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## Firemaking Rework for Old School

By: Ink - January 10th 2015

### Firemaking Rework

No matter which game you find yourself playing, fire will be present in one form or another. Firemaking in Old School Runescape is certainly no exception. Throughout the game you are tasked with lighting logs, or providing a light source. Beyond these two functions though, Firemaking lacks any resemblance of depth, and is barely able to stand as a skill. Removing the skill itself wouldn't break much in Runescape. Under a dozen Firemaking items would become quest items that see a handful of uses when questing. Logs would still be in great demand by Fletching as well. It is apparent that there is not much but the Hiscores that keeps it a skill. Nostalgia is never going to let Firemaking go however, and who would, fire is cool.

A Firemaking rework is nearly equivalent to an entirely new skill. Interesting game play, balanced training methods, and meaningful actions are all requirements. We have taken up this task, and have laid out one potential rework that Firemaking and OSRS may benefit from. Take a gander, and be sure to share your feedback, and participate in any discussions.

### Introducing new Firemaking Concepts

Currently, Firemaking's depth extends to lighting logs, and lightsources. A higher Firemaking level enables you access to light higher level logs, and lightsources. The benefits of these are longer burning fires, and accessing quest requirements. These are tiresome concepts to build a skill around. These are our 3 base concepts we used to provide Firemaking with new game play. We will explain them below.

### General Concepts

- **Logs**
  - Higher tier logs burn longer
  - Higher Firemaking level burns logs additionally longer
  - Higher tier logs give additional cooking experience
  - All log fires become substantially worse at burning food
  - Higher tier logs give slightly decreased chances of burning food

- **Charcoal**

- 3 types of charcoal will be introduced
- Charcoal is dropped like bird nests but with fires
- Drop randomly from fires; higher FM will increase rate; higher tier log will increase rate
- Can potentially become a monster drop

- **Graphics**

- Different logs will have different colours when burning
- Different logs should show differently on the ground
- Yew and Magic fires are a larger (and different) animation for identifying and aesthetic pleasure

*The exp changes listed should not spread fear to your opinion just yet. We have accounted for all of the above and have a grand scheme for overall balance and game integrity.*

It only seems natural that higher tier logs, and higher Firemaking levels should net you benefits. Increasing durations on how long fires last is a good start. Previously, there was no real benefit to longer lasting fires, it was a hollow reward. When we get into the next section, we will find why longer lasting fires is a solid benefit, worthy of training Firemaking for.

Balance will be a key discussion point for increasing cooking experience, and decreasing burn chance of food. However, we are confident that the skill levels required to utilize these benefits to their best potential are well worth the hassle. The type of log used will play a large role in balancing these numbers out. Exact numbers are impossible to determine. Burn chance benefits will be balanced through the price of logs too. We have other changes in the upcoming sections that will also effect these benefits and offer alternative ways to balance them out.

However, these are strong minor incentives to train Firemaking, and offer a variety of game play benefits. Something Firemaking lacks in comparison to other skills.

The collection and use of charcoal will be new to OSRS. Firemaking can be a source for this supply by adjusting the features listed above. This should be another small change among the other minor changes that provide added worth to the skill. Again, as to not overwhelm readers, we have saved additional uses of charcoal for an upcoming section. We are simply outlining some basic fundamentals.

Completely cosmetic, and no real game play value would be graphical changes. If done, they could be incorporated to identify different fires and effects used. However, their main purpose is to look *awesome*. Raise your Firemaking today and produce this fantastic blazing inferno!

This is a simple way to offer elegant pride to higher Firemaking levels.

Introducing new Firemaking Content

Lighting a log, and watching it burn isn't very interesting. Nor is having to continually light logs every other inventory of food. This is why ranges and the Rogues Den are so popular. They

offer the same game play, but at a convenience Firemaking never achieved. We aim to change that with 3 new content for Firemaking.

