splitbark | Air + Water + Earth |
| 40 | Arceus Robes | Dark silk | Air + Earth + Fire |
| 45 | <u>Skeletal Armour</u> | Dagannoth hide + Bone piece | Air + Water + Earth |
| 50 | Mystic Robes | Mystic silk | Air + Water + Earth |
| 50 | <i>Thaumaturge Set</i> | Occult silk + Dark silk | Air + Earth |
| 55 | Bloodbark Armour | Vyre silk + Bloodbark | Earth + Fire |
| 60 | Infinity Robes | Finite silk* | Air + Water |
| 65 | Dagon'hai Robes | Chaos silk | Fire |
| 70 | <i>Thammaron's Set</i> | Occult silk + Mystic silk | Fire |
| 75 | Astral Armour | Suqah hide | Air + Water + Earth |
| 80 | Soulbark Armour | Moonfly silk + Soulbark | Omni |

*Finite silk can only be obtained via the Magic Training Arena minigame shop and would work out to be slightly cheaper than buying the pieces outright, with the added requirement of a high Warding level to manufacture the pieces. This will also be the only way to obtain a new item - the infinity hood - which is the same stats as the hat but with a different visual style.

Equipment

All previously mentioned set-effects from earlier drafts have been scrapped. The option to bring some of those back still exists but needs to be done sparingly with much consideration regarding the current meta. A few new set effects have been detailed below.

All low-level magic sets (wizard, black, zamorak etc.) will have both hood and hat variants while low-level prayer sets (priest, monk, druid etc) will only have hoods.

Robes

Low-level robe sets will be quite cheap in terms of the amount of vis required to create them. The higher-level robes like mystic and infinity will likely be expensive due to resource rarity as both mystic and finite silk will be difficult to obtain.

Shade

Note: This update would increase the magic stats of shade robes.

Note: This update would increase the levels required to wear shade robes.

While not technically a new set, it will now have magic bonuses, making them BiS F2P magic/prayer robes.

The required levels needed to equip this set are: 10 Magic, 5 Defence & 10 Prayer.

| Shade | Old | New | Old | New |
|--------------|-----------|-----------|--------|--------|
| | Magic Att | Magic Att | Prayer | Prayer |
| Hood | 4 | 4 | 0 | 3 |
| Body | 0 | 6 | 5 | 4 |
| Legs | 0 | 5 | 4 | 4 |
| Total | 4 | 15 | 9 | 11 |

Arceus

An improved version of Shade robes that are P2P.

The required levels needed to equip this set are: 30 Magic, 15 Defence & 20 Prayer.

| Arceus | 30 Magic | 15 Defence | 20 Prayer | | | |
|---------------|-----------|------------|-----------|-----------|-----------|--------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Hood | 4 | 0 | 0 | 0 | 4 | 3 |
| Hat | " | " | " | " | " | " |
| Body | 9 | 0 | 0 | 0 | 9 | 4 |
| Legs | 8 | 0 | 0 | 0 | 8 | 4 |
| Total | 21 | 0 | 0 | 0 | 21 | 11 |

Dagon'hai

A high-level set of P2P robes aimed to sit between Ancestral & Ahrims but without any defensive bonuses aside from magic. This set requires 70 Magic and 30 Defence to equip.

| Dagon'hai | 70 Magic | 30 Defence | | | | |
|------------------|-----------|------------|-----------|-----------|-----------|--------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Head | 7 | 0 | 0 | 0 | 7 | 2 |
| Body | 32 | 0 | 0 | 0 | 28 | 2 |
| Legs | 24 | 0 | 0 | 0 | 20 | 2 |
| Total | 63 | 0 | 0 | 0 | 55 | 6 |

Armours

Magical armour sets require a large sum of vis to create and are expected to be a fast but costly way of training the skill.

Skeletal

Note: This update would increase the magic stats of skeletal equipment so that it better represents the stats needed to equip the set.

| Skeletal | Old | | New | | | | |
|----------|-----------|--------|-----------|----------|-----------|-----------|-----------|
| | Magic Att | Change | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def |
| Head | 2 | 2 | 4 | 10 | 9 | 11 | 3 |
| Body | 8 | 12 | 20 | 35 | 25 | 42 | 15 |
| Legs | 6 | 9 | 15 | 22 | 20 | 24 | 10 |
| Hands | 0 | 3 | 3 | 0 | 1 | 2 | 0 |
| Feet | 0 | 3 | 3 | 0 | 1 | 1 | 0 |
| Total | 16 | 29 | 45 | 67 | 56 | 80 | 28 |

Splitbark

Note: This update would increase the magic stats of splitbark equipment so that it better represents the stats needed to equip the set.

A tank set with similar melee defensive stats to black equipment that requires 40 Magic & Defence to equip.

| Splitbark | Old | | New | | | | |
|------------------|-----------|--------|-----------|----------|-----------|-----------|-----------|
| | Magic Att | Change | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def |
| Head | 3 | 1 | 4 | 10 | 9 | 11 | 3 |
| Body | 10 | 8 | 18 | 36 | 26 | 42 | 15 |
| Legs | 7 | 6 | 13 | 22 | 20 | 25 | 10 |

| | | | | | | | |
|-------|----|----|----|----|----|----|----|
| Hands | 2 | 1 | 3 | 3 | 2 | 4 | 2 |
| Feet | 2 | 1 | 3 | 3 | 2 | 4 | 2 |
| Total | 24 | 17 | 41 | 74 | 59 | 86 | 32 |

Bloodbark

An improved version of splitbark. A tank set with similar melee defensive stats to adamant equipment but requiring 55 Magic & Defence to equip.

| Bloodbark | 55 Magic | 55 Defence | | | | |
|------------------|-----------|------------|-----------|-----------|-----------|--------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Head | 5 | 11 | 13 | 14 | 5 | 0 |
| Body | 21 | 53 | 61 | 63 | 21 | 0 |
| Legs | 15 | 27 | 29 | 31 | 15 | 0 |
| Hands | 4 | 4 | 3 | 5 | 4 | 0 |
| Feet | 4 | 4 | 3 | 5 | 4 | 0 |
| Total | 49 | 99 | 109 | 118 | 49 | 0 |

Astral

An improved version of Lunar armour. This would require completion of the Lunar Diplomacy quest to make and wear.

