# Solo Ronovo's OSRS Homebrew

## F2P (Free To Play) Edition

Version 0.9

Created for use with the Runescape Kingdoms (RSK) TTRPG System. Use of this product requires a copy of the Runescape Kingdoms Core Rulebook.

Skill Overhaul, including Level Thresholds!
New Enchanted Jewelry w/ Gems!
New Travel Rules!
Wizard Hats and Elemental Staves!
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Selected F2P quests, listed in 3 tiers. List of Quests available on the first page of this section.

## Bosses

Brutus, Prince Ali Rescue

## Beginner Clues

Solving a Clue; Rewards; Steps

# General Homebrew

This is for information that has no other place in the document yet. At some point, there will be. Until then, let this serve as a “Catch-all” List to be sorted later (if ever).

## Custom Character Sheet

I am not using the normal character sheet from the book. I am using the OSRS-themed character sheet that can be found on DriveThruRPG as Pay What You Want. Search “***Runescape Kingdoms RPG Character Sheet***” on the site, or go to this link if you are viewing the Google Document:

https://www.drivethrurpg.com/en/product/474919/runescape-kingdoms-rpg-character-sheet

## New Equipment Slots

### Boot(Foot)

There are boots in the game, but no slot. I could not find anywhere in the book or character sheet, official or otherwise, for the boots to go. My best guess is the Legs slot. If that is done, you must choose between boots and platelegs.

To get around this, I simply added a custom Boot(Foot) slot on my character sheet right next to the legs. This allows for distinct gear in the Leg and Boot(Foot) slots.

### Ring(Finger)/Amulet(Neck)

The base game does not have any jewelry. With my crafting update, I have added not only standard gem jewelry up to diamond, but also their enchanted variants. If you want to play with these, you must add an additional Ring(Finger) and Amulet(Neck) slot to your sheet.

### Al Kharid Fee

It costs 10 GP to cross to Al Kharid from Lumbridge. There is a gate that is guarded. Completion of the Prince Ali Rescue quest will allow for free passage to and from Al Kharid. If you refuse to pay, you must walk around the fence to access the city.

## Banking

You can use an extra item sheet as a bank. Extra sheets are bought at a rate of 100 GP/Sheet. Banks exist in most major cities.

## Towns and Cities in Runescape Kingdoms vs. Old School Runescape

The scope of the TTRPG is far grander than the scope of the video game. While it takes 2 minutes to walk from Lumbridge to Draynor in-game, it can take multiple days in the TTRPG. In order to preserve the “lore” of OSRS, and graft it onto the TTRPG as best I can, I have come up with a simple ruling to explain a town.

The towns that we see in OSRS are the town centers. This is where all the businesses are, where castles are located, and where things happen. However, there are miles of outskirts around each city to provide farmland and housing outside of the city center.

Most times, your character will start with a shack or small house of some kind on the outskirts of a town in the region you started in.

## Rune Platebody

You cannot equip a Rune Platebody until you finish the quest Dragon Slayer I. This is in line with the classic requirement from the game. Until you unlock it, the highest you can wear is a Rune Chainbody or Adamant Platebody.

## Adamant Platebody Rebalance

Was : 8 AV + Heavy
Now : 7 AV + Heavy
The base game gives Adamant and Rune Platebodies the same stats. This does not line up with the natural progression in the chart and makes the Rune Platebody worthless and not worth the extra 40 GP.

# Solo Hacks for Runescape Kingdoms

## Recommended Solo Start Options

### Region

Lumbridge

### Backgrounds

2 (Around 41 Points if selected manually).
NOTE : If you do not start with a combat background, you can take an additional one for solo play, selected for combat prowess. This will allow an adventurer to hold their own without excessive grinding. This is a matter of preference, of course.

## How Do You Use These Quests?

The only requirements are the Quest Beginning and the Quest Finish Requirements. These need to be cleared to get the rewards. The steps are merely provided as guidelines to provide structure to your quest and campaign, based on the steps from OSRS.

Every step can be treated as its own scene that can run for as long or as short as you wish for it to. I provide you with NPCs and Locations, as well as general dialogue options. If a specific TN is suggested, it can always be overridden with a reason, e.g., using Agility instead of Strength with Defence to simulate dodging instead of trying to “tank” the damage.

Feel free to use any external Oracle of choice to leave your own stamp on these quests, and the world of Gielinor! I have used Mythic Gamemaster Emulator to great effect. This may be a good starting place to begin adding your own content to the game!

## How Should I Count a “Session” for the sake of leveling up?

The game lays out a structure you can follow if you wish, which is “Free Play” -> “Quest Play” -> “Downtime”. You level up after your downtime. However, the only real requirement is that a skill must be used first before it can be leveled. If you only have 15 minutes to play and can only try to cut down a tree or mine a rock a few times, give it a shot. Succeed or fail, you can level up that skill, and be one step closer. It is your table, and you get to set the pace of your adventure.

# Travel By Turns - F2P

***These are created based on OSRS Lengths applied to RSK's Travel Turn System***
***These are intended to provide a general sense of scale and should be taken as suggestions, assuming the players follow established roads and routes.***

***Lumbridge***

- Al Kharid - 1 Turn - 10 GP; 3 Turns (Free)
    - Free After *Prince Ali Rescue* Quest
- Draynor - 1 Turn
- Varrock - 2 Turns

***Al Kharid***

- Varrock - 2 Turns

***Varrock***

- Barbarian Village - 2 Turns

***Barbarian Village***

- Edgeville - 1 Turn
- Ice Mountain - 1 Turn
- Falador - 1 Turn

***Falador***

- Goblin Village - 1 Turn
- Rimmington - 2 Turns
- Port Sarim - 2 Turns

***Rimmington***

- Port Sarim - 1 Turn

***Port Sarim***

- Karamja - 1 Turn
- Draynor - 1 Turn

***Karamja***

- Port Sarim - 1 Turn

***Draynor Village***

- Wizards' Tower - 1 Turn

# Random Table of Locations - F2P

| Random Locations - F2P | |
|---|---|
| ***1D12*** | ***Locations*** |
| 1 | Lumbridge |
| 2 | Al Kharid |
| 3 | Draynor Village |
| 4 | Varrock |
| 5 | Falador |
| 6 | Rimmington |
| 7 | Port Sarim |
| 8 | Ice Mountain |
| 9 | Goblin Village |
| 10 | Edgeville |
| 11 | Karamja |
| 12 | Wilderness (GM's Choice of location and rules) |

# Travel Outcomes

Replaces the table you roll on Pg 86
All tables below, except for result 11 in "New Travel Rolls," are taken from u/xalchs on Reddit
https://www.reddit.com/r/RunescapeKingdomsRPG/comments/1bhq7ci/homebrew_expanded_travel_tables/

