

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

Floor 61 was first teased nearly a decade ago with the release of Dungeoneering in 2010. It was then announced to be 'coming soon' at RuneFest 2011. Then polled again in 2014, in which it lost against Lord of Vampyrism (quest). Last year, Mod Osborne talked about the various areas added to the game such as Prifddinas, Menaphos and Fossil Island (Anachronia) and believed that Floor 61 may be the next location which players rally for.

This is my idea for a F61 unlocked via a Grandmaster Quest which ties up the loose ends in the story, as well as rewarding a new Elite Dungeon and access to F61. This is quite a chunky quest, and the reward (the Elite Dungeon) is just as big - inspired by previous massive quests like While Guthix Sleeps, Ritual of the Mahjarrat and Sliske's Endgame. This could technically be two updates, the quest and then at a later date the Elite Dungeon. This entire thing could also be reduced significantly or be just a quest, or just an elite dungeon - but reach for the stars and then have that reduced, right?

Use the headings on the outline (to the left) in order to skip to various sections.

Feel free to check out the [Lore and History of Daemonheim here](#), I wrote that document before writing this one, as a base. There's a ton of interesting lore, a lot of which I had forgotten was even there - such as Bilrach having a huge slumber.

The Rift (Floor 61) Grandmaster Quest

Requirements:

- Three's Company
- Vengeance
- Nadir
- Thok It To 'Em
- Thok Your Block Off
- Dishonour Amongst Thieves or Children of Mah
- The World Wakes
- Tears of Guthix
- Fate of the Gods
- One of a Kind
- Hero's Welcome
- Dream Mentor
- 95 Dungeoneering

Other Potential Requirements:

- Desperate Times - If Charos was to be involved in the quest, due to his interactions with Thok in Desperate Times. This would also help to tie the story to the main narrative moving forward.
- Shilo Village - If Zamorak was to discuss how he was able to have an influence on Gielinor beyond the Rift, despite the Edicts.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

Starting Out

Whilst Dungeoneering on a Warped Floor, players have a chance of finding an item which belonged to Thok and Marmaros, though this can only be found if the player meets the requirements. This item can then be given to Skaldrun in order to initiate a saga, beginning the quest. I'm imagining the weapon to be Thok's primal sword, because that's quite a recognisable item, but it could be anything.

Thok and Marmaros

Players will then play as Thok and relive the descent to the bottom of Daemonheim. This will begin on a Warped Floor, include the fight with the Hope Devourer and have the typical humour and memes of the previous Thok Sagas. The combat gameplay will be very glass cannon-esque, with Thok being able to deal insane amounts of damage with little defensive ability. Thok may even battle the greatest villain of all: the ferret. A great comment in the reddit thread had Thok throw his primal sword at the ferret, injuring it, and then instantly feeling remorse. I loved this idea.

This saga will conclude with Thok and Marmaros reaching the bottom of Daemonheim and finding the rotting corpse of the Chelon-Mah. Dialogue will appear from an unidentified 'white-bearded man' before the saga ends, leaving the of the identity of the white-bearded man a mystery *for now*.

White-bearded Man (Part I) & Grondaban

The player will then speak to Skaldrun, Thok and Marmaros about the white-bearded man. However, due to the curse placed upon Skaldrun, and the removal of Thok and Marm's memories, you will have trouble identifying him.

Speaking to a number of people at Daemonheim will reveal that [Brundt the Chieftain had previously met the white bearded man](#). Head on over to Relekka and speak to Brundt in order to learn more about his encounter with the white-bearded man. Unfortunately, this will not be enough to identify him. Brundt will recommend that the player travels with Thok, Marmaros and Skaldrun to Lunar Isle, in order to attempt to restore their memories. This is because the Moonclan a very powerful mages, and have a history of dealing with dreams, memories and trauma.