The required levels needed to equip this set are: 65 Magic & 40 Defence.

| Astral | 65 Magic | 40 Defence | | | | |
|---------------|-----------|------------|-----------|-----------|-----------|--------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Head | 6 | 8 | 7 | 10 | 2 | 0 |
| Body | 22 | 34 | 22 | 40 | 12 | 0 |
| Legs | 16 | 20 | 19 | 23 | 9 | 0 |
| Hands | 5 | 2 | 1 | 1 | 2 | 0 |
| Feet | 4 | 1 | 2 | 2 | 2 | 0 |
| Total | 53 | 65 | 51 | 76 | 27 | 0 |

Soulbark

An improved version of bloodbark armour. A tank set with similar melee defensive stats to rune but requiring level 70 Magic & Defence to equip.

| Soulbark | 70 Magic | 70 Defence | | | | |
|-----------------|-----------|------------|-----------|-----------|-----------|--------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Head | 6 | 19 | 20 | 21 | 6 | 1 |
| Body | 24 | 70 | 78 | 80 | 24 | 1 |
| Legs | 17 | 45 | 47 | 49 | 17 | 1 |
| Hands | 5 | 8 | 6 | 9 | 5 | 1 |
| Feet | 5 | 8 | 6 | 9 | 5 | 1 |
| Total | 57 | 150 | 157 | 168 | 57 | 5 |

Battle Robes

These sets require the full outfit to be worn to get a unique effect, like how void knight & barrows equipment sets function. These sets also degrade in a similar fashion to barrows but only last for five hours of combat. These can be repaired via warding them with a base material and a reduced quantity of vis.

Pado's Set

| Pado's Set | 30 Magic | 30 Defence | 30 Prayer | | | |
|-------------------|-----------|------------|-----------|-----------|-----------|-----------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Helm | 3 | 11 | 11 | 11 | 5 | 2 |
| Robe Top | 15 | 0 | 0 | 0 | 10 | 2 |
| Robe Bottom | 10 | 0 | 0 | 0 | 7 | 2 |
| Cloak | 2 | 0 | 0 | 0 | 3 | 2 |
| Total | 30 | 11 | 11 | 11 | 25 | 20 |

Pado's Set offers 2 unique effects.

Prayer Bonus: Each piece offers +3 Prayer Bonus, and +35 when all pieces are worn together.

Will of Saradomin: Magic Damage on followers of Zamorak is increased by 25%

Notes on Pado's Set:

Pado's Set can only be made after learning about it from Brother Jered as a member of the Edgeville Monastery (therefore with an implicit requirement of 31 Prayer)

Pado's helm is more like a durable helm than thin fabric, and therefore offers unique defense bonuses.

Flames of Zamorak cannot be cast with this set.

Lore: Pado (short for Padomenes) is one of Saradomin's Generals

List of Attackable Zamorakian Followers: Chaos Druid, Elder Chaos Druid, Monk of Zamorak, Lesser Demon, Greater Demon, Black Demon, Vampire, Werewolf, Chaos Dwarf, Dark Wizard, Solus Dellagar, Surok Magis, Dessous, Damis, Fareed, Kamil, K'ril Tsutsaroth, Balfrug Kreeyath, Tstatnon Karlak, Zakl'n Gritch

Thaumaturge Set

| Thaumaturge Set | 40 Magic | | | | | |
|------------------------|-----------|----------|-----------|-----------|-----------|----------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Mask | 4 | 0 | 0 | 0 | 0 | 0 |
| Torso | 4 | 0 | 0 | 0 | 0 | 0 |
| Tights | 4 | 0 | 0 | 0 | 0 | 0 |
| Warper (Off-hand) | 10 | 0 | 0 | 0 | 0 | 0 |
| Total | 22 | 0 | 0 | 0 | 0 | 0 |

The Thaumaturge Set offers 1 unique effect when all pieces of the equipment are worn together.

Spellwarp: Casting a spell will add 2.4 seconds to the cool-down timer instead of 3 seconds (reduces time to cast a spell by 1 tick)

Notes on the Thaumaturge Set:

The set effect only applies to combat spells and does not apply to any spells from the Ancient Spellbook.

The Thaumaturge warper is a book worn in the shield slot, making the tome of fire unusable in combination with the Thaumaturge set-effect.

The set is exceedingly light-weight and a tool for swiftness and stealth amongst Gielinor's Magi.

Thammaron's Set

| Thammaron's Set | 60 Magic | | | | | |
|------------------------|-----------|----------|-----------|-----------|-----------|----------|
| | Magic Att | Stab Def | Slash Def | Crush Def | Magic Def | Prayer |
| Hood | 4 | 0 | 0 | 0 | 0 | 0 |
| Robe Top | 4 | 0 | 0 | 0 | 0 | 0 |
| Robe Bottom | 4 | 0 | 0 | 0 | 0 | 0 |
| Boots | 2 | 0 | 0 | 0 | 0 | 0 |
| Total | 14 | 0 | 0 | 0 | 0 | 0 |

Thammaron's Set offers 1 unique effect when all pieces of the equipment are worn together.

Thammaron's Fury: An additional 50% magic accuracy and 12.5% magic damage boost is applied when attacking any NPC in the Wilderness.