## New Travel Rolls

| ***2D6*** | ***Decision*** |
|---|---|
| 2 | Critical Failure! - Check Travel Danger Table |
| 3 | Ambush! - The characters are attacked by some vicious creatures - the GM determines the monster. The characters didn't see this coming, so they act second in combat. |
| 4 | Delays! - Whether it's the rain or badly maintained roads, something is slowing you down. You must succeed at an additional travel test. |
| 5 | Ouch! - A character stumbles and cuts themselves. They suffer five Life Points of damage. If there's another combat during the journey, the characters must go after the monsters have acted. |
| 6 | Random Event! - Check Random Event table |
| 7 | Attacked! - The characters are attacked by some vicious creatures - The GM determines the monster |
| 8 | Strange Weather! - The weather takes a sudden turn for the worse. Characters must seek shelter; attempt a Hunter test. On a failure, succeed at one additional travel test. |
| 9 | Nothing! - Nothing...this time you got lucky. You might not next time. |
| 10 | Lost Supplies! - A sudden mishap causes the players to lose their rations. Make a Fishing or Hunting test to replenish their supplies and continue their journey. On a failure, the players take five Life Points of Damage. |
| 11 | Dungeon! - You find a dungeon entrance. Make a Dungeoneering roll. On a success, you find a cave with spawns of a monster of the GM's choosing. |
| 12 | Critical Success! - Check Travel Boon Table |

# Critical Success

| Travel Boons | |
|---|---|
| ***1D6*** | ***Decision*** |
| 1 | Ancient Shrine! - The players find an ancient shrine bearing a purple X shape. Resting at the shrine restores any missing Life Points and gives characters a temporary +1 TN modifier to their next roll. |
| 2 | Smooth Sailing! - The journey proceeds without any hindrances or delays. The party makes excellent time, arriving at their destination sooner than expected. No further travel checks are required. |
| 3 | Merchant! - A wandering merchant asks to accompany you - If you allow them to accompany you, they'll sell you their wares at a 25% discount. Alternatively, roll a Thieving test. On a success, you 'gain' 2D6 gold. |
| 4 | Wild Herbs! - The party has found a wild patch of herbs growing. Make a Farming test. The GM should determine the type of herb patch. |
| 5 | Rich Cavern! - The party stumbles across a cavern rich with ores. Make a Mining test - the GM should determine the ores. |
| 6 | Treasure! - The party stumbles across a hidden casket filled with gold coins. Gain 3D6 GP. |

# Critical Failure

| Travel Dangers | |
|---|---|
| ***1D6*** | ***Decision*** |
| 1 | Trapped! - While traversing, a party member steps into a particularly marshy area. They must make a successful Farming test to escape the sinking. On a failure, lose one item from your inventory. |
| 2 | Rockslide! - The party traverses too closely to a rocky mountain path and triggers a sudden rockslide. They must make a successful Mining test to avoid being crushed by the tumbling boulders. On a failure, take five Life Points of Damage. |
| 3 | Lost! - The party becomes disoriented in a dense forest, unable to find their way out. They must make a successful Woodcutting test to carve markers or paths through the dense vegetation. On a failure, you must succeed on one additional travel check. |
| 4 | Forest Fire! - A party member's campfire gets out of control, igniting nearby dry foliage and starting a forest fire. They must make a successful Woodcutting test to contain the blaze. It's up to the GM to decide the ramifications of the damage caused. |
| 5 | Monster Lair! - You've stumbled across a monster's lair. Can you escape without alerting it? Roll a Dungeoneering test. On a failure, you alert the monster. |
| 6 | Wild Magic! - While attempting to cast a spell to aid the party's journey, a party member's incantation goes awry, resulting in unintended consequences. They must make a successful Magic test to control the magical energy, or else be randomly teleported to a location determined by the GM (***See Locations Table).*** |

# Random Event

| Something Random Happens | |
|---|---|
| ***1D6*** | ***Decision*** |
| 1 | Genie! - A friendly Genie appears and offers the players a lamp. When rubbed, the lamp provides a temporary +1 bonus to any chosen skill to all players. |
| 2 | Strange Old Man! - A strange old man appears and asks the players to solve a maze for him. Attempt a Dungeoneering test. On a success, receive an agility potion. |
| 3 | Gravedigging! - The party is forcefully teleported by Leo, who asks for the players' help in rearranging the coffins to match their correct headstone. Attempt a Prayer test. On a success, Leo thanks you, and you receive a prayer potion. |
| 4 | Evil Bob! - A random party member is teleported away to an island. They must perform a Fishing test. On a success, they arrive back with 1d4 fish of the GM's choice. On a failure, they arrive back empty-handed. |
| 5 | Highway Man! - Oh no, a highwayman! Wait…it's Rick, a former highwayman. As atonement for his past, he gives each party member 10 GP. |
| 6 | Quiz Master! - The party is met by the Quiz Master, who offers them a reward if they can answer his questions. The GM will present 3 questions to the players. If they answer them correctly, they receive a mystery box or 10 GP. |

# General Skills - F2P

## Woodcutting

Handaxes of every type add +1 to Woodcutting TN, and require +1 Level to use.
E.g., Bronze Handaxe gives +1, and requires 1 Woodcutting
Iron Axe gives +2, and requires 2 Woodcutting
Corresponding Fletching Lvl Needed to Fletch.

- Wood (Tree) - **Lvl 1**
- Oak - **Lvl 2**
- Willow - **Lvl 3**
- Maple - **Lvl 4**
- Yew - **Lvl 6**

## Mining/Smithing

Pickaxes follow the same rules as Handaxes, except for Mining
E.g., Bronze Pickaxe gives +1, and requires 1 Mining
Corresponding Smithing Level Needed to Smith

- Clay, Sand - **Lvl 1**
- Bronze(Copper + Tin) - **Lvl 1**
- Iron, Silver - Lvl 2
- Coal - **Lvl 3**
- Gold - **Lvl 4**
- Mithril - **Lvl 5**
- Adamant - **Lvl 6**
- Rune - **Lvl 8**

## Fishing

See "*Cooking - F2P"* for Cooking Level Requirements

- Shrimp, Sardine - **Lvl 1**
- Herring, Anchovy - **Lvl 2**
- Trout, Cod - **Lvl 3**
- Salmon, Tuna - **Lvl 4**
- Lobster - **Lvl 5**
- Swordfish - **Lvl 6**

# Cooking - F2P

## Homebrew Healing Rebalance

*1 LP - Lvl 1*
Veggie - Cabbage, Onion, Potato, Tomato
Fruit - Banana
Meat - Beef, Rat, Snail, Rabbit
Fish - Shrimp, Sardine

*2 LP - Lvl 2*
Veggie - Sweetcorn
Meat - Chicken, Yak, Bear
Fish - Herring, Anchovy

*3 LP - Lvl 3*
Trout, Cod, Salmon
Watermelon
Redberry Pie (After Knight's Sword)

*2 LP +1 Strength for 1 Turn - Lvl 4*
T-Bone Steak

*3 LP + Cure 1 Effect - Lvl 5*
Lobster

*4 LP + Cure 1 Effect - Lvl 6*
Tuna

*5 LP + Cure 1 Effect - Lvl 7*
Stew
Tuna Baked Potato
Swordfish

*6 LP + Cure 1 Effect - Lvl 8*
Fish Pie

# Crafting Jewelry - F2P

*Every recipe requires 1 Gold Bar.*
*Amulets require a ball of wool to be strung before wearing/enchanting.*
*Requires enchantment after being crafted to activate (See Below)*

## Crafting Level Requirement

**Lvl 2 -** Sapphire
- Ring of Recoil - 1 Damage to attacker when Damage is taken
    - Breaks after 20 Damage
- Amulet of Magic - +1 to Magic score