## **New Skill Content**

- **Single Log Fires**
  - Includes the 'Logs', and 'Charcoal' concepts listed above (already a rework in itself here)
  - Worst gp/hr methods
  - Best Firemaking exp/hr training method
  - Best Cooking exp/hr methods
  - Utilizing burn rates to balance this content
- **Bonfires**
  - Includes the 'Logs', and 'Charcoal' concepts listed above
  - Ability to use 'plates' to cook batches of food in "half" the regular time
  - Best gp/hr methods
  - Worst Firemaking exp/hr method
  - Worst Cooking exp/hr method
  - Worst burn chance
- **Rituals**
  - High level Prayer and Firemaking content
  - Week long benefit from singular action
  - Expense vs Profit dilemma
  - Support one of six gods
- **New Gear**
  - New lighting methods that provide varying benefits
  - New gear that reduces the drawbacks of Single Fires and Bonfires
  - Inventory items to collect and use charcoal
  - Additional benefits can easily be added

This was a brief look at the new content we have outlined for a Firemaking rework. Each one has its own section below that we will explain in more detail. Hold onto that feedback and continue reading!

### **Single Log Fires**

The basic and simple method of lighting a fire. We have outlined new concepts, and how new benefits will be used to improve lighting these fires. Let us explain the reasonings behind these suggested improvements.

### **Single Log Fires Reasoning**

- Exp rates are quite high, so make them the best exp/hr possible

- Demand of logs should increase, so faster exp methods may become more expensive/less attractive
- Best exp/hr should not be the best gp/hr
- Best exp/hr should not offer any major benefits
- A small benefit, slightly reducing exp/hr, but offering a moderate gp/hr method should be available
- Provide incentive and value to higher Firemaking levels through various means

Raising skills can be done in a few ways. Slower methods take much more time, but offer good gp/hr or other valuable benefits. Faster methods are usually cash sinks, with no return possible. This can be described as using your skills verse investing in your skills.

Firemaking should be no different to this concept in OSRS. This is why Single Log Fires will offer the best exp/hr, as they do now. However, it is also why higher Firemaking levels will net players benefits in Cooking experience, and access to new gear, better gp/hr methods, and valuable drops. Just like how it takes 63 Hunter for Red Chinchompas, but 80 Hunter for 5 traps. And this is all just for single fires!

### Skilling with Single Fires

The only purpose of single fires is to level Firemaking. In rare circumstances low level and medium level players may make a fire to cook some food in their bank. Outside of this, single fires have no real use to players. This will be changed in our suggestion.

Players will get to choose the regular method of training Firemaking, making individual fires for Cooking experience, and to make higher level fires to reduce burn chances significantly.

Players will also look to burn fires for potential charcoal drops. Instead of the one use for single log fires, we now have 4 potential reasons to value Firemaking.

### **Charcoal: Initial Benefits of Single Fires**

Charcoal will drop randomly from single fires. They will need to be collected manually, and only appear once a fire has died out. We will discuss charcoal [in more detail here](#). Without explaining the 3 types of charcoal and their use, imagine charcoal as the bird nests of Firemaking. Each type will offer uses, and value to the player. It is an incentive to burn logs, burn higher tier logs, and have a high Firemaking level.

### Training Firemaking with Single Fires

With lighting logs as normal, you will gain the same exp rates. Nothing will have changed here. The only difference is that lighting Yew/Magic logs may be less attractive due to other uses for them in the skill. However, they will be used as they are the fastest methods in raising Firemaking. This is good, and the whole point.

### Cooking with Firemaking

This method of utilizing Firemaking will offer the fastest Cooking experience available in the game. It will yield low Firemaking experience, and will require a high Firemaking level to benefit the most from. There will also be dilemmas presented to the player to figure out the

most optimal combination of logs, food, and time. The main draw is that **the longer your fire burns for, the more bonus Cooking experience you receive**. This all comes together to reward the player for a higher Firemaking level.

Higher tier logs will burn longer and will grant a higher starting bonus for Cooking experience. The higher your Firemaking level the longer fires will burn. A low level fire will grant no bonus Cooking experience initially, but over time, will increase slightly. For the highest tier logs, the initial bonus will be slightly higher, and the maximum bonus will be much higher. There will of course be a cap on the bonus experience gained, and no fire can last forever.