Imbues

Skilling Rings

Skilling rings aim to provide more profit while training gathering skills like Woodcutting, Mining, Farming and Hunter. These rings are created via Warding and require a new untradeable item that can be obtained randomly while performing that skilling activity. For instance, a ring of wood requires a stone leaf to be created; these can be found randomly while woodcutting in the same way a bird nest would appear. These rings would have finite charges and would be balanced accordingly.

There is a ring for each of the 5 gathering skills:

| Level | Rings | Materials | Vis | Effect |
|--------------|---------------|---------------------------|---------------|---|
| 9 | Ring of Wood | Willow Log + Stone Leaf | Air | X% chance to receive double logs. Scales based on tree. |
| 19 | Ring of Earth | Soft Clay + Old Seed | Earth | X% chance to receive double produce from allotments. |
| 29 | Ring of Amber | Silver Bar + Amber | Water + Earth | X% chance to receive double loot. Scales based on hunter creature. |
| 39 | Ring of Bone | Gold Bar + Fish bone | Water | X% chance to receive double fish. Scales based on fish. |
| 49 | Ring of Iron | Iron Bar + Obsidian shard | Fire | X% chance to receive double ore. Scales based on mineral. |

The 5 unique items gathered rarely while skilling is listed below. All these items are stackable so they don't fill up the players inventory.

- Stone leaf – Obtained rarely while Woodcutting.
- Old Seed – Obtained rarely while Farming.
- Amber – Obtained rarely while Hunting.
- Fish bone – Obtained rarely while Fishing.
- Obsidian shard – Obtained rarely while Mining.

Combat Rings

Combat rings already exist in-game as rewards from the Nightmare Zone minigame. With the release of Warding, these will be creatable via skilling as well.

| Level | Rings | Materials | Vis | Effect |
|--------------|--------------|------------------|------------|---------------|
|--------------|--------------|------------------|------------|---------------|

| | | | | |
|----|-----------------------|--|------|----------------------------------|
| 34 | Warrior Ring (i) | Warrior Ring + Moonclan Engraving | Omni | Doubles bonuses |
| 37 | Treacherous Ring (i) | Treacherous Ring + Wild Engraving | Omni | Doubles bonuses |
| 40 | Tyrannical Ring (i) | Tyrannical Ring + Wild Engraving | Omni | Doubles bonuses |
| 44 | Ring of the Gods (i) | Ring of the Gods + Wild Engraving | Omni | Doubles prayer bonus |
| 49 | Berserker Ring (i) | Berserker Ring + Moonclan Engraving | Omni | Doubles bonuses |
| 54 | Seers Ring (i) | Seers Ring + Moonclan Engraving | Omni | Doubles bonuses |
| 59 | Archers Ring (i) | Archers Ring + Moonclan Engraving | Omni | Doubles bonuses |
| 64 | Granite Ring (i) | Granite Ring + Slayers' Engraving | Omni | Doubles bonuses |
| 69 | Ring of Suffering (i) | Ring of Suffering + Slayers' Engraving | Omni | Doubles bonuses + stores recoils |

Engravings would be rewards from a Warding focused minigame – more on this can be found towards the end of the design document.

Note: These rings could be moved into the magic skill if that feels more appropriate.

Items

Below is a collection of other item reward ideas from the Warding skill. These wouldn't necessarily need to be available on launch but could be polled separately and added later.

Rune pouch

The rune pouch is an item that can store 16,000 of three types of runes. Players can purchase the item via the bounty hunter store or the slayer reward store. The rune pouch is an incredibly useful tool as runes tend to occupy a lot of inventory space - an issue other sides of the combat triangle do not suffer from as rangers have an ammo slot while warriors don't require ammunition. To combat this, Warding will bring 3 new pouches for mages to get their hands on.

| Level | Pouch | Capacity | Materials |
|-------|----------------------|-------------------|--------------------------------------|
| 65 | Elemental Rune Pouch | 2 elemental runes | 3x Infinity silk + elemental vis |
| 74 | Mystic Rune Pouch | 3 of any runes | 6x Infinity silk + Elemental pouch |
| 83 | Master Rune Pouch | 4 of any runes | 9x Infinity silk + Mystic rune pouch |

Infinity Silk

Infinity silk is a new type of silk that can only be obtained by purchasing it from the Mage Training Arena for pizzazz points. Infinity silk can be used in conjunction with warding to create all the pieces of the infinity set including a brand-new infinity hood. This new hood would be identical to the infinity hat in stats, but visually different.

1 piece of infinity silk would cost:

- 60 Telekinetic points

- 60 Alchemist points
- 600 Enchantment points
- 60 Graveyard points

Wild Rune Pouch

The wild rune pouch functions in the same way the mystic rune pouch does, however it is only useable within the wilderness. It can be purchased from the bounty hunter store. While this pouch cannot be created via warding, it can be dissolved into a large quantity of vis and abyssal silks which can both be used to repair essence pouches.

Note: All rune pouches would be tradeable and therefore would empty and drop to the floor upon death.

Essence pouches

Repairing pouches

Instead of contacting the nicest NPC in Gielinor to fix any broken essence pouches, repair them with Warding! This is achieved by patching them up with some abyssal silk which can be obtained as a drop from the various abyssal creatures from around the various planes.

| Level | Pouch | Cost |
|-------|---------------------|---|
| 25 | Repair medium pouch | 2x abyssal silk + earth vis |
| 55 | Repair large pouch | 3x abyssal silk + air vis |
| 70 | Repair giant pouch | 4x abyssal silk + fire vis |
| 85 | Create fused pouch | Small, medium, large & giant pouch + 8x abyssal silk + omni vis |

Fused essence pouch

- Requires 10 abyssal silk + all pouches + Omni vis
- Creating a Fused Pouch requires 85 Warding and 85 Runecraft
- Must be created within the abyss by the dark mage on a fire ward
- Requires 85 Runecraft to use

A combination of all essence pouches magically fused at a ward by channeling Omni VIS with all 4 pouches in the inventory. The pouch can hold slightly less than the cumulative of all pouches, 27 pieces of essence. The fused pouch has 100 charges before the magical bond will break, leaving a degraded Giant pouch, degraded Large pouch, degraded Medium pouch and normal Small pouch. The VIS required to bind all 4 essence pouches into the Fused Pouch is a substantial amount. A player will not be able to obtain another one of the essence pouches (from abyssal leeches, etc.) while they own the Fused Pouch.