**Lvl 3 -** Emerald
- Ring of Dueling - +1 to Attack score
- Amulet of Defence - +1 to Defence score

**Lvl 4 -** Ruby
    - Ring of Forging - +1 to Smithing score
    - Amulet of Strength - +1 to Strength score

**Lvl 5 -** Diamond
    - Amulet of Power - +1 to a Combat score (Player Choice)
    - Ring of Life - Respawn at Lumbridge with no consequences
        - Breaks on Respawn

## Enchantment Spells (Runes/Magic Level Requirements)

**Lvl 1**
- Enchant Sapphire
    - 1 Water, 1 Cosmic

**Lvl 3**
- Enchant Emerald
    - 2 Air, 1 Cosmic

**Lvl 5**
- Enchant Ruby
    - 3 Fire, 1 Cosmic

**Lvl 6**
- Enchant Diamond
    - 5 Earth, 1 Cosmic

# Herblore (Potions) - F2P

*All potions can be found on Pg 111*

**Homebrew Changes**

*Ranging Potion - Vial of Water, Dwarf Weed, +1 Ranged score/1d6+1 turns*
*Dwarf Weed - New Herb, Lvl 5 Required*
*Use Herblore Lvl for Herb Foraging*

**Lvl 1 - Unlocks : Guam Leaf, Marrentill**
- Attack - Guam Leaf
- Antipoison - Marrentill

**Lvl 2 - Unlocks : Tarromin, Harralander**
- Strength - Tarromin
- Guthix Balance - No Herb
- Guthix Rest - Harralander

**Lvl 3 - Unlocks : Ranarr Weed**
- Defence - Ranarr Weed
- Agility - No Herb
- Prayer - No Herb

**Lvl 4 - Unlocks : Avantoe**
- Fishing - No Herb
- Hunting - Avantoe

**Lvl 5 - Unlocks - Dwarf Weed, Star Flower**
- Magic Essence - Star Flower
- Ranging (***See Homebrew Above) - Dwarf Weed***

**Lvl 6 - Unlocks - Kwuarm**
- Weapon Poison - Kwuarm

**Lvl 7 - Unlocks - Torstol, Cadantine**
- Zamorak Brew - Torstol
- Bastion - Cadantine

**Lvl 8 - Unlocks - N/A**
- Battlemage - Cadantine
- Saradomin Brew - Tarromin

# Magic (Combat) - F2P

**X (Elemental) = Fire, Water, Earth, Air X**
**E.g., Strikes (Elemental) = Fire, Water, Earth, Air Strikes**

**Lvl 1**
- Strikes (Elemental) - Pg 97, 98, 100, 101
- Confuse (Pg 96), Weaken (Pg 100)

**Lvl 2**
- Bind, Curse - Pg 96
- Enchant Bolts - Puncture - Pg 97

**Lvl 3**
- Bolts (Elemental) - Pg 97, 98, 100, 101
- Crumble Undead - Pg 96

**Lvl 4**
- Charge (Pg 96), Snare (Pg 99)
- Enchant Bolts - Bleed - Pg 97

**Lvl 5**
- God Spells
    - Claws of Guthix - Pg 96
    - Flames of Zamorak - Pg 98
    - Saradomin Strike - Pg 98
- Blasts (Elemental) - Pg 97, 98, 100, 101

**Lvl 6**
- Stun, Vulnerability - Pg 99

**Lvl 7**
- Waves (Elemental) - Pg 97, 98, 100, 101
- Enfeeble - Pg 98

Lvl 8
- Entangle - Pg 98
- Enchant Bolts - Stun - Pg 97

Lvl 9
- Surges (Elemental) - Pg 97, 98, 100, 101

# Magic (Utility) - F2P

**Lvl 1**

- Home Teleport(Lumbridge)
    - Can be used once per session for no runes.
    - Can be set to other locations in “Members Upgrade”
- Enchant Sapphire Jewelry
    - 1 Water, 1 Cosmic = Enchant 1 Piece of Sapphire Jewelry

**Lvl 2**

- Bones to Bananas
    - 2 Earth, 2 Water, 1 Nature = Turn bones in inventory into bananas.

**Lvl 3**

- Telegrab - Pg 99
- Low-Level Alchemy
    - 3 Fire, 1 Nature = 60% of GP value
- Enchant Emerald Jewelry
    - 2 Air, 1 Cosmic = Enchant 1 Piece of Emerald Jewelry

**Lvl 4**

- Superheat
    - 5 Fire, 1 Nature = Smelt once without a furnace

**Lvl 5**

- High-Level Alchemy
    - 5 Fire, 1 Nature = 100% of GP value
- Enchant Ruby Jewelry
    - 3 Fire, 1 Cosmic = Enchant 1 Piece of Ruby Jewelry

**Lvl 6**

- Enchant - Diamond
    - 5 Earth, 1 Cosmic = Enchant 1 Piece of Diamond Jewelry

***Higher Enchants Available in “Members Upgrade”***

# Magic (Teleport) - F2P

Every Teleport Requires 1 of Each : Air, Mind, Earth, Body, Cosmic, Water, Fire, Law
For Teleport Spell Reference - Pg 99

- The base spell says “Up to 6 Players”
- You cannot do this until you unlock “Teleother - X”

**Lvl 1**

- Lumbridge

**Lvl 2**

- Varrock

**Lvl 3**

- Draynor Village

**Lvl 4**

- Falador

**Lvl 5**

- Rimmington

**Lvl 6**

- Teleother - Lumbridge

**Lvl 7**

- Teleother - Varrock
- Edgeville

**Lvl 8**

- Teleother - Falador

**Lvl 9**

- Teleother - Draynor Village

**Lvl 10**

- Wizards’ Tower (Top)

# Prayer - F2P

*All Prayer info on Pg 102-103*

**Homebrew Changes**

*Mystic Lore Cost Changes : 10 -> 8*
*Thick Skin: 2 -> 3*
*Clarity of Thought : Attack +2 for 1d3 Turns (Cost: 3 Points)*

**Lvl 1**

- Thick Skin, Burst of Strength, Clarity of Thought (***See Homebrew Above)***
- Sharp Eye
- Mystic Will

**Lvl 2**

- Rock Skin, Superhuman Strength, Improved Reflexes
- Hawk Eye
- Mystic Lore (***See Homebrew Above)***
- Protect Item
- Rapid Heal

**Lvl 3**

- Steel Skin, Ultimate Strength, Incredible Reflexes
- Eagle Eye
- Mystic Might

**Lvl 4**

- Protect from Missile, Magic, Melee
- Redemption
- Retribution

**Lvl 5**

- Augury
- Piety
- Rigor

# Summoning - F2P

*All Summoning Info can be found on Pg 95*

**Lvl 1**

- Spirit War Pig
- Spirit Wolf

**Lvl 2**

- Spirit Scorpion

**Lvl 3**

- Void Spinner

**Lvl 5**

- Bronze Minotaur

**Lvl 6**

- Terrorbird

**Lvl 7**

- Jelly

**Lvl 8**

- Obsidian Golem

**Lvl 9**

- Steel Titan

# List of Monsters for F2P Area

## Humanoids

1. Barbarian - Pg 160
2. Black Knight - Pg 160
3. Dark Wizard - Pg 160 (See Drop Table Adjustments in Extended Bestiary)
4. Wizard - See Extended Bestiary
5. Soldier - Pg 163
6. Thief - Pg 163