Speak with Baba Yaga and the Oneiromancer on Lunar Isle, and they will tell you that they require some items in order to restore the memories. This is the fetch-quest part of the quest. Perhaps the player will be required to obtain some items specific to Daemonheim, such as the

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

herbs and logs there. Or, new items which are unique to the quest which can be obtained inside of Daemonheim. Ideally, each of the items would be thematic to a type of Dungeoneering floor (frozen, abandoned, occult, etc).

Once everything has been collected, it's time to recover the memories. Upon trying to restore the memories of Thok, Marmaros and Skaldrun, the player will enter a small saga / cutscene as Skaldrun. To the player's surprise, Bilrach will be there. Bilrach will refer to Skaldrun as Grondaban, and it will explain why Grondaban was cursed and had his journals torn up and scattered throughout the dungeons. This is because it is heavily implied through [Skaldrun's dialogue](#) and the [journals written by Grondaban](#) that they are in fact the same person.

After this short cutscene / saga, the Moonclan will state that they have not yet been able to restore the memories of Thok and Marmaros. In the meantime, however, Skaldrun (Grondaban) is shocked by his recovered memories of Bilrach. He believes that if you could bring him a possession of Bilrach or someone close to him (Moia), he may then be able to recall the final piece of the puzzle. The player will then give Skaldrun (Grondaban) the [communication device](#) from Dishonour Amongst Thieves.

Moia, Bilrach and Floor 61

Upon giving Skaldrun (Grondaban) the communication device, the player will enter a saga which begins where Nadir left off. The player will play as Moia, and begin the descent from F60 to F61 alongside Bilrach.

From Jagex's perspective, there's now a *lot* of opportunities as to what could happen from this point onwards, as there's a lot of questions to be answered here are some potential ideas:

- Bilrach and Moia fight one another before becoming allies - perhaps attempting to sacrifice one another at the ritual stone.
- The Rift has some sort of guardian defending it, this could be supported by the fact Bilrach believes that a [foe will rise even he could not deal with](#) and [that his power is being drained](#).
 - Perhaps this could be a monster relating to Xau-Tak? This would explain the whispers (which Bilrach began to doubt were Zamorak), the insanity and [time travel](#). This could also explain why the Dragonkin fled Daemonheim.
 - Perhaps the rift has some sort of sentient guardian defending it, or a creation of the Dragonkin defending the portal.
- The 'white-bearded man' is involved somehow. After all, he was seen soon after this when Bilrach sacrificed the Chelon-Mah.
- Battle with Corajo. Bilrach had a rivalry with the gorajo, and has sworn to rid them of the Daemonheim and then destroy their world. It could be that they attempted to foil his and Moia's plans.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

Moia (the player) will then finally reach the Rift, and enter it. This section will detail how Bilrach and Moia were split up from one another as they tumbled through worlds. We know that from this point onwards Moia will land upon an unnamed fiery world, where she found Zamorak. Bilrach will land upon Freneskae find the Chelon-Mah, sacrifice it, and bring it back to Freneskae.

- Where was Zamorak?
- Why did Moia appear where Zamorak was and Bilrach on Freneskae?
- Why did Bilrach sacrifice the Chelon-Mah, when he had originally been gaining energy from The Rift?
- Who was the 'foe' that Bilrach faced? What were the whispers? Why was Bilrach's energy being drained on the final floor?
- What was the White-Bearded Man doing down there?
- What is on Floor 61?
- What is The Rift?

The player will then awaken from this saga as Moia and Bilrach step through The Rift - though gameplay could exist beyond this on Freneskae and the unnamed fiery world where Moia found Zamorak. The Moonclan will notify the player that they have managed to restore the memory of Thok and Marmaros.

White Bearded Man (Part II) & The Dragonkin Fortress

Thok and Marmaros will reveal the identity of the white-bearded man to be... Unfortunately, this is for Jagex to decide, but it's very likely that it is the [Smuggler](#). Therefore, I will write this as if it is the Smuggler.

The player will then go to Daemonheim and find that the Smuggler has been replaced with [Torsteg](#) and [Hilda](#). These characters famously blocked access to Daemonheim before the release of Dungeoneering, leading players to speculate what the peninsula behind them may be. Hilda and Torsteg will tell the player that the Smuggler has left, but that he has told them that anyone asking for his whereabouts should contact the snake.