Note: Should empty essence pouches be made tradeable?

Note: Repairing pouches doesn't replace the current system of speaking with the Dark Mage (Abyss).

Elemental tomes

Tomes would be added to drop tables to match the functionality of the tome of fire. The ability to create elemental pages (burnt, damp, dirty etc) would be possible via Warding. The cost in vis to make these

pages should mitigate any harm to the market price of burnt pages. That may require waiting a few weeks for the price of vis to settle before adding these into the game.

- Tome of Air
 - Increases air spell damage by 50%
- Tome of Water
 - Increases water spell damage by 50%
- Tome of Earth
 - Increases earth spell damage by 50%

The tomes themselves should become monster drops (potentially each could be given to a giant boss) while the pages can be made via Warding & Runecraft:

- L35: Breezy page: Papyrus + Air vis
- L52: Damp page: Papyrus + Water vis
- L67: Dirty page: Papyrus + Earth vis
- L80: Burnt page: Papyrus + Fire vis

Note: Should this be part of Runecraft instead? Runes would be substituted where vis is required. This would solidify Runecraft as a skill for ammunition while Warding is a skill that focuses on worn defensive equipment.

Magic Incantations

An incantation is an item held in the ammunition slot that increases the user's magic bonuses. These function in the same way blessings do, but for magic instead of prayer.

| Level | Item | Magic | Defence | Magic Att | Magic Def | Papyrus+Talisman+Vis |
|-------|---------------------|-------|---------|-----------|-----------|--------------------------|
| 15 | Mindful Incantation | 20 | 1 | 1 | 0 | Mind Talisman + Air |
| 30 | Chaotic Incantation | 30 | 10 | 2 | 0 | Chaos Talisman + Earth |
| 45 | Astral Incantation | 40 | 20 | 3 | 1 | Astral Talisman* + Water |
| 60 | Deathly Incantation | 50 | 30 | 4 | 2 | Death Talisman + Fire |
| 75 | Bloody Incantation | 60 | 40 | 5 | 3 | Blood Talisman* + Fire |
| 90 | Wrath Incantation | 70 | 50 | 6 | 4 | Wrath Talisman + Omni |

*Unobtainable talismans would be added as monster drops from various creatures.

Teleport scrolls

Scroll of Redirection

Scrolls of redirection are currently a reward from the Nightmare Zone. With Warding, it will now be possible to make your own scrolls with papyrus and omni vis. These scrolls would also become tradeable, allowing players to sell them to each other. Creation of these scrolls must be done within the Arcanists' guild (more on this towards the end of the document).

- These would become tradeable
- They are made with papyrus and omni vis
- These can only be created from within the Arcanists' Guild
- Require 62 Warding to create.

Anti-poison lamp

A wieldable item for the off-hand slot. It can be filled/charged with anti-poison potions of all varieties. Once equipped, the player will be cured of poison providing the lamp has charges inside it. A charge is removed whenever a player would have been poisoned. Learning to make this could be a quest reward and isn't required for the initial release.

Different tiers of anti-poison potions add different amounts of charges, the amount of charges per potion dose are:

- Antipoison = 1
- Superantipoison = 4
- Sanfew serum = 4
- Antidote+ = 6
- Antidote++ = 8

The lamp can also be upgraded into an Anti-venom lamp, which would allow for anti-venom to be stored inside and therefore cure venom as well as poison. When venom or poison is cured via the lamp, the player will be given a 5-minute venom/poison immunity for the cost of 10 charges.

- Antivenom = 8
- Antivenom++ = 14

Quests & Lore

Wardrobe malfunction

Requirements:

- None

A quest that delves into the mystery of magical robe creation. Who's been making all these robes and how? To begin this quest, head over to the Wizards' tower and learn the secrets of the brand-new Warding skill.

Rewards:

- 1,000 Warding XP

Imp Catcher 2

Requirements

- 10 Warding
- Imp catcher
- Rune mysteries

Learn the secrets of how to create elemental robes, tasking the adventurer to track down some mischievous implings that have stolen some other magical items. This quest would reward the player with the knowledge of the Thaumaturge set.

Rewards:

- 5,500 Warding XP
- Ability to make the Thaumaturge set

Unnamed Warding quest - poison themed, Anti-poison lamp reward.

Requirements

- 20 Warding
- 5 Herblore

Mentioned above. It feels like the anti-poison lamp would fit nicely as a small Warding themed quest reward item (as a 1 off unique thing). Could tie in a few other skills as well like Herblore.

Rewards:

- 6,500 Warding XP
- Anti-poison lamp

Unnamed Warding/Smithing/Crafting quest - Omni-recycler reward.

Requirements

- 75 Warding
- 75 Crafting
- 75 Smithing

A high-level quest where the player must create a unique & useful inventory recycling tool that lets you easily dissolve, unpick & re-forge items into vis, no matter where you are in the world.

Rewards:

- Omni-recycler
- 15k Warding XP
- 15k Smithing XP
- 15k Crafting XP

Omni-recycler: Inventory object & Interactable tool. *Non-tradable.*

Creatable with level **75 Smithing, 75 Crafting & 75 Warding.**

Use: *Allows you to use any recycling eligible material on the omni-recycler in your inventory to instantly reduce it to vis.*

Reason: somewhat high-end skilling reward content to make recycling more convenient & encourage more people to recycle items *instead of alching them* on the go during skilling or combat/slayer for example.