## Monsters

### Low Level

1. Imp - Pg 175
2. Wolf - Pg 167 (Spirit Wolf)
3. Cow - Pg 169
4. Rat - Pg 170
5. Spider - Pg 170
6. Goblin - Pg 179

### Medium Level

7. Skeleton - Pg 188
8. Bear - Pg 169
9. Giant Rat - See Extended Bestiary
10. Armored Goblin - Pg 179
11. Skeleton Brute - Pg 188
12. Ghosts x 2 - Pg 181

### High Level

13. Hill Giant - Pg 178
14. Fire Giant - Pg 178
15. Ice Giant - Pg 178
16. Skeleton Warlord - Pg 188
17. Spider - Pg 170
18. Lesser Demon - Pg 175

# Extended Bestiary

## Giant Rat

Movement : 2
Size : Medium
Armor Value : 1
Life Points : 10
Actions (D3) :
1 - Scatter! - Hitting the Giant Rat becomes much harder, as it scurries around. All attacks and Ranged attacks are made at -2 until the start of the next round.
2 - Bite! - The Giant Rat makes a melee attack against one character in Near range. This deals 3 Life Points of Stabbing damage.
3 - Tail Whip! - The Giant Rat makes a melee attack against one character in Near range. This deals 5 Life Points of Crushing damage.
Drops : 15 Coins, Rat Meat, Boots(Iron)(1:6)

## Wizard

Movement : 2
Size : Medium
Armor Value : 0
Life Points : 27
Actions (D3) :
1 - Fire Strike - The Wizard casts a spell at one target within Far distance. It deals 4 Fire Damage on a failed Magic test.
2 - Confuse - The Wizard casts a spell at one target within Far distance. The target reduces all damage it inflicts when making any form of attack by 5, for 2 turns.
3 - Weaken - The Wizard casts a spell at one target within Far distance. All attacks made against that target for the duration of the next turn inflict +2 damage.
Drops : 30 Coins, Staff (3:6), Wizard Hat (1:6)

## Dark Wizard

Same stat block as above and in the Core Book Bestiary (Pg 160)
Drops : 30 Coins, Staff (3:6), Dark Wizard Hat (1:6)

# New Items

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## Boss Drops

***Not Buyable from NPCs or Shops***

### Mooleta - Cost : 100 GP

Shield Slot; +2 AV; Special : +1 to Strength

### Cow Slippers - Cost : 50 GP

Boot Slot; 0 AV; Special : Advantage in any conversation

### Endless Milk Bucket - Cost : 25 GP

Bucket that only holds milk; Doubles the milk put in it.

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## Food Items

### T-Bone Steak - Cost : 15 GP

***Not Buyable from NPCs or Shops***
Restore 2 Life Points and +1 Strength for 1 turn ***(Does not stack)***

### Banana - Cost : 5 GP

Restore 2 Life Points

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## General Items

### Ball of Wool - Cost : 5 GP

Made by using wool on a Loom. Used for stringing amulets.

### Beer - 3 GP

Found at most bars. Known to grease the wheels of conversation.

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## Potions

### Ranging Potion - Cost : 20 GP

Made using Dwarf Weed and a Vial of Water. Increases Ranged score by +1 for 1d6+1 turns.

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## Herbs

### Dwarf Weed - Cost : 14 GP

Used in the creation of Ranging Potions. Requires Lvl 5 Herblore to use and harvest.

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## Wizard Armor

### Wizard Hat - Cost : 20 GP

+1 to Magic score when worn. Dropped by Wizards at a rate of 1:6. It cannot be upgraded.

### Dark Wizard Hat - Cost : 20 GP

+1 to Magic score when worn. Dropped by Dark Wizards at a rate of 1:6. It cannot be upgraded.

### Elemental Staff - Cost : 150 GP

Can be bought from Zaff's Staff Shop in Varrock. Provides unlimited runes of the type selected. E.g., Fire Staff gives you unlimited Fire Runes. He has Fire, Earth, Water, and Air Staffs.

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# Gems

Can be cut with a chisel.

### Sapphire - Cost - Uncut : 25 GP, Cut : 35 GP

A blue gem. Used to craft Lvl 1 Jewelry (Crafting Lvl 2 Required to Cut/Craft)

### Emerald - Cost - Uncut : 35 GP, Cut : 50 GP

A green gem. Used to craft Lvl 2 Jewelry (Crafting Lvl 3 Required to Cut/Craft)

### Ruby - Cost - Uncut : 50 GP, Cut : 75 GP

A red gem. Used to craft Lvl 3 Jewelry (Crafting Lvl 4 Required to Cut/Craft)

### Diamond - Cost - Uncut : 60 GP, Cut : 100 GP

A white gem. Used to craft Lvl 4 Jewelry (Crafting Lvl 5 Required to Cut/Craft)

# Jewelry

### Lvl 1 : Sapphire

- Sapphire Ring - Cost : 30 GP
    - Ring of Recoil - Cost : 50 GP
        - 1 Damage to attacker when Damage is taken
        - Breaks after 20 Damage
- Sapphire Amulet - Cost : 40 GP
    - Amulet of Magic - Cost : 60 GP
        - +1 to Magic score

### Lvl 2 : Emerald

- Emerald Ring - Cost : 60 GP
    - Ring of Dueling - Cost : 75 GP
        - +1 to Attack score
- Emerald Amulet - Cost : 80 GP
    - Amulet of Defence - Cost : 100 GP
        - +1 to Defence score

## Lvl 3 : Ruby

- Ruby Ring - Cost : 80 GP
    - Ring of Forging - Cost : 100 GP
        - +1 to Smithing score
- Ruby Amulet - Cost : 90 GP
    - Amulet of Strength - Cost : 110 GP
        - +1 to Strength score

## Lvl 4 : Diamond

- Diamond Ring - Cost : 110 GP
    - Ring of Life - Cost : 130 GP
        - Respawn at Lumbridge with no consequences
        - Breaks on Respawn
- Diamond Amulet - Cost : 130 GP
    - Amulet of Power - Cost : 150 GP
        - +1 to a Combat score (Player Choice)

# Quests (Overview) - F2P

## Tier 1 - The Journey Begins

- Cook's Assistant
- Restless Ghost
- Rune Mysteries
- X Marks the Spot
- Sheep Shearer
- Ides of Milk

## Tier 2 - Learning the Ropes

- Doric's Quest
- Pirate's Treasure
- Witch's Potion
- Knight's Sword
- Goblin Diplomacy
- Demon Slayer

## Tier 3 - Gaining a Foothold

- Vampyre Slayer
- Prince Ali Rescue
- Below Ice Mountain
- Black Knights' Fortress
- Dragon Slayer I

# Quests (Tier 1) - F2P

## Cook's Assistant

*It is the Duke's birthday, and the cook needs help sourcing ingredients for a cake!*
*Reward : +1 Cooking, Access to Lumbridge Castle, Access to Bank*
*Quest Start : Talk to the Cook in the Lumbridge Castle Courtyard*

1. Gather Flour from the Windmill to the North. Sarah can teach you.
2. Defeat a chicken on the farm to the east, and obtain an egg.
    a. You can also try to steal. If you fail, you must deal with Seth Groats
3. Collect Milk from the Lumbridge Cow Field. Gillie Groats can help you.