This will lead the player to Juna, a Guardian of Guthix. Juna will tell the player that (Smuggler's true name) has gone to finally pay his respects to Guthix. She will offer the player a teleport to the Guthix Cave.

The Smuggler will be found in the Guthix Cave, looking upon Guthix. He will reveal himself as a Guardian of Guthix [[Source 1](#)] [[Source 2](#)]. Sent to protect and watch over The Rift by Guthix. He also joined the Temple Knights (?) [[Source 3](#)] in order to gather intel on Bilrach, The Rift, Saradomin and Daemonheim. It's possible that this (source 3) isn't referring to the Temple Knights, and could instead be a different group for Jagex to decide.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

This next bit is headcanon, and can be replaced with anything else. This is just my own idea as to what the rift may be in an attempt to make the story interesting.

The Smuggler will state that the Rift is a byproduct of one of Guthix's biggest mistakes, and that rather than telling you, he will show you. You will then be teleported to F61 (present day) alongside the Smuggler. You will then pass through the Rift and enter upon Daemonheim when it was a '[lush green plateau with a dark castle standing proud](#)' (in the past).

A mighty earthquake will shake the castle, and some of the Dragonkin will fly out from Daemonheim, like disgruntled bees from their hive. However, some Dragonkin will remain inside of Daemonheim. The player will now have the task of using their stealth and agility to move around the outskirts and insides of the castle listening in. If the player is seen they will be incinerated by the Dragonkin and have to start again.

From listening to the Dragonkin, the player will learn that the Dragonkin (one of which is Kerapac) dug tunnels deep below the surface of Gielinor, in order to access a pocket of divine elder energy. This was close and connected to the Elder Halls, in a similar sense that The Heart is, but still not the Elder Halls themselves. They believed that one day they may be able to use this to their advantage against the Elder Gods, but they were unsure how to do so at the present time.

However, something has just happened down below. Something bad, hence the Dragonkin fleeing the tunnels. Continuing around the outskirts of the castle, the player will see a hooded figure teleport onto the lush green plateau.

Speaking to the hooded figure will reveal him to be Guthix. He refers to the player as World Guardian, and explains that he has thrown the Elder Sword into Renmark. This was in an attempt to remove the corruption from the planet (Xau-Tak). In the process, the planet was shattered like ice, many rifts through space-time were opened and many innocent lives taken. Worse still, the corruption's tendrils have entwined threads of mortality through the many rifts the sword had created. The energy the Dragonkin had located was already a weak point in space-time, which made it all the more easy for a rift to be created when Guthix shattered Renmark with the Elder Sword. This is why the World Gate and The Rift are so similar: they were both created with the Elder Sword [[Source 4](#)]. Guthix will also explain that the Smuggler was appointed a world guardian to watch over this site, ensure that nobody dig down towards the rift.

Guthix then enters the castle amongst the Dragonkin and collapses the castle and its tunnels upon itself. He is too powerful for any of the Dragonkin to stop. This buries the Rift below Daemonheim, *but not necessarily whatever is calling out the whispers*.

The player will then awaken on Floor 61.

Zamorak, Bilrach and Floor 61

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

The player will be found by Moia outside of The Rift, and be taken to Zamorak's hideout. Zamorak, Bilrach and Moia will question the player, and how they got to the rift. The player will lie and say that the World Gate malfunctioned. The player will then ask Zamorak how he managed to bury himself beneath Daemonheim, to which he will say... he didn't. Bilrach will believe Zamorak to be lying, in order to keep the truth of his great strength from the player - but Zamorak will ask the player to speak with him alongside Moia, in private, on the floor below.