Low levels receive an easier time benefitting from their skilling progressions in Woodcutting, Firemaking, Cooking, and Fishing. Medium level players is where Firemaking presents the largest dilemma. Do they cook Lobsters on Willow fires for the best profit margins, or do they just cook Salmon and Trout on Maple or even Yew fires for the fastest Cooking experience? It takes a lot of food to break into the 80+ levels, so this will present new opportunities for low to medium players to train. This creates a presence of Firemaking for these level ranges not seen before.

High levels is where it all comes together. The highest levels will be able to use the best logs and the best food with the least burn chance to maximize their Cooking experience. If they don't want to dish out a lot of money, they can concede to lower tier logs, food, or both. As well, by cooking this way, you may also get charcoal drops, which may come in handy later. Gp/hr wise, this should be the lowest gp/hr in Firemaking. This is because this activity is very AFK'able, and does not require that much effort. However, due to the high levels required, it is justified in being decent enough.

EXP rates and specific values will be discussed later. We prefer to show the concepts off, and have them stand on their own merits.

### **Cooking with Firemaking: Potential Issues**

60 and 75 Firemaking to light Yew and Magic logs is rather low. This means 'high level' is actually 75 Firemaking. Level 75 is a very low amount of experience to gain, and thus a low amount of logs to light to achieve. This may be balanced out by having the Firemaking level heavily influence the duration of fires. For example, at 75 Firemaking a Magic log fire will not burn long enough to reach the maximum bonus Cooking experience Magic logs can offer. This is up for discussion, and is a major balancing point.

Cooking requires a higher level to cook fish than what the Fishing level requires to catch. This may want to be a considered feature in raising Firemaking requirements. However, this is only one solution.

In the next section we will talk about a way to cook food with a lower burn chance. To add value to this entire Firemaking rework, to the next section, and to this section, **it may need to be considered to drastically reduce the success of cooking food on all fires in the game.**

In short, this takes away the Rogues Den, and replaces that single fire with this entire rework. This is not a necessary change, but it could have positive benefits. Namely, to efficiently raise Cooking, you need to use a range, or you need to raise your Firemaking level. Cooking rates are already very high, so it doesn't seem like a loss to reduce these EXP rates in favour of another skill gaining value. On top of this, training Cooking is very one dimensional. This change may provide some depth while also balancing out Cooking.

### Stick Fires

We covered the best EXP/hr method in Firemaking and for Single Fires. We also covered how you can gain the best Cooking experience with Firemaking. Now it is time for the third feature that Single Fires offer. Stick Fires will burn out faster than regular fires, but will decrease the chance of burning food. Again, low Firemaking experience here, but this is using the levels you have invested in.

### Stick Fires Summary

- Significant decrease in burning food
- Burn out significantly faster than regular fires
- Lighting Stick, a log, and a knife to make a Stick Fire
- No bonus Cooking experience
- Equal Firemaking experience as lighting a regular log
- Longer animation time to make a Stick Fire
- Higher tier logs burn slightly longer, and offer better decreases in burn chance
- Highest tier Stick Fire should be significantly better than a range at the highest Firemaking levels(+4 to +6 Cooking levels?)

A Stick Fire can be made by taking an appropriate 'Lighting Stick' (more on these later), a knife, and a log. These will look different from normal fires and will offer the benefits listed above. Players will then take their food, and cook it on the Stick Fire, with no special tools needed. This type of fire is more refined, thus it offers no additional Cooking experience, only a decrease chance in burning food.

As you can imagine, lower tier logs will offer only slight decreased chances, but will scale higher for the better logs. Highest tier logs will offer the best reduction in burn rates. Higher Firemaking levels will enable these Stick Fires to last longer. Other mechanics can be employed here, but these basic concepts should be enough to get the point across of what Stick Fires are.

As we will explain at the end of the suggestion, this Firemaking rework will enable future content expansions in Firemaking, and in other skills. Stick Fires is the first real area where future additions can improve or expand this type of content. For instance, higher tier logs from Woodcutting could be made to be used for better or different Stick Fires. On the other side of

things, reducing burn rates is only useful to low to medium levels, and to those who don't have the Cooking Gauntlets.

### **Stick Fire Balance**

Stick Fires would be used for low level players to raise their Firemaking before cooking that stack of fish on a regular fire or range. The incentive comes from burning less food, gaining more Cooking experience, and progressing their total level. The same is even more true for medium players cooking Lobsters, Swordfish, or Monkfish. It also provides a slight alternative to Cooking Gauntlets, but they will still be needed, so not devalued.