*Quest Finish : Turn in Flour, Milk, and Egg to the Cook in the Lumbridge Castle Kitchen*

## Restless Ghost

*Lumbridge's Graveyard has a ghost that won't sleep!*
*Reward : +1 Prayer, Ghostspeak Amulet*
*Quest Start : Speak to Father Aereck in the Lumbridge Church*
*Homebrew : Ghostspeak Amulet*

1. Learn of Father Urhney in Lumbridge Swamp (1 Turn of Travel To and From)
2. Acquire Ghostspeak Amulet from Father Urhney.
3. Talk to the Ghost in the Graveyard (Behind Chapel)
4. Retrieve Skull for the Ghost
    a. Travel to the Wizards' Tower (Draynor -> Wizards' Tower)
    b. Find the skull (It is located on an altar in the basement)
        i. A warlock has stolen it, and placed a curse on it
        ii. When grabbed, a skeleton appears. It can be fled from easily

*Quest Finish : Return the Skull to the Ghost's Grave in Lumbridge*

# Rune Mysteries

*Figure out the mysteries of Runecrafting!*
*Reward : +1 Runecraft, Ability to Craft Runes, Ability to Mine Rune Essence*
*Quest Start : Receive a summons from the Duke*
*Prerequisite Quest : Cook's Assistant*

1. Talk to the Duke, who sends you to talk to the Archmage Sedridor
2. Travel to Wizards' Tower and talk to Archmage Sedridor
3. He will send you to Aubrey in Varrock with Research Notes
4. Aubrey will read the notes sent from Sedridor.
    a. Aubrey will reveal the entrance to the Essence Mines
5. Return to Sedridor with the Information from Aubrey
6. He will give you the Completed Research Package

*Quest Finish : Return to the Duke with the Completed Research Package*

# X Marks the Spot

*Learn about Clue Scrolls, and Pave the Way to Kourend!*
*Reward : 100 gp, Unlock Beginner Clues, Ability Lamp*
*Quest Start : Talk to Vaos in The Sheared Ram in Lumbridge*

1. Vaos will give you a beginner clue scroll to solve.
    a. When you have solved it, bring the treasure to Port Sarim.
2. Step 1 : Bob's Axe
    a. It gives directions around Bob's Axe. Take the steps, and dig for Step 2
3. Step 2 : Lumbridge Castle Kitchen
    a. Talk to The Cook, and convince him to let you dig in his kitchen.
    b. The map points to one of the crates. Dig in front of it for Step 3
        i. Receive a Mysterious Orb
4. Step 3 : Draynor Village
    a. The orb should get hotter when moving towards Draynor Village
    b. The orb should get colder when moving away from Draynor Village
    c. Inside the village, it will point to a wheat field. Dig inside for the final step
5. Step 4 : Pig Pen
    a. It is just a cryptic note that says "Pig Pen".
    b. Dig inside the pig pen for a casket.

*Quest Finish : Bring the treasure to Vaos in Port Sarim.*
*It won't open unless you give it to him.*

## Sheep Shearer

*Get some GP, and learn some crafting from Fred the Farmer!*
*Reward : 50 gp, +1 Crafting, Ability to craft Amulets*
*Quest Start : Talk to Fred the Farmer at his farm in northern Lumbridge*
*Prerequisite Quest : Cook's Assistant*
*Homebrew : Ball of Wool*

1. Fred the Farmer will give you shears and a request for 5 balls of wool.
2. He has a farm outside, with plenty of sheep to shear. Shear 5 sheep
    a. There is always one sheep to shear
3. Take the wool to Lumbridge Castle
    a. Use the loom in the castle to make the balls of wool.

*Quest Finish : Return to Fred the Farmer with 5 Balls of Wool*

## Ides of Milk

*Unlock a New Boss, and Move on to the Next Tier of Quests!*
*Reward : +1 Combat Stat, Access to Brutus*
*Quest Start : Talk to Cassius at the pond by Fred the Farmer*
*Prerequisite Quests : All of the Above*
*Homebrew : Brutus, Brutus's Nametag*

1. Cassius needs help with the milk business. Talk to Seth and Gillie Groats.
    a. He has a business partner, Brutus
2. Return to Cassius with the info. He will give you milk to sample.
    a. It does 1 Poison Damage to the Drinker. You are not poisoned.
3. Ask the Duke about a permit. He won't sample the milk.
    a. He will not offer it without the Groats' approval.
4. Talk to Gillie Groats. She will not want to try it, and will make you drink it
    a. No damage. She won't give you the permit, since it looks like it tastes bad.
    b. She will allow the permit if you kill the bull that is threatening her herd
5. Fight Brutus (See Bosses -> Brutus). He drops Brutus's Nametag (See Items)
6. Cassius will be mad at you. Brutus was scaring the cows, causing them to make "bad milk", which is what he was trying to sell.

*Quest Finish : Return to Cassius with Brutus's Nametag*

# Quests (Tier 2) - F2P

## Doric's Quest

*Doric in Falador needs some ore, and you can help!*
*Reward : +1 Mining, Access to Dwarven Mines (Falador -> Ice Mountain)*
*Quest Start : Talk to Doric in his shack north of Falador*
*Requirement : Lvl 2 Mining*

1. Travel to Doric (1 Travel Turn)
2. When you talk to Doric, he will direct you to the Dwarven Mine and give you a list of ore to collect
    a. 4 Clay
    b. 3 Copper Ores
    c. 2 Iron Ores
3. Travel to the Dwarven Mines, and collect the specified ore
    a. There is an entrance in the middle of Falador, as well as in Ice Mountain.
    b. From Doric, either one will take 1 Travel Turn to reach.
    c. Traversing Mines from the Falador side to the Ice Mountain side takes 1 Travel turn.

*Quest Finish : Turn in the Ores listed in 1A-1C. He will only accept ore from the Dwarven Mine, and no other source.*

## Dwarven Mines

This underground cave system was discovered by the dwarves long ago. It provides a shortcut
from Falador to Ice Mountain. On top of that, it provides rocks from clay up to Adamant.

***Facilities***

- Pickaxe Shop - Allows you to buy any pickaxe up to Rune.
- Anvil - Smelter not included, though there is one in Falador!
- Mining Guild - Located on the Falador side of the cave, it has 1 copy of every rock, including rune. You can access the Guild at Mining Lvl 6.

# Pirate's Treasure

*Help Captain "Redbeard" Frank get drunk, and steal his treasure!*
*Reward : 100 GP, Uncut Emerald*
*Quest Start : Talk to Captain "Redbeard" Frank at the Rusty Anchor in Port Sarim*

1. Captain Redbeard wants some Karamja Rum, but he has had trouble with Customs!
2. Travel to Karamja, and buy some Karamja Rum from Zembo at Karamja Wines, Spirits, and Beers.
3. Talk to Luthas, who runs a banana plantation and is looking for help!
    a. He will ask you to collect 6 bananas, and fill a crate for him. In exchange, he will give you 10 GP. This can be done multiple times, even after the quest.
    b. He will be shipping the bananas to Wydin's Food Store in Port Sarim
    c. Place the rum in the crate before talking to Luthas to send the rum to Port Sarim.
4. Steal a white apron from Gerrant's Fishy Business in Port Sarim
5. Talk to Wydin about being hired as a stocker.
    a. This will allow you to access the back room, where the banana crate is.
6. Return the rum to Captain "Redbeard" Frank. He will give you a chest key.
7. Use the chest key on the chest in his room in the Blue Moon Inn in Varrock.
    a. This will provide you with a Pirate's Message (***See Below***)
8. Dig in the middle of Falador Park, where you will find the Pirate's Treasure!

