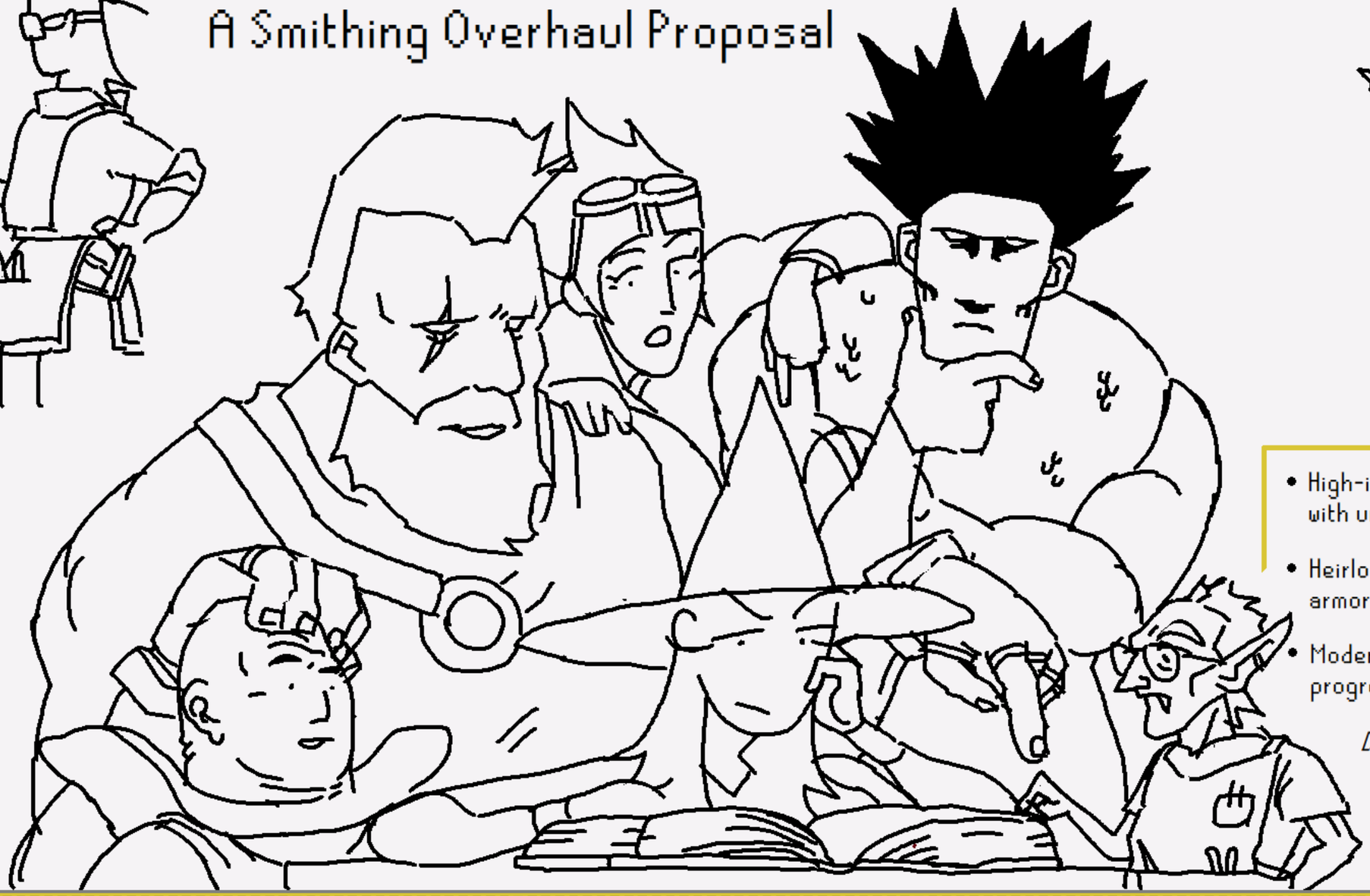
Heirloom Armor

A Smithing Overhaul Proposal







- High-intensity skilling challenge with untradable rewards.
- Heirloom upgrades to classic armor sets for mid + late-game.
- Modernizing smithing progression and skill synergies.

Dragon returns to BIS!

Skilling's baby cousin to the Inferno!

Credits

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MADE BY HUMANS!
Zero AI Guaranteed

Kovak Confronts the Inevitability of Death

or The Crucible of Emotion

or Giant Book Club



Kovac the giant blacksmith yearns to restore giant-kind to its ancient, enlightened glory. What better way to start than a book club?

Tagline: an experienced-difficulty, medium-length quest about existentialism and the generational nature of runescape. And smithing.



Giant NPCs assembled from across Gielinor (including your favorite bosses!) succumb to angst upon discovering philosophy.