Zamorak will state that Bilrach is weak willed, and that he succumbed to another force (whispered to him). Zamorak could have never bypassed the Edicts of Guthix, which is why he was not able to come through the rift or return to Gielinor until Guthix had died. When Bilrach and Moia stepped through the Rift, however, Zamorak was able to have an influence upon them. He willed Moia towards him via the Rift, and led Bilrach to Freneskae where he would find the Chelon-Mah. He believes that Bilrach is not as strong-willed as Moia, and that other forces guide him, but Bilrach is still a powerful follower due to the army he is providing through Daemonheim.

Bilrach will then walk through into Floor 61, and tell the player, Zamorak and Moia that his Daemonheim Project is 'nearly complete' and that there is another floor he has been waiting to show Zamorak and Moia (as referenced in Children of Mah). There could also be some form of cliff hanger relating to Xau-Tak, perhaps he has influence over Bilrach?

The end!

Rewards

- **The Rift - Elite Dungeon**
- 500K Dungeoneering Tokens
- Thok and Marmaros will now wear Dungeoneering Master Capes.
- Access to 120 Dungeoneering Resource Dungeon on Floor 61
 - New Slayer Task: Warped Behemoths
 - Very powerful Slayer Monster with a lot of HP, essentially minibosses like Tormented Demons and Glacors.
 - Gorajos will be fighting the Behemoths, but Behemoths can warp the Gorajo and turn them against you.
 - Drop 'Warped Gauntlets' which reduce the players LP by 15%, and constantly drain life points - however, increase player's damage output and increase critical hit cap to 13,000. This stacks to 16,000 when Erethdor's Grimoire is active. Switching to these will drain a players adrenaline to 0, this is to stop players switching to them for a big hit then back to other gloves. Gloves must be worn for the entire duration of adrenaline gain. Perhaps some sort of timer that they must have been worn for X minutes before player can do an ultimate? Something like that.
 - Warping Skilling Location

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

- T90 unstable resource location that switches frequently from Grave Creeper Tree to Promethium Ore, etc. Resources disintegrate upon leaving Resource Dungeon.
- Lore Book
 - Explaining the origins of the Behemoth, how Zamorak became so fond of them, and the world they came from.
- Access to 105 Dungeoneering Resource Dungeon on Floor 61
 - New Slayer Task: Warped Night Spiders
 - Warped Night Spiders attack in groups, and deal *very high* poison damage. They themselves are immune to poison.
 - Drop Shadow Silk Hood. Makes player invisible to all non-boss monsters. Not only aggressive monsters the player may wish to avoid, but non-boss monsters in boss encounters. Spiders in Araxxi, henchmen in GWD1 boss room, etc.
 - Flanking perk will always take effect when wearing the Shadow Silk Hood, unless the monster is a boss monster.
- Ability to use the Rift as a World Gate, and teleport to the World Gate via the Rift and vice versa.
 - As the Rift is such a powerful teleportation anomaly, it's possible that the Rift could offer teleportation other or all teleport locations.
- An additional bind slot in Dungeoneering.
- Ability to complete a 61st floor whilst Dungeoneering and ability to reset at 61 floors completed, this will require 120 Dungeoneering.
 - This will not be anything special, just a regular warped floor, but an experience increase no less.
- Ability to free the Fremennik ghosts on Daemonheim, and send them to the afterlife. Offering prayer experience.
- Thok Smash - Melee Threshold AoE Ability
 - Different AoE shape. Perhaps a rippling effect that reaches outside of the 3x3 box around the player. Perhaps the player darts forward dealing melee damage to all enemies in front of them. Perhaps dual-wield rather than 2H to give dual-wield melee a little more utility.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

SCROLL DOWN FOR THE ELITE DUNGEON IDEA

The Rift - Elite Dungeon

An Elite Dungeon for The Rift makes a *lot* of sense. Elite Dungeons offer Dungeoneering experience, and are a very exciting and logical progression of the Dungeoneering skill. The three which exist at the moment explore the lore of Xau-Tak, who has a great tie in to Daemonheim. It would seem that Jagex are trying to push the Xau-Tak and Daemonheim narrative, due to the 2018 Halloween event ('Til Death Do Us Part) where Moia is taken hostage by Xau-Tak, and lore regarding Kal'Gerion demons in the third installment of the Elite Dungeons.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

There's a *lot* of options for what could take place in an Elite Dungeon which explores The Rift. Here are some ideas:

Team Sizes

Up to five players, rather than three, with scaling. This will obviously still be more difficult going solo, but the reason for this is that Daemonheim typically allowed parties of five. This way, up to four of your friends can join in - but equally, you won't be handicapped if it's a team of three.