*Quest Finish : Open the Pirate's Chest, found in Falador Park*

## Karamja Rum - Cost : 25 GP

A rum only allowed on Karamja. It is not allowed to be drunk on the mainland!

## Chest Key - Cost : N/A

Can be used on the chest in Captain "Redbeard" Frank's room inside the Blue Moon Inn.

## Pirate's Message - Cost : N/A

"Visit the city of the White Knights. In the park,
Saradomin points to the X which marks the spot."

## Pirate's Treasure - Cost : N/A

Contains 100 GP and an Uncut Emerald.

# Witch's Potion

*Help Hetty in Rimmington finish her potion!*
*Reward : +1 Magic*
*Quest Start : Talk to Hetty in Rimmington*

1. Hetty can teach you more about magic if you can help collect ingredients for her potion
2. Obtain Rat's Tail (***See Below)***
    a. Rats can be found in most city centers.
3. Burnt Meat (***See Below)***
    a. This is produced by failing your cooking roll.
    b. If it is impossible to fail due to bonuses, you can automatically burn for this quest.
4. Eye of Newt (***See Below)***
    a. This can be easily purchased anywhere Herblore ingredients are sold.
5. Onion
    a. Can be found at most farms around Gielinor

*Quest Finish : Give all the ingredients to Hetty*

## Rat's Tail - Cost : N/A

Dropped by normal rats. Giant rats do not drop this. ***Can only be obtained during this quest.***

## Burnt Meat - Cost : N/A

This looks disgusting! ***Can only be obtained during this quest.***

## Eye of Newt - Cost : 10 GP

Double, double toil and trouble! ***Can only be obtained during this quest.***

# Knight's Sword

*Help Sir Vyvin's Squire remake the sword he has lost!*
*Reward : +1 Smithing, Ability to Cook Redberry Pie, White Knight Renown*
*Quest Start : Talk to the Squire in the Falador Castle Courtyard*
*Requirements : Lvl 3 Cooking, Lvl 3 Mining*

1. The Squire will tell you the sword was an heirloom, and Reldo would know more about the Imcando dwarves.
    a. Reldo can be found in Varrock Palace's Library.
2. Reldo will tell you two points of information
    a. They loved Redberry Pies
    b. They were last settled in Mudskipper's Point, south of Rimmington.
3. Cook or buy a Redberry Pie (***See Below***)
4. Talk to Thurgo, the dwarf in the shack at Mudskipper's Point.
    a. After eating the Redberry Pie, he will ask for a picture of the sword.
5. Return to the Squire. He will tell you that Sir Vyvin keeps a picture in his room.
    a. TN = Agility + Thieving.
        i. On Success : Acquire Sword Picture.
        ii. On Failure : Sir Vyvin will become suspicious of you and the squire.
6. Bring the picture to Thurgo.
    a. He will direct you to the dungeon beside him to mine blurite, the blue ore.
        i. Dungeoneering + Intellect to find the ore. On Failure, Take 5 LP Damage.
            1. You still find the deposit on a failure.
7. Bring the ore to Thurgo, and he will smith a Blurite sword for you in his shack.

*Quest Finish : Give the Blurite Sword to the Squire*

## Redberry - Cost : 5

Can be bought at most food stores. Used in Redberry Pies. Heals 1 Life Point if eaten.

## Redberry Pie - Cost : 15 | Recipe: 1 Flour, 1 Water, 2 Redberries

A Dwarf's Best Friend! Heals 3 Life Points. Requires Lvl 3 Cooking to make.

## Blurite - Cost : N/A

A blue ore. Lvl 3 Mining required to attempt.

## Blurite Sword - Cost : N/A

A blue sword. Stats of a Mithril Sword.

# Goblin Diplomacy

*Help the goblins decide which armor color is better!*
*Reward : +1 Crafting, Ability to Make Dyes*
*Quest Start : Talk to the Goblin Generals in the Goblin Village*

1. Talk to the generals, Bentnoze and Wartface. They want their armor orange!
    a. They will tell you that you can find goblin armor scattered around the village.
    b. There are 3 in the village. How do you find them?
2. Once you have them, dye one orange.
3. Return to the generals, and let them judge the orange on Grubfoot.
    a. They will say they do not like it, and want blue.
4. Dye another goblin mail blue.
5. Return to the generals, and let them judge the blue on Grubfoot.
    a. They will say they do not like it, and want brown.

*Quest Finish : Give the generals an Undyed Goblin Mail*
*after trying Blue and Orange Goblin Mail*

## Goblin Mail - Cost : N/A

This is too small for me! ***Can only be obtained during this quest.***

## Red Dye - Cost : N/A

Made using 3 Redberries in an empty vial.

## Yellow Dye - Cost : N/A

Made using 2 onions in an empty vial.

## Orange Dye - Cost : N/A

Made mixing Yellow and Red Dyes in an empty vial.

## Blue Dye - Cost : N/A

Made using 3 Woad Leaves in an empty vial.

## Woad Leaf - Cost : 10

Can be bought from Wyson the Gardener in the Falador Park.

# Demon Slayer

*Save Varrock from the Looming Demon Threat!*
*Reward : +1 Attack, +1 Defence, Silverlight (Pg 123)*
*Quest Start : Talk to Aris, the Fortune Teller in the Varrock Square.*

1. Give Aris 1 GP. She will tell you of the demon Delrith.
    a. Delrith was once slain by Wally with the sword Silverlight; you must now do the same.
2. Talk to Sir Prysin, who is the keeper of Silverlight. He will tell you about 3 keys.
3. Sir Prysin's Key
    a. Fell down the sewer drain by the Castle Kitchen. That leads to the Varrock Sewers. Fight a Giant Rat in the Sewer to acquire the key.
        i. ***See Extended Bestiary for Giant Rat Stats.***
4. Captain Rovin's Key - Captain of the Varrock Guard.
    a. He will easily hand it over if you promise to save the city.
5. Wizard Trailborn's Key - Resident Wizard in the Wizards' Tower
    a. He hid his key in another dimension.
    b. He can open the portal for the key with 9 Bones of any kind.
6. Fight Delrith with Silverlight.
    a. Silverlight Stats - Pg 123
    b. Delrith Stats - Pg 197
        i. Dark Wizards = Number of Players in fight

*Quest Finish : Defeat Delrith Using Silverlight*

# Quests (Tier 3) - F2P

## Vampyre Slayer

*Save Draynor Village from the dreaded Count Draynor!*
*Reward : +1 Strength*
*Quest Start : Speak to Morgan in Draynor Village*