Could have an interesting method of creation requiring some high value materials to make.

Note: Isn't required for initial release.

Minigame: Mystical Sleuthing

(Placeholder name)

This is a proposal for a hybrid skilling method for Warding & Runecraft, to be released with the Warding skill.

Requirements:

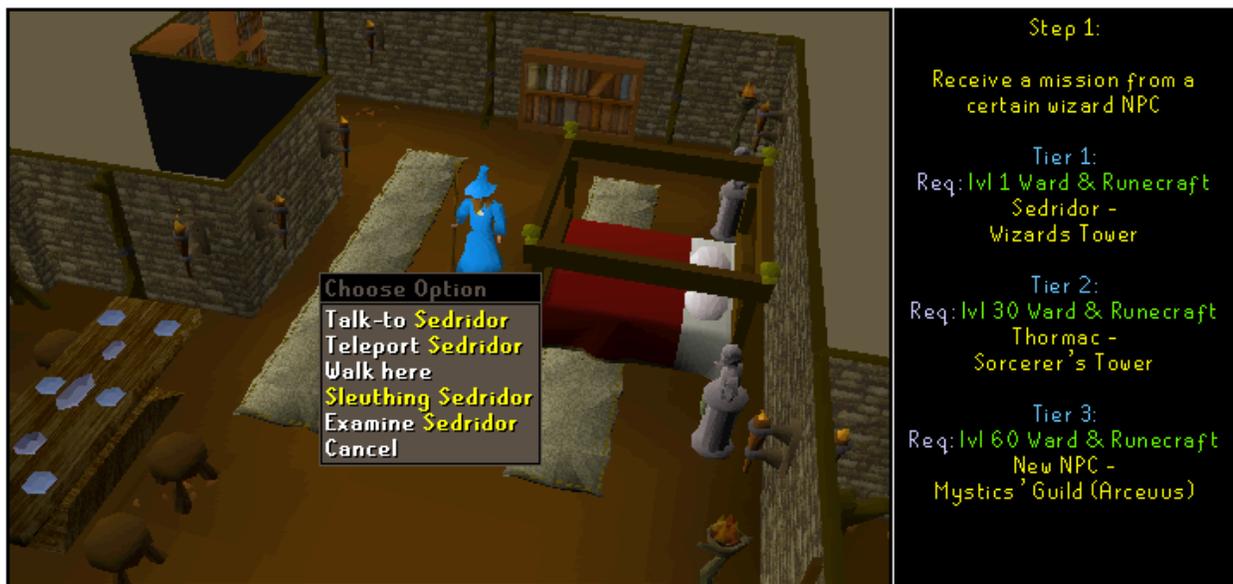
- Completion of **Rune Mysteries** quest & **Wardrobe Malfunction** quest.
- Items to make wards (**channeling lamp** & **vis**).
- Any **RC talisman/tiara** that you have the RC level to use to craft the corresponding runestone with.

Main Gameplay Loop

You'll be employing your knowledge of the arcane magical arts of Warding & Runecrafting in order to help the many citizens of Gielinor deal with magical problems & threats.

Step 1 - Mission

- Start the activity at one of a few possible wizard NPCs (e.g. **Sedridor** in Wizards' Tower). Receive word of magical disturbances somewhere in Gielinor that needs attention. Get told a specific NPC & their location to go and visit (e.g. **Sir Prysin** in **Varrock Palace**).



Level 1 Warding & 1 Runecraft - Wizards' Tower (NPC: Sedridor).

Locations you may be sent to help people: (F2P accessible locations only).

Draynor, Lumbridge, Port Sarim, Rimmington, Varrock, Falador, Edgeville, Al Kharid.

Level 30 Warding & 30 Runecraft - Sorcerer's Tower (NPC: Thormac).

Locations you may be sent to help people: (All the above, plus the following):

Taverley, Burthorpe, Catherby, Seers' Village, East Ardougne, Yanille, Tree Gnome Stronghold, Rellekka, Brimhaven, Tai Bwo Wannai, Canifis, Slepe, Pollnivneach.

Level 60 Warding & 60 Runecraft - Mystics' Guild (new location & NPC in Arceus, Zeah).

Locations you may be sent to help people: (All the above, plus the following):

Arceuus, Port Piscarilius, Hosidius, Lovakengj, Shayzien, Neitiznot, Jatizso, Miscellania, Etcetera, Lunar Isle, Port Phasmatys, Burgh de Rott, Mos Le'Harmless, Corsair Cove, Ape Atoll, Shilo Village, Piscatoris, Nardah, Sophanem, Lletya, Prifddinas.

Dozens, maybe hundreds of combinations of possible locations & threats around Gielinor (dev time permitting).

Step 2 - Investigate

- Arrive at location & investigate any & all nearby "sinister marks" to discover the problem with the NPC, resulting in 1 of 4 magical issues:
 - o *Concealed magical creature or illusion that needs revealing.*
 - o *Damage caused by hexes & curses that needs mending.*
 - o *Impending magical attack that needs repelling.*
 - o *Dangerous magical enemy presence that needs removing.*



Step 3 - Action

- Based on which threat, need to tackle by placing 1 or more of the correct wards (**Air**, **Water**, **Earth**, **Fire**), plus minor gameplay interacting with elements in & around the NPCs property.



Step 3:

Based on which threat, you'll need to tackle it with the correct ward (Air, Water, Earth or Fire), plus minor gameplay interacting with elements in & around the NPC's property.

e.g.

A threat requiring a Fire ward of Expulsion will be the most dangerous threat. A demon has possessed a character or property & needs expelling. Dodge attacks & cast wards on the floor to properly remove the demon.

Step 4 - Cleanup

- Once you've dealt with the threat, the residual magical energy will coalesce & solidify into rock hard magical residue. Interact with it & harmlessly siphon it into runestones via your talisman.