Location and Story

So. Many. Options. The thing about The Rift, is that it has the potential to take the player anywhere. This might be worlds we have already been to, it could be the Daemonheim-monster specific worlds, it could be the planet Moia found Zamorak on, the planets Zamorak took Moia to, or the World Gate worlds we are yet to visit. It could be the Abyss, and have the [Anima Witch](#) getting caught up in our problems; or it could be Infernus in the midst of a demonic civil war. It could even be using the space-time properties the Rift has shown - Daemonheim in its past (an area used in the quest above, already) - or a brief waltz through particular moments of history. Who knows!

I think the right thing to do, would be to probably use a few locations. There could even be some random generation brought into this, with it being slightly different on each attempt, or the warping nature of The Rift shifting the fabric of reality for the players. Imagine randomly generated puzzles, skilling and monsters along the way. This could even involve the team of five progressing through an elite dungeoneering floor (Floor 61) before even reaching The Rift.

In terms of story - again, the possibilities are endless. Is the player dealing with the resurfacing threat of Xau-Tak? Or, is this related to Bilrach's hinted 62nd floor? Are we fighting the monsters of Daemonheim (Stalkers, Kal'Gerions, Behemoths)? Are we helping the Gorajo on their world? Are we dealing with the particular threat of whatever planet we arrive in?

Bosses

These are just *some* ideas, but as with above, the opportunities are endless..

Kal'Gerion Boss - One of the lore books states that there's five Kal'gerion generals beneath Kal'Ger the Warmonger, but we have only seen four of them in-game. [Mod Mark also said](#) that there's a fifth general even lower in Daemonheim than Kal'Ger, but Mod Jack disputed this. Regardless, [as the lore stating this](#) is still in the game it could be used. This could be a Kal'Gerion demon that was weaker than Kal'Ger, but went towards the Rift and became insane, warped and powerful due to it.

[Anima Witch](#) - Perhaps this one is a little left of centre, but that's why I like it. The Anima Witch was originally planned for Shattered Worlds, but it's unlikely she will ever get the stage she deserves there now. Daemonheim is known for its portal magics and energy, and the rift is a

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

giant portal. What if, along the way, the Anima Witch found the Rift for herself? Or we just found her in one of the locations we arrived at?

Xau-Takian Chelon-Mah - The Chelon-Mah Bilrach sacrificed. Poor thing. But was it such a smart idea for Bilrach to have left it so close to The Rift? We've already seen that Xau-Tak has immense powers over the dead, perhaps even in those which are not supposed to have an afterlife. Plus, wouldn't it be awesome to fight a (kinda) Mahjarat?

Guardians of the Rift - What if the Rift is so powerful, that it has become partly sentient? Sentient creatures born from the Rift, warped and mighty.

The Father - A mighty gazing eye ball in space, which birthed all the other seekers and stalkers.

Gulega Boss - The Warped Gulega is the only one of its kind in-game so far. What if we went to the Gorajo homeworld and had to save them from an elite Gulega threat sent by Bilrach?

Triple-Bellied Wolflok & Sinkhole (Monster) - These were pointed out to me in the comments of the reddit thread by /u/HivemindEnrager. These are creatures described by the Gorajo which are known to inhabit their world. The triple-bellied wolflok is somewhat like a dragon, has seven heads and large bellows on its sides that pump out acid. Whereas the Sinkhole (monsters) are described of burrowing beneath the ground like an open palm, then folding upwards to trap and devour anything standing above them. These would be very unique monsters, very thematic and definitely interesting.