1. Morgan will be relieved that an adventurer is finally helping him
    a. He will tell you of a vampyre hunter named Dr Harlow, located in the Jolly Boar Inn, to the north of Varrock, towards the Wilderness.
2. Dr Harlow will require a beer before he talks to you. Buy one from the bar for 3 GP.
3. After a beer, he will tell you he is retired, but can teach you how to kill a vampyre.
    a. Garlic - Has to be in your inventory when fighting.
        i. Provides +1 to Defence checks against Vampyres for the quest.
    b. Wooden Stake - Final point of damage must be done with a stake.
        i. Stakes can be crafted with base game rules (Pg. 112)
        ii. Hammer required to stake the vampyre's heart.
4. When you have your equipment, talk to Morgan. He is your guide to Draynor Manor.
5. Navigate the horrifying Draynor Manor, and awaken Count Draynor in the basement.
    a. 3 Dungeoneering tests to find the basement. Failure - Spooky occurrence.
6. Fight Count Draynor
    a. His boss information can be found on Pg. 196
    b. Homebrew to Special:
        i. Garlic : -1 Armor Value on Count Draynor AND +1 to Defence checks.
        ii. Life Point Stake Threshold -> Lowered to 1 LP from 5 LP
        iii. Stake Type -> "Stake of Any Variety" changed to "Wooden Stake"
        iv. Hammer Requirement -> Hammer required in inventory to properly stake the vampyre's heart.
        v. If Solo, reduce HP from 110 to 70
            1. This is an optional balance choice, since he can heal.

*Quest Finish : Defeat Count Draynor with a Wooden Stake*

# Prince Ali Rescue

*Prince Ali is missing, and you might just be the one to save him!*
*Reward : +1 Crafting, +1 Smithing, Free Access to Al Kharid from Lumbridge*
*Quest Start : Speak to Osman outside the Al Kharid Palace*

1. Osman will explain that Prince Ali has been taken by a group of bandits to the abandoned jail just east of Draynor Village.
    a. He wants you to talk to his daughter Leela, who will help you attempt a rescue.
2. Leela can be found in Draynor Village, near the wheat fields.
    a. She will tell you there are two things you need:
        i. A key to his cell (You can make a mould for this)
        ii. A disguise to sneak the prince out.
3. The Key
    a. Obtain soft clay, then go to the Abandoned Jail in Draynor Village
    b. Talk to Lady Keli, the kidnapper, and convince her to let you hold the key.
    c. You can make a mould of the key with the soft clay.
4. The Costume
    a. A wig can be obtained from Ned the Ropemaker in Draynor Village.
        i. He can make one for a ball of wool.
        ii. You can also buy a rope while you are here, to bind Lady Keli.
        iii. Take the wig to Aggie the Witch in Draynor Village to dye it (10 GP).
    b. A pink skirt can be bought from Thessalia's Fine Clothes in Varrock
5. The Escape
    a. Fight Joe the Jailer, and Lady Keli (***See Bosses -> Prince Ali Rescue)***
    b. Tie them up with the rope and disguise Prince Ali.
    c. Escort Prince Ali back to Al Kharid.

*Quest Finish : Prince Ali is safely returned to Al Kharid*

## Key Mould - N/A

An imprint stolen from Lady Keli. Use a silver bar to smelt the Jail Key.

## Jail Key - N/A

Unlocks Prince Ali’s cell in the Abandoned Jail in Draynor Village.

## Pink Skirt - Cost : 10 GP

A simple pink skirt. Purely cosmetic.

# Below Ice Mountain

*Learn more about the Imcando Dwarves!*
*Reward : +1 Archeology, Access to Ruins of Camdozaal.*
*Quest Start : Speak to Willow near the entrance to Ice Mountain*

1. She will say she has found a set of doors on the side of the mountain and ask for help!
    a. She does not want to leave, for fear of another 'archeologist' claiming the credit for her discovery.
    b. She will ask you to assemble her 'excavation team' to help her.
2. Checkal the Strongman can be found in Barbarian Village.
    a. He will agree to help if you train with his friend Atlas.
        i. Atlas can be found in the Longhall in the Barbarian Village.
    b. Flex in front of him to prove you trained with Atlas.
3. Burntof, Explosives Master, can be found in the Rising Sun Inn in Falador.
    a. He will ask for a beer before he talks.
    b. He agrees to join if you beat him in a best-of-three game of rock, paper, scissors.
4. Marly the Thief can be found by the Yew Trees by the Edgeville Bank.
    a. He will agree to help if you bring him a steak sandwich from the Blue Moon Inn in Varrock.
        i. He is banned, so you must buy one for him.
        ii. Buy a steak sandwich and deliver it to Marly.
5. Meet the team back at the doors in Ice Mountain.
    a. As you plunder the dungeon, they reveal that they are not archeologists, but grave robbers. Before they can double-cross you, Burntof sets off a trap, summoning an Ancient Guardian.
    b. Fight The Ancient Guardian (***See Bosses -> Ancient Guardian)***
6. Ramarno, one of the last remaining Imcando Dwarves, greets you deeper in the cave.
    a. Willow and crew ran at the first sign of the Guardian.

*Quest Finish : Talk to Ramarno in the Ruins of Camdozaal*

## Steak Sandwich - Cost : 10 GP

A tasty sandwich. Heals 3 Life Points and increases Thieving score by +1 until the end of the day (***Does Not Stack)***

# Black Knights' Fortress

*Destroy the Black Knight's secret weapon in their fortress!*
*Reward : Beginning Rank in the White Knights*
*Quest Start : Talk to Sir Amik Varze in the White Knights' Castle.*

1. Sir Amik Varze will tell you that the Black Knights are cooking up a secret weapon.
    a. You must sneak into their fortress, and sabotage it.
2. Sneak into the Black Knights' Fortress to learn more about the weapon!
    a. Looking like a Black Knight is not needed with successful Agility + Thieving tests.
    b. You will not be questioned if you have either:
        i. Iron Chainbody + Bronze Helm - Guard Disguise
        ii. Black Helm, Black Plate/Chainbody, Black Platelegs/Plateskirt - Black Knight disguise.
3. You will overhear a witch talking about an invincibility potion
    a. She will dispatch a Black Knight to retrieve a cabbage from Draynor Manor.
    b. Any other cabbage will destroy her potion.
4. Acquire a cabbage.
5. Sneak into the Black Knights' Fortress, and find a way to get the cabbage into the witch's cauldron.