Balancing the amount that these Stick Fires reduce burning by is tricky. It will be a long in-depth look at the levels. Highest tier logs may not guarantee 100% rates on Dark Crabs, or maybe they would. It comes down to the numbers and balancing. Play testing is the only way to get accurate representations. It is important to remember the concept and purpose though when balancing Stick Fires.

Listing the logs, levels, tiers, burn rates, and more, would all be rough estimates. It is rather pointless to do so at this point.

### **Potential Stick Fire Problems**

Low to medium level uses of Firemaking seem viable on their own. Players who fish a couple thousand items will be able to utilize their Firemaking to retain this fish, and use it for combat or skilling later, while raising their Cooking level. This encourages low level players who transition to the medium level to raise Woodcutting, Firemaking, Cooking, and Fishing, in order to be efficient and reap the new benefits from Firemaking. This is another pathway new players can follow to experience the game.

Stick Fires at high levels would only ever be used for Dark Crabs, Manta Rays, and Sea Turtles; which are rarely used currently. Hopefully these type of fish can be improved to be used more frequently when their own content is adjusted. Non-fish foods like pies would also benefit from these Stick Fires, so the content at high levels is not entirely empty. It is preferred to think this opens up new types of food to be designed for high levels.

### **Stick Fire Expansions**

There is a lot of room here for Stick Fires to expand or receive future adjustments. If new food is designed with 'high burn rates', or specific effects tied to log fires, then Stick Fires can probably benefit from it.

We could tie in other items from the Firemaking skill, like charcoal, to enhance the effects of Stick Fires. Charcoal could increase the burn time, decrease burn chances, or other effects. Magic spells (Lunars?) could be used to prolong fires, decrease burn chance, add new effects to food on certain Stick Fires, or more. Possibilities are endless!

### **Bonfires**

Bulk cooking is definitely a feature OSRS does not have. This will be the main feature of Bonfires, being able to cook a ton of food very quickly. The expense will be money, experience, and significant burn rates. Players will be able to cook that huge stack of Fish that

piles up, or process raw food into cooked food for good profit margins. The higher your Firemaking and Cooking levels, the better these two methods are.

Full experience for cooking 1000 food items in half, or two thirds of the time as single cooking would be broken. Players will still gain Cooking experience, just a significant amount less than normal. At least half of successfully cooked food will not reward experience. This number needs to be more finely tuned with play testing. However, it makes sense to be able to bulk cook food at the expense of experience and increased burn rates.

Bonfires will have a very high burn rate. The best bonfires will be several stages behind that of a range.

On top of this, it will take a quantity of logs to start a Bonfire, which may get pricey at higher levels and cut into some profit margins. Bonfires also don't burn off the nostalgia of the players either. You will have to provide a certain amount of the same tier logs to sustain a Bonfire.

To really bring Bonfires to the next level, you will also need to use an item (which has its own tiers) in order to bulk cook food. Lower tiers of this item will be limited to 2-4 food at a time.

Higher tiers will need to be play tested to be determined, but for now, lets say up to 12 food at a time.

### **Bonfires summarized:**

- Bonfires will provide the ability to bulk cook food
- Bonfires have significantly high burnrates
- Bonfires need to be sustained by the same tier logs
- Higher tier bonfires enable higher amounts of food cooked at once
- Higher tier bonfires have lower burn chances (still poor)

### **Your Firemaking level will determine:**

- What type of Bonfire you can start
- How long the Bonfire will burn before needing to be sustained again
- The tier of the item used to bulk cook food
- Reducing burn rates (in relation to Cooking level)
- Reducing chance of plates breaking

### **Bonfire Unknowns**

Play testing is needed to determine exact values. The following is just an example, and should be subject to massive change.

It is hard to determine:

- Exact levels required for each tier of Bonfire
- How many logs will be needed to start each tier of a Bonfire
- How many logs it will require to sustain a Bonfire



- How much EXP is cut from successfully cooked food items
- How many food items can be cooked at each tier
- The rate at which 'bulk cook item' can break at
- The animation time will be related to the EXP gained
- More questions to arise if play testing occurred

*Please read the 'New Gear' section, as some of the gear enhances the benefits of Bonfires.*

Balancing is definitely the hardest part about Bonfires. However, with all the different dynamics, an elegant solution should be possible by adjusting each requirement. Below is an example of how Bonfires could work.