Step 4:

Once you've dealt with the threat, the residual magical energy will coalesce & solidify into rock hard magical residue.

Interact with it & harmlessly siphon it into runestones via your talisman or tiara.

You'll siphon from it for 10-15 seconds, gathering runes of the type based on the talisman you have used.

e.g.

at lvl 44 Runecraft & Warding: Siphon nature runes with use of a nature talisman.

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Crisis averted & NPC saved.

Final Step (Repeat) - Go back to the start NPC to begin gameplay loop again, or use **NPC Contact** (spell).

Description of how you'll use wards in the activity:

Air Ward of Disillusion.

The act of revealing concealed magical threats, hidden in the spiritual, shadow or runic planes.

(Lore logic: Air & wind used to blow away magical concealment spells).

Water Ward of Ablution.

The act of cleansing to remove a magical hex or curse on a person or place.

(Lore logic: Water used to soothe wounds and magical ailments).

Earth Ward of Protection.

The act of safeguarding a person or place from dangerous magical attacks.

(Lore logic: Earth used to provide solid foundations of magical safety & fortification).

Fire Ward of Expulsion.

The act of forcibly removing a dangerous magical entity from a possessed person or place.

(Lore logic: Fire used to burn away magical enemies that are occupying something or someone).

Mission Examples

Using an **Air Ward of Disillusion** in Bob's Axes in Lumbridge to reveal the hidden mischievous imp causing havoc.



Using a **Water Ward of Ablution** in Ned's house in Draynor Village to cleanse a hex that was placed on him.



Using an **Earth Ward of Protection** for the White Knights in Falador Castle to block nasty Kinshra magical attacks.



Using a **Fire Ward of Expulsion** by Sir Prysin in Varrock Palace to remove a dangerous demonic possession.



Rewards

Warding & Runecraft XP

XP scales based on your Warding level & Runecraft talisman/rune type. XP rates for both should be no more than **1/3** of what you'd realistically achieve via training the skills in their standard methods at any given level.

(e.g. if at your current Warding level, you can reach 300k XP p/hour, using this method of Mystical Sleuthing at the same level should give around 100k XP p/hour. Same XP ratio goes for Runecrafting - 1/3 of regular rates).

Runestones & Magic Links (non-tradable)

The two primary **item rewards** are a small number of **Runes** & a unique reward currency: "**Magic Links**"

(Lore: Links that tether the magical planes of existence to the mortal realm. Certain wizards may find use for these curious objects).

Spend **Links** on various things:

Tier 1 Reward shop - accessible in the Wizards' Tower (NPC: Sedridor)

Blank Talisman Staff - (non-tradable) 

Cost: X Magic Links

Can be taken along with a talisman to the relevant Runecraft altar to create a **Talisman staff**.

Requires same Runecraft level to make the talisman staff as is needed to craft the rune of that type (e.g. 44 Runecraft to make a Nature Talisman Staff with a Blank Talisman Staff & Nature Talisman).

Use: Can be used in place of a talisman or tiara when entering altars, or when playing the **Mystical Sleuthing** activity. Equippable in main-hand slot. Requires no combat levels to equip and has no stats.

***Note:** Both serves as a throwback to the Talisman staves from 2008 & gives a small amount of choice to RC runs when not using the Abyss, without impacting XP p/hour or overall ease of training. Mostly exists as a nice reward to use when training via the Mystical Sleuthing activity itself (you'd be able to equip a RC Talisman Staff in the main-hand, with your Warding Channelling lamp in the off-hand).*

Tier 2 Reward shop - accessible in the Sorcerer's Tower (NPC: Thormac)

(**Note:** this reward shop has no level req to use (other than unlocking access to the activity), however using Thormac as an NPC for Mystical Sleuthing missions requires 30 Runecraft & Warding.

Learn the ability to make Mystic staves with Warding - (non-tradable)



Cost: X Magic Links

Warding recipes that teaches you the method of upgrading certain magical weapons/main-hands into their Mystic variants.

***Note:** Could be just 1 expensive recipe unlock, could be multiple cheap unlocks per item type.*

Also, with Thormac being the Tier 2 activity NPC/reward shop, it makes thematic sense as to why he sells/teaches the ability to make Mystic staves for yourself (as he's the current NPC for doing so).

Example 1: Existing Mystic Battlestaves makeable with Warding:

Upgrade a standard elemental battlestaff into its Mystic variant via Warding with some vis (& ingredients?). Alternative to going to Thormac to do so.

Requires similar Warding level to upgrade to Mystic as it requires Crafting level to make the regular battlestaff version (lvl 54 to 66).

***Note:** Would have to carefully balance it so the cost to upgrade is reasonably high so as it doesn't become easy money to make a Mystic battlestaff then alch it (as they alch for a lot).*

Example 2: Mystic Talisman Staff - (non-tradable)

Upgrade a standard Talisman staff into a Mystic Talisman staff variant via Warding with some vis (& ingredients?).

Requires the same Warding level to upgrade as the Runecraft level needed to make (e.g. 44 Runecraft to make a Nature Talisman Staff, 44 Warding to upgrade it into a Mystic Nature Tali-Staff).

Use: Same as above, but also gives basic combat stats to the staves (+10 magic, some melee stats, etc), requires 40 Magic & Attack to wield.

***Note:** Could possibly explore additional effects on the staves but could get messy quickly.*

Tier 3 Reward shop - accessible in the Mystics' Guild (Arceus) (NPC: New NPC) (Lvl 60 RC & Ward)

Combat Ring Imbue Scrolls - (tradable) 

Cost: X Magic Links (Granite ring imbue scroll cheapest; Ring of Suffering imbue scroll costliest).

The official replacement for NMZ as the home of ring imbues. Places them in a more thematically fitting location but keeps the overall style of implementation familiar to the player (from a reward shop in an activity/minigame).