Difficulty and Mechanics

The Rift Elite Dungeon is designed to be different than the other three, in that it's one of its own and not necessarily connected to those ones. Much more Raid-like, perhaps bigger, and once you're in -- you can't bank.

Throughout the Elite Dungeon, however, resources will pop up. Daemonheim logs, fish, etc. Players can collect these if they are getting low on resources and share them with one another, they will have to use the environment to their advantage once they run out of supplies.

Perhaps the players would be able to summon a special familiar beyond The Rift that can hold more than 30 items, but only ones found beyond The Rift? Jagex could definitely play around with really fresh and interesting ideas, using the original Daemonheim as an inspiration.

Players will be able to bring their own armour, weapons, food, etc - but there is no banking once you have begun. If a player dies in the dungeon - they have two options. They will respawn at the rift, and may run back through to their grave where they died -- or they may teleport out and their items will go to Death. Once a player teleports out, they may not come back. The idea is that if a player dies because they ran out of food, all is not lost, they can pick their equipment back up and use the environment to restock.

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

It could also be that rather than having the three bosses and linear path, that there is a random assortment of worlds and bosses - each perhaps with different loot tables. That would obviously be a lot of work though.

I also think puzzles would be a great addition - nothing too difficult or time consuming, but things similar to the puzzle rooms in Daemonheim. Perhaps optional puzzles rooms that offer a buff when solved, such as 10% more damage for 10 minutes.

Rewards

As with everything in this thread, these are just ideas. That being said, I will be taking into account that last year Mod Osborne said that Jagex is going to stop limiting themselves with new rewards due to old content -- such as adding new weapons out of fear it will devalue Vorago. Things have to progress. Again though, this doesn't mean it would *have to be like that*. Here are some ideas which are probably terrible:

- T92 Shields
 - Dropped in three parts.
 - When stood in close proximity to other players with the shield equipped, some sort of buff is applied (such as sharing damage amongst you, or resonance hits divided amongst players). Stacks with up to two other players.
 - Rift (Threshold Defence Ability)
 - Ability may only be used when this particular shield is equipped. Player will briefly 'phase out of reality'. Allowing them to take no damage for a few seconds, and even move location.
- T92 Defenders
 - Dropped in three parts.
 - Increases accuracy and chance of critical hit.
 - Passive effect: When dealing damage, the passive effect may activate in the weapon will deal the same damage as a T92 off-hand for a limited period of time (10 seconds?).
- Warped Weaponry
 - Player deals T93 damage, but takes a percentage of the damage they deal to themselves. Enough to be a risk vs. reward situation. Weapon possibly lowers total LP when equipped.
- Special Attack Weapons
 - Deal T80 damage through abilities and auto attacks. However, the special attack itself will deal T93-95 damage. This is very much pre-EoC type of special attacks, where the player would switch to spec, then back to their regular weapon. Hopefully rather different and exciting. They also have the drawback of they may not use other abilities whilst using the special attack, without cancelling it.
 - Warped Blades
 - Dual-wield blades that only take up the main-hand slot as a 2H. When special attack is activated (100 adrenaline), the player is unable to do any abilities for a few seconds. However, the player

The Rift (Floor 61) Grandmaster Quest & Elite Dungeon

will deal a lot of damage against a single target and have unlimited barge. The idea is the player would be darting around dealing a ton of damage for 5-10 seconds. The drawback to this special attack and weapon is that whilst active, the player may not use any other ability without cancelling the special attack.

■ Warped Knives

- Dual-wield knives that only take up the main-hand slot as a 2H. When special attack is activated (100 adrenaline), the player is unable to do any abilities for a few seconds. However, the player will rapidly throw knives at a single target. Player may switch targets until the special attack is up. This would be reminiscent of knives pre-EoC. The drawback to this special attack and weapon is that whilst active, the player may not use any other ability without cancelling the special attack.

● Warped Token

- Tradeable token worn in the pocket slot. When equipped, player receives additional dungeoneering tokens from both Daemonheim and Elite Dungeons. Offers no combat bonuses.