## **Bonfire Examples**

Bonfire Tiers:

Tier	EXP	Food	Rate	Cost	Break
1	100	100	100	100	100
2	200	200	200	200	200
3	300	300	300	300	300
4	400	400	400	400	400
5	500	500	500	500	500
6	600	600	600	600	600
7	700	700	700	700	700
8	800	800	800	800	800
9	900	900	900	900	900
10	1000	1000	1000	1000	1000

The 'Burn% to Range' is how much worse, in levels, the Bonfire is to a cooking range. This may need to be higher to increase the burn rates on high level food like Sharks, in order to reduce the maximum gp/hr for high levels. Again, the main point of Bonfires is to take the supply of raw food, process it very quickly, and sell it, or use it. For those who are selling it, you will need the best gear and levels to truly profit with the best food. This should be very profitable whenever there's a surplus of raw food being sold.

Again, I would like to stress this is all up to change. These are figures pulled out from light hypotheticals. Actual play testing can be configured to balance this out nicely. The important thing is to make sure the concepts are sound.

## **Plates**

Plates (working name) are the items you will use with Bonfires to cook batches of food. Lower tier plates will hold less, while higher tiers will hold more. In addition, higher tier plates are more likely to break while using them. Since these plates may cost money, the player will need to weigh the benefits of how much food they want to cook, versus the cost of using better plates and Bonfires.

Again, this chance of breaking is another element to balance Bonfires out. Yet, it will require play testing to truly figure out the proper rates and chances. As well, the materials needed to create these 'plates' can also be factored in.

How much food each plate can hold is another balance question. Here are some hypothetical examples:

- Iron Plates: Up to 3 Food Items
- Steel Plates: Up to 4 Food Items
- Mithril Plates: Up to 6 Food Items
- Adamant Plates: Up to 9 Food Items
- Rune Plates: Up to 12 Food Items

The animation time it takes to do one action of cooking is also a balance question. It should be related to the amount of EXP gained. So if you gain half the EXP of successfully cooked food, the time to cook should take half that of the number of food slots. Maybe this is incorrect, or a different way of reducing EXP is needed.

### **Bonfire Limitations**

Bonfires could create a bit of an issue if the following aren't considered:

- Bonfires can not be set up in multi-combat zones
- Bonfires can not be within '7' squares of another Bonfire
- Bonfires take up a 4x4 or 6x6 area?
- Bonfire flames may need to be toggable (turn off or on)

Again, this will be where Jagex needs to chime in on what is possible or not. And what is feasible or unlikely.

### **Bonfire Graphics**

- Cool looking burn animations for each set of Bonfires
- Flame should be small for willow, and very large for Magic
- Flame should 'get smaller' or fade in colour when logs need to be added
- Magic bonfire should have particles like Magic trees?
- Perhaps have varying shapes/icons coming out of the top like the login screen (dragon head, rune symbols, highlvlbosshead outlines...etc?)

### **Public Bonfires**

Another layer to add to the already complex issue of balancing Bonfires. Perhaps this should be docked until the other features are more finely tuned. However, some early possible considerations:

- Half the EXP you would earn overall
- Increased burn rates
- Metal plates are more likely to break

Balancing this out, and other limitations are probably necessary. Maybe POH integration would also be a good idea. For now though, it is just a small additional thought.

Rituals

Many NPC's worship their gods within Runescape. Some even go as far to sacrifice for their god. Rituals will be a way for a player to support their chosen god in OSRS. Six gods will be the main focus.

Combining Prayer and Firemaking to form offerings to the gods seems like an untapped potential. This plays off the lore in Runescape, and can make relative sense. This will be high level content, with requirements in Prayer, Firemaking, Crafting, Construction, and certain area unlocks.