*Quest Finish : Talk to Sir Amik Varze after destroying the potion with the cabbage*

# Dragon Slayer I

*Slay Elvarg, and become a Champion!*

*Reward : +2 to Combat of Choice; Access to Champions' Guild; Ability to Wear Rune Platebody*

*Quest Start : Enter the Champions' Guild after completing every other Tier I quest*

1. Ask the Guildmaster for a quest, and he will direct you to Oziach in Edgeville.
2. Oziach has one simple task : Bring him Elvarg's head.
    a. Elvarg is located on Crandor, an island north of Karamja, not far from shore.
3. Step 1 : Obtain an Anti-Dragon Shield from Duke Horacio (pg 126, cost 75 GP)
4. Step 2 : Obtain the map to Crandor
    a. Piece 1 is located in Melzar's Maze.
        i. Melzar holds the piece
        ii. Find your way through the maze, and defeat Melzar (pg 162)
    b. Piece 2 is located at the Port Sarim Jail
        i. Lozar the Goblin holds it. He is locked up and needs bail.
        ii. He will give it to you for 200 GP. Pay him to obtain it.
        iii. Alternatively, you can kill him with Ranged, and he will drop it.
    c. Piece 3 is located behind a locked door in the Dwarven Mines.
        i. The Oracle located on Ice Mountain knows the location.
        ii. Solving this riddle will open the door:
            1. "Splash the door with a drink that Wizards favor"
            2. The Answer : Use a Wizard Mind Bomb on the door.
5. Step 3 : Sail to Crandor
    a. Buy a boat in Port Sarim from Klarense the sailor (100 GP)
    b. Find a captain (Ned the Ropemaker in Draynor said he was a sailor)
6. Fight Elvarg - Pg 198
7. Sail back to the mainland, and report to Oziach

*Quest Finish : Enter the Champions' Guild after defeating Elvarg*

## Wizard Mind Bomb - Cost : 5 GP

A magical drink. Sold at the Rising Sun Inn in Falador. Increases Magic score by +1 until the end of the day (***Does Not Stack)***

# Brutus

Originally found helping Cassius during The Ides of Milk, Brutus can be killed repeatedly after the quest, though he will be a little harder. Continue killing him for the chance at some new loot!

## During Quest

Movement : 2
Size : Large
Armor Value : 3
Life Points : 30
Actions (D3) :
1 - Horn Attack! - Deals 2 Damage on a failed Defence Check
2 - Charge! - Deals 4 Damage on a failed Defence test; Knockdown (Pg 158)
3 - Stomp! - Deals 6 Damage on a failed Defence test; Stun (Pg 158)
Drops : Bones, T-Bone Steak, Brutus's Nametag

## After Quest

Movement : 2
Size : Large
Armor Value : 6
Life Points : 60
Actions (D6) :
1 Horn Attack! - Deals 4 Damage on a failed Defence Check
2 Charge! - Deals 8 Damage on a failed Defence test; Knockdown (Pg 158)
3 Stomp! - Deals 12 Damage on a failed Defence test; Stun (Pg 158)
Drops : Bones, T-Bone Steak, Mooleta (2:6), Cow Slippers (1:6), Endless Milk Bucket (4:6)

## Rewards

***Not Buyable from NPCs or Shops***

- Mooleta - Shield Slot, +2 Armor Value, Special : +1 to Strength
    - Market Value : 100 gp
- Cow Slippers - Boot Slot, 0 Armor Value, Special : Advantage in any conversation
    - Market Value : 50 gp
- Endless Milk Bucket - Bucket that only holds milk; Doubles the milk put in it. E.g., 1 = 2
    - Market Value : 25 gp

# Prince Ali Rescue

You must face off against two kidnappers: Joe the Jailer and Lady Keli. Once they are defeated, they can be tied up so they do not pursue you further.

## Lady Keli

*Lady Keli is the leader of the bandits that kidnapped Prince Ali.*
*She has no armor and wields a scimitar.*

Movement : 2
Size : Medium
Armor Value : 0
Life Points : 50
Actions (D3) :
1 - Sand! - Keli throws sand in the closest player's eyes. Attack checks against her are taken at -1 for 1 turn.
2 - Sweeping Slash! - Keli slashes with her scimitar. Deal 8 Slashing Damage.
3 - Secret Dagger! - Keli pulls out a dagger that was concealed and attacks with it. Deal 12 Stabbing Damage. Applies Bleeding 2.
Drops : Bones, 50 GP

## Joe The Jailer

*Joe is a big man in old, worn armor with plenty of dents. He wields a trusty warhammer.*

Movement : 1
Size : Large
Armor Value : 3
Life Points : 60
Actions (D6) :
1 - Challenging Shout! - Joe yells at his challenger. Applies Stun for 1 turn.
2 - Charge! - Joe charges at his opponent, swinging his warhammer. Deal 6 Crushing Damage.
3 - Headcrusher! - Joe brings his hammer down on an enemy's head. Deal 10 Crushing Damage.
Drops : Bones, 50 GP

# Ancient Guardian

The ‘archeologists’ woke up a scary golem, made of debris from the rocks around you. It seems to be imbued with some sort of power from inside the mountain!

Movement : 2
Size : Large
Armor Value : 3
Life Points : 60
Actions (D3) :
1 Rock Slam! - The Guardian slams the rocks around you. Deal 5 Crushing Damage.
2 Mind Rush! - The Guardian conjures psychic power to damage you. Deal 7 Life Points of Damage.
3 Head Bonk! - The Guardian links its hands and smashes down over your head. Deal 12 Crushing Damage. Apply Stun to the target. (Pg 158)
Drops : 10 Mind Runes

# Beginner Clue Scrolls

These are unlocked after completion of X Marks the Spot. At the GM's discretion, as a reward, you can receive a beginner clue scroll. Solving it will provide new treasures to make you stand out. Very few treasures here provide Skill Bonuses; most are in the vein of the OSRS concept of "Fashionscape". Loosely defined, it means caring more about how your character looks than about the efficiency of its bonuses.

## Solving A Clue Scroll

Beginner Clues start with 2 steps. Select or roll a clue from the tables below. Solve the clue, then complete it. Most clues require you to talk to an NPC. There are a few that will require a spade. These can be grabbed at any general store (unlike the standard game).

Upon completion of the 2nd step, roll a d6. The TN is 3. If Successful, you receive a Reward Casket! If Failed, you receive another clue scroll. You must solve a 3rd step before you receive the Reward Casket.

## Rewards

Roll a d6. You receive an item below at a rate of 2:6.
Otherwise, receive a low level resource of the GM's choosing.

### *Shoulder Parrot*

(Cape) A parrot that sits on your shoulder. Polly want a cracker?

### *Mole Slippers*

(Boot/Foot) Slippers with the face of a mole on the toes.

### *Cabbage Shield*

(Shield) A bronze shield with a cabbage painted on it. Counts as a Brassica item.

### *Jester Cape*

(Cape) A cape with two colored halves : red and yellow. Show everyone you are a silly little guy.

# Beginner Clue Steps

## Map Clues

You can create your own. They can be as general or specific as you want.
General - In Falador Park
Specific - Walk 3 steps east from the Saradomin Statue in Falador Park

Alternatively, you can use one of the examples I have provided below

| 1d6 | Result |
|---|---|
| 1 | West of the Champions' Guild |
| 2 | At the Standing Stones North of Falador |
| 3 | South of Draynor Village Bank |
| 4 | South-East Varrock Mine |
| 5 | Directly Behind the Wizards' Tower |
| 6 | Inside The Wheat Field next to Draynor Village |

## Emote Clues

Go to the NPC or Location, and do the action asked of you. Deal with the NPC reaction, if there is one. If not, after the action is described, the clue step is considered completed. Come up with your own if you want; these are only provided as examples.

| 1d6 | Result |
|---|---|
| 1 | Blow a raspberry at Aris in her Tent (Varrock) |
| 2 | Clap at Bob's Brilliant Axes |
| 3 | Panic at Al Kharid mine. |
| 4 | Spin at Flynn's Mace Shop |
| 5 | Cheer at the Entrana Monks at Port Sarim |
| 6 | Clap on the bridge to the Wizards' Tower |