Use: Can be used on certain combat rings to imbue them, doubling their stats.

***Note:** All existing imbued rings would **NOT** be removed from players. Everyone keeps existing ones.*

*Each scroll sold separately per ring, and **tradable** so people can freely buy & sell the imbue scroll.*

Quick Talisman Note

Astral, Blood & Soul Talismans. 

Because multiple gameplay & reward offerings in this pitch refer to Runecrafting Talismans, it's worth highlighting some that currently don't exist but could, as they'd be beneficial for these gameplay offerings if they did. Without the addition of at least a Blood & Soul talisman, there'd be a nasty 30 level gap (Deaths at 65 RC, Wraths at 95 RC) at the top end that'd really stifle progression through this activity.

For lore reasons, the Astral, Blood & Soul altars have never needed talismans to enter, as such they don't exist in game.

Blood & Soul - Strange altar creations on Zeah that have an unknown link to the age-old Dark Altar. They're stated in game to draw on the power of the original Blood & Soul altars elsewhere in the world, therefore it stands to reason that the original Moonclan created altars are still present somewhere & the Talismans to access them could still exist (even if they wouldn't currently be able to direct you there).

Blood Talisman source: Vyrewatch drop. (Thematically relevant drop source).

Soul Talisman source: Cerberus drop. (Thematically relevant drop source).

***Note:** A blood & soul talisman that are currently "inert" when trying to locate their respective altars could open up additional RC update possibilities in the future with the introduction of the original moonclan-created blood & soul altars (along with relevant quests in Morytania & the*

desert/underworld). Could have slightly different functions than their Zeah counterparts, offering more runes p/hour with less XP p/hour. Not something that urgently needs to happen though.

Astral - Being On Lunar Isle; the homeland of the Moonclan (the original creators of the stone altars around the mainland & beyond after their discovery of Runecrafting), they never needed to hide away the Astral altar in a separate Runic plane like they did with all the others (to keep out of sight from prying eyes). Doesn't negate the existence of a Talisman for altar locating purposes though.

Astral Talisman source: Suqah drop. (Thematically relevant drop source).

Mystical Sleuthing activity - Summary of problems & solutions.

Solution: A strong focus on having a mixture of gameplay variety within each core gameplay loop. Lots of existing places & characters being utilised and a sense of thought process & minor problem solving/puzzle & reaction based mechanics involved, it should broaden the gameplay that the Warding skill is offering to a significant enough degree so that it reaches a suitable level of depth for potential players (thus providing more of a reason to get excited for Warding as a whole).

Solution: Using wards in this manner of protection & guardianship helps to solidify Warding as a more generic term that translates well across not just OSRS, but other fantasy & IRL concepts of a ward. It also provides good gameplay variety for wards without needing to stray into sketchy territory like actual combat wards or the like, remaining strictly non-combat on the players side.

Solution: These ward definitions can help to add to the worldbuilding & storytelling within the game & offer up a great deal of potential for how Warding can be integrated into future quests (helping any NPC who has a magical threat or issue plaguing them that requires magical security).

Solution: Keeping the NMZ imbues within the context of a minigame & not taking existing ones away from players under any circumstances while widening the accessibility of them via tradable imbue scrolls instead should help to alleviate some of the early concerns. It also feels more thematically fitting being under a cohesive magical-themed minigame that offers several relevant unlocks rather than a very loosely linked quest-boss fighting minigame (NMZ).

Solution: Better defining how Warding, Runecraft & Magic interacts with one another, ensuring each element is still doing something unique & bringing something to the table that the others do not. Only enhancing, not detracting. With Warding content, constantly be asking yourself: *"Is this skill interaction making or upgrading some kind of **magic equipment**?"*. If so, then good, if not, then ask yourself does it belong in another skill.

Solution: While some may be afraid of offering alternative ways of getting Runecraft XP, this method aims to still feel mechanically like a core Runecrafting altar run gameplay loop. However instead of running back and forth to just 1 altar location & a bank, you'd be travelling to dozens, maybe even hundreds of different places all over Gielinor. This should (hopefully) provide that sense of variation & surprise that Runecrafting (and many other skills beyond it) so sorely lacks, while still feeling just similar enough to not be inappropriate. The big important factor for most players will be that these new Runecraft methods won't be the meta/ best XP p/hour.

The Guild

Why not look at the concept of not just a hybrid skill activity, but also a hybrid **guild**.

The precedent already exists in game with **The Warriors' Guild**. A melee focused guild that encompasses & requires both **Attack & Strength** levels (and even **Defence**, to a lesser extent). If there's a strong enough overlap, I see no reason why a similar thing couldn't be done again for other closely linked skills.

With a hybrid guild you can massively play up more aspects of both **Warding & Runecrafting**, actively increase the value & unique features of both simultaneously.

So then, where is it & what things could be in it?

Arcanists' Guild

Entry requirements: Level 60 Warding, level 60 Runecraft.

Location: Arceus house (Great Kourend, Zeah).

Core Features

Tier 3 Mystical Sleuthing skilling activity NPC, reward shop & imbues

The high-level NPC representative for this activity would appear here in the guild. They send you off to high level & quest locked locations around Gielinor to help the citizens with their magical problems. Provides best XP & reward rate for the activity (better than the previous 2 NPCs).

Also contains the high-level Tier 3 activity shop, which is where the new home of NMZ reward imbues will be (as covered in the top activity section).

Scroll Lectern

It was mentioned to possibly move scrolls of redirection out of NMZ and into Warding too. Could do it via a unique object in the guild that lets you make the scrolls (with papyrus, house tabs, vis, etc).

Warders' Vault

A secure storage unit for the various types of silks, barks and warding tools. This can be found inside the guild, akin to the Seed Vault in the Farming guild. This is to function as a bank space saver as we are currently unable to increase the size of the players bank.

Permanent Catalytic Ward

The only location of a permanent ward in the world. Can be used like any standard player made ward.

Unique use lets you produce 1 special kind of magic robe/armour set that otherwise can't be made anywhere else. Or possibly a cosmetic non-tradable magic outfit? Or maybe even a unique magical skilling outfit for Warding or Runecrafting, giving a small unique effect on the skill(s) (like Rogue for Thieving or Graceful for Agility) or the traditional 2.5% XP bonus outfit (probably too controversial/unnecessary).

Omni Altar

Lore: The Omni altar is a strange stone monolith. It's a very recent creation of the Arceus house, using the knowledge gained from interacting with the Moonclan tribe of Lunar Isle & learning of their history

(what with the Moonclan ancestors being responsible for constructing the original runestone altars around Gielinor).

It was made by one of the more progressive Arceus house inhabitants (much to the disagreement of other Arceus house residents) in an attempt to wean themselves off the reliance on the Blood, Soul & Dark altars that exist nearby, due to the mysterious & malevolent history those altars have with dark magical arts.

Function:

The Omni altar didn't fully achieve what the Arceus house wanted, but it did prove useful.

Firstly, you can **splash** on the Omni altar for a supply of **Omni Vis**.

Secondly, by drawing a different ward (air, water, earth or fire ward) on it, you can attune the altar to make 1 of 4 different **new combination runes**. Sadly, due to the inefficiency of the altar, the Runecraft XP gained here is marginal (focus on being a direct reward output of new rune types rather than a training method).

Four new combination runes are: (with rune icon ideas included).

Level 60 Runecraft - Omni Rune  - (Acts as: Air, Water, Earth, Fire).

Level 72 Runecraft - Stellar Rune  - (Acts as: Cosmic, Astral).

Level 83 Runecraft - Balance Rune  - (Acts as: Nature, Law).

Level 96 Runecraft - War Rune  - (Acts as: Chaos, Death, Wrath).

Each new combination rune type requires a stack of each of the prerequisite runes + Pure essence to craft. (Subject to balancing - may need to change how they're made. Key point is bad XP p/hour but unique rune reward output).

Reason:

With an **Omni rune, Balance rune & War rune, PKers** would only need those **3 runes** to effectively PK on the standard spellbook. This basically serves to provide both exclusive high-end Runecraft reward content & subtle PvP content additions.

Stellar rune would simply condense down a few lunar spells & provide further thematic ties between the Arceus house & Moonclan tribe (requiring completion of the relevant Lunar Diplomacy quests).

Note: This could be adding too many Runecrafting runes at once. This could also be diminishing the nostalgia of core original runes.

Note: New combination runes wouldn't be coming with Warding due to feedback from players. The section will remain in this document however for anyone who wants to know about them. These could be revisited at a later date if there is a demand for them.

Random musings & miscellaneous

Elemental Tomes (air, water, earth, fire)

Another possible avenue for hybrid skill reward. As Runecrafting deals with magic ammo (runes), it makes a lot of sense to let offensive magic charges (tome pages) fall under that umbrella too.

 Could simply require both levels (**Warding & Runecraft**), take a stack of elemental vis to the relevant elemental Runecraft altar with a bunch of papyrus in your inventory to craft the runic energy into the pages (very bad Runecraft & Warding XP p/hour, exists as a reward output).

The tomes themselves being drops from monsters feels reasonable enough but could equally be incorporated into multiple skills. Or a monster drops a special magical item drop that can be bound in magical silk & leather (via Warding level) to create the tome.

Existing low-level items:

Staff, Magic Staff, basic Elemental Staves (air, water, earth, fire)

Note: In the spirit of filling in gaps & letting players use their skills to obtain things, just like how low-level robes will be created via Warding, this would allow players to make the existing low-level magic weapons.

- Use a knife on a standard log to carve a “**Stick**” (*new object*) (Level 2 Fletching).
- Use a “Stick” on a ward with some vis to make a “**Staff**” (level 2 Warding). 
- Use a “Staff” on any basic colour bead (imp catcher beads) to make a “**Magic Staff**” (level 2 Crafting). 

Or, take a basic colour bead (imp catcher beads) to a Runecrafting altar to convert it into an **elemental bead**.

- White bead on air altar = **Air bead** (level 1 Runecraft).
- Black bead on water altar = **Water bead** (level 5 Runecraft).
- Yellow bead on earth altar = **Earth bead** (level 9 Runecraft).
- Red bead on fire altar = **Fire bead** (level 14 Runecraft).

Use Elemental bead on a basic “Staff” to make the relevant **Elemental staff** (level 3 to 15 Crafting).

(**Air staff, Water staff, Earth staff, Fire staff**).



Reason: Makes good use of multiple low-level skills. Remains semi-consistent with Battlestaff crafting (you empower an orb/bead with elemental energy, then attach it to the staff with Crafting). Gives a bit of extra use & lore/thematic relevance to imp beads beyond just the amulet of accuracy.

Warding Skilling Boss

Playing off the themes established in the **Mystical Sleuthing** activity, a **skilling boss** where you use wards in a very similar manner could be extremely fun.

Again, it'd technically be "non-combat" in the sense that you're not dealing any direct combat damage (you'd still be *taking* damage, mind you) and it would in no way shape or form exist elsewhere in the game world.

Basically, a scary ancient magical creature is terrorizing a place in a dungeon somewhere. You and some friends can team up to cast down wards in its boss lair to dispel its concealment illusions, wards to heal & repair things or people, wards to protect & shelter from large attacks, and wards to drive back & expel the beast (air, water, earth, fire respectively).

Rewards could be some high-level Warding ingredients for future robes/armours/weapons/books/etc.

End

Thank you for taking the time to read through this rather large design document on the Warding skill. If you have any concerns or thoughts about what you've read here, please give us feedback through the various forums and social platforms.