### **Rituals Summary**

- High level Prayer and Firemaking content
- One offering per week
- Can only be aligned once per week
- Benefits last for 7 days
- 3 tiers for offerings, requiring higher levels but better benefits

### **Rituals Drawbacks**

- Key item will be very rare and expensive to merit a weeks worth of benefits
- God-specific benefits only; locked into one per week

### **Rituals Overview**

Players will choose one of six gods to provide offering to. They will then gather the appropriate materials, a specific key item, a certain prayer bonus, and their god-specific item to wear/hold. From here, they will travel to a fixed location to create the altar, and perform the ritual. For 7 days they will receive the rewards from their specific god.

To make sense with the lore, players can be explained the process of rituals. Rituals form a direct connection to the gods to receive their blessings. You create this connection by using Magic logs, and a substance no god truly controls, fire. This opens the connection to the gods. You then utilize your own Prayer level, and a god specific item to reach your god. Then, you offer an opposing gods item as sacrifice to your god. Your god being content provides you with their blessings.

Six gods will be available to choose from. As well, there will be 3 tiers of rewards based on what your levels are.

### **Rituals Specifics**

Level Requirements:

- Tier 1: 71 to 76 Prayer, 70 Firemaking, 70 Construction, 70 Crafting
- Tier 2: 90 Prayer, 80 Firemaking, 80 Construction, 80 Crafting
- Tier 3: 99 Prayer, 95 Firemaking, 90 Construction, 90 Crafting

Equipment:

- Tier 1: +20 Prayer bonus, your god's related item
- Tier 2: +25 Prayer bonus, your god's related item
- Tier 3: +30 Prayer bonus, your god's related item

#### Materials:

- Tier 1: Opposing god Ward, 10 Magic logs, 5 Dense Charcoal, Pyro Cane
  - Tier 2: Opposing god Ward, 15 Magic logs, 7 Dense Charcoal, Pyro Cane
  - Tier 3: Opposing god Ward, 20 Magic logs, 9 Dense Charcoal, Master Pyro Cane
- \*Knife, saw, and a hammer will be required tools.*

#### Process:

##### **Tier 1 Example**

- Equip 20 Prayer bonus, and an item of your gods
- Have a god Ward, 10 Magic logs, 5 Dense Charcoal, and a Pyro Cane
- Bring a knife, saw, and a hammer
- Travel to your god's Ritual location
- Build the altar, put your god Ward in it, and light it
- Process complete, repeat next week

##### **Wards: God Item Drops**

While killing god specific monsters, you will have a chance of a ward dropping. This ward will be called 'Zamoraks Ward' if you had been killing Zamorak Wizards, or demons. If you killed Bandos, it would be 'Bandos Ward'. These wards will be used as offerings to opposing gods. We would also like to propose that certain skills gain favour with specific gods. So that while skilling, you have a rare chance of receiving a ward. This makes wards and Rituals more than just another combat update.

Since the rewards of Rituals will last for a week, these ward drops must be rare enough to merit a weeks worth of benefits. With finalized rewards and proper calculations, a proper rarity should be easily defined for these wards. The benefits of Rituals, over a course of a week, could net significant profit gains. This will be equalized out by the cost of the wards.

The idea is that for Tier 1 rituals, you'll need to play for 5 days to earn your money back and profit off the rewards. Tier 2 will be 4 days, and Tier 3 could be 3 days. Of course, this can all be changed, and is more hour-dependent than actual days. This basically means if players want to do rituals, they must play for a minimum amount of time or they will lose money on their investment. The benefit to OSRS is that players are motivated and encouraged to play more.

Those who don't wish to play that much, can simply opt out of doing Rituals. There will be no major drawbacks to the regular player for not doing rituals. Most players aren't anywhere near

being 70% efficient in their other activities, so it is no consequence skipping out on Rituals.

### **Ritual Benefits**

Currently, these benefits are strongly combat-focused. We would like for Skilling, Mini-Game, and other non-combat rewards to be included. This being just a combat focused update is not what we intend. However, the players need to come up with their own ideas on what skilling benefits they would like to see. Chance of catching two fish at once, +1 base level, or just plain EXP rate bonuses. Community should consider these options together.

### **Guthix**

- Increased Tears of Guthix experience
- Increased EXP from Pest Control points
- Claws of Guthix will lower defense by 6%/7%/8% when charged

### **Zamorak**

- Reduced KC to enter Zamorak GWD (4, 7, 10)
- Flames of Zamorak will lower Magic by 6%/7%/8% when charged
- Slight drop rate increase on Zamorak followers

### **Saradomin**

- Reduced KC to enter Saradomin GWD (4, 7, 10)
- Saradomin Strike will lower Prayer by 2/3/4 on successful cast when charged
- Slight drop rate increase on Saradomin followers

### **Armadyl**

- Reduced KC to enter Armadyl GWD (4, 7, 10)
- Gives a +2 base to Ranged (or a scaling Range damage boost)
- Slight drop rate increase on Armadyl followers

### **Bandos**

- Reduced KC to enter Bandos GWD (4, 7, 10)
- Gives +1 base to Strength (or a Strength bonus)
- Slight drop rate increase on Bandos followers

### **Zaros**

- Free carpet rides in the desert
- Desert effect removed
- Gives a +1 base to Attack and Defense (or an Attack and Defense bonus)
- Slight drop rate increase on Zaros followers

Remember, this is an incomplete list, and is missing a lot of non-combat benefits. As well, these benefits may be ridiculously OP. It is best to think of these as examples first, and then consider other possibilities or adjustments.

### **Ritual Locations**

Ritual locations should be voted or decided upon by the community. Community is very clever at finding the perfect spots for this kind of stuff. For example though, Zamorak could be in the Wilderness or in Morytania. Jagex could facilitate this discussion to get the best lore fanatics in on this.

### **Other Options for Rituals**

A barcawl ordeal may be required to start doing offerings. Traveling to different religious buildings and NPCs to learn the trade of sacrifice or offering. This is where the lore can be explained. This should be skippable though if it poses no real game play value.

God Wards can be obtained from skilling, not just monster drops. Or expensive rewards from Mini-Games. They don't have to be just combat-focused, and can be a way to give additional gp/hr to certain skills.

### **Charcoal**

There will be 3 type of charcoal introduced. Soft, Hard, and Dense charcoal. They will have varying uses throughout Firemaking, and potentially other skills. If accumulated, they may be sold to make money, or to save on the costs of the skill itself.

### **Soft Charcoal**

- Can be used to prolong Single Log Fires slightly
- ???
- Not profitable or worth selling, very plentiful from fires

### **Hard Charcoal**

- Use half the logs and 1 Hard Charcoal to sustain a Bonfire
- ???
- Would need to buy in order to bulk cook a ton of food

### **Dense Charcoal**

- Can be used to make Firemaking gear
- Used in Rituals
- Rare drop from fires
- "Expensive", worth selling
- Can be used in other skills/new content to give more purpose to Firemaking

### **New Gear**

What would a rework be without introducing some new items and gear. There is a lot of cool gear that Firemaking could offer, both being useful, and looking incredible.

### Lighting Sticks

Lighting sticks (working title) will be used to light Bonfires, Single Fires, and Stick Figures.

There will be several types, and they will have a range of uses. There is still some features to figure out, but for the most part, they are well defined items.

#### **Novice Fire Stick**

- Not equippable
- Lights up to Maple Bonfires
- Used to sustain Bonfires up to Maple
- Disintegrates after X uses
- 15 Firemaking and 15 Crafting to make
- Requires 1 log, 1 Soft Charcoal, and a knife
- Can not be used as a tinderbox
- Must be used alongside a tinderbox

#### **Pyro Cane**

- Equippable
- Lights up to Magic Bonfires
- Used to sustain Bonfires up to Magic
- Increases the duration of Stick Fires
- Increases the sustain of Bonfires
- Disintegrates after X uses
- 65 Firemaking and 60 Crafting to make (55 Firemaking to use)
- Requires 1 Yew log, 5 Hard Charcoal, and a knife
- Can be used as a tinderbox up to Maple logs

#### **Master Pyro Cane**

- Equippable
- Lights up to Magic Bonfires
- Used to sustain Bonfires up to Magic
- Reduces logs needed to start and sustain any Bonfire by 1
- Increases the duration of Stick Fires significantly
- Increases the sustain of Bonfires significantly
- Does not disintegrate (optional)
- 95 Firemaking and 90 Crafting to make
- Untradeable

- Requires 5 Magic logs, 10 Dense Charcoal, and a knife
- Can be used as a tinderbox on any logs or light source

## Tinderboxes

New tinderboxes will be available. By adding a certain type of charcoal to a tinderbox, it will transform it into a new tinderbox. These are listed below.

### **Soft Tinderbox**

- 30 Firemaking required
- Add a Soft Charcoal to a tinderbox
- Up to Willow, 'start' logs are 2x as fast
- +1 Firemaking when lighting (fire acts as if it were lit with that boosted level)
- Chance to burn up to 2 logs at once for full experience
- X amount of uses before disintegrating

### **Hard Tinderbox**

- 50 Firemaking required
- Add a Hard Charcoal to a tinderbox
- Up to Maple, 'start' logs are 2x as fast
- +3 Firemaking when lighting (fire acts as if it were lit with that boosted level)
- Chance to burn up to 3 logs at once for full experience
- X amount of uses before disintegrating

### **Dense Tinderbox**

- 75 Firemaking required
- Add a Dense Charcoal to a tinderbox
- Up to Magic, 'start' logs are 2x as fast
- +5 Firemaking when lighting (fire acts as if it were lit with that boosted level)
- Chance to burn up to 5 logs at once for full experience
- X amount of uses before disintegrating

## Firemaking Outfit

Pretty much required for a Firemaking rework.

### **Firemaking Helmet**

- Requires 40 Firemaking
- Reduces logs needed to start a Bonfire by 1 when worn
- Slightly increases duration of regular fires

## Firemaking Legs



- Requires 60 Firemaking
- Reduces logs needed to start a Bonfire by 1 when worn
- Slightly increases duration of Stick Fires

### Firemaking Torso

- Requires 80 Firemaking
- Reduces logs needed to start a Bonfire by 1 when worn
- Slightly increases duration of Bonfires

### Firemaking Set Bonus

- Reduces logs needed to start a Bonfire by 1 when worn
- Reduces burn rate on all food cooked on all fires
- Decreases lighting time
- Randomly combust into a blazing inferno when worn with a Firecape or Firemaking Skillcape, and Master Pyro Cane

Acquiring this outfit seems best to leave up to the community. Acquiring enough items to buy each piece, making your own, a mini-game or mini-activity are all possibilities.

### Charcoal Pouch

- May be needed depending on how the 3 charcoal ultimately function

### Further Expansions

One key part of this suggestion is that there is a lot of room to expand upon. Single Log Fires could gain other uses not related to Firemaking. Maybe there could be a fire you light, and you keep sustained, and it will automatically smoke your traps for you in Hunter. You just need to provide the right logs. Perhaps you could combine Smithing and Firemaking to make better furnaces, or stronger metal bars for other purposes.

Bonfires could find other uses than just Cooking, but this may be difficult to plan around without fully understanding the implications Bonfires may have.

Rituals could have more gods added very easily. Other benefits can be added to **improve old existing content**, or to provide new content. A full blown Prayer expansion could even be built from this.

As for gear, again, possibilities are endless. It really is up to the community to figure out any additional benefits or adjustments they would like to see.

### Conclusion

A full rework of Firemaking is a rough thought. Making use of Firemaking within the OSRS world is not easy. Meaningful game play is tricky enough, especially when fire is used by other

skills like Magic or Cooking. By focusing on what skills can supply and feed Firemaking, we have hoped this rework makes sense, and provides meaningful content.

The rework aims to utilize the supply of logs and food to drive Firemaking as a processing skill like Fletching or Cooking are. Bulk cooking food, lower burn chances, higher Cooking experience, profitability, and cool looking gear is how this rework intends to do so. Exact values will need to be figured out, but the concepts are what drive the potential success of this new content.

High level Firemaking will net high levels with endgame benefits through Rituals in all parts of the game. Even to go as far as encouraging players to play more. Rituals won't be the only benefit for high levels, as they will be able to capitalize on Single Fires, and Bonfires.

Any suggestion requires the support of the community. However, this support needs to go towards new ideas, balancing out content, and making critical feedback to the suggestion. We look forward to how these suggestion are received.

#### FAQ & Explanations

We will populate this area as more questions and explanations are encountered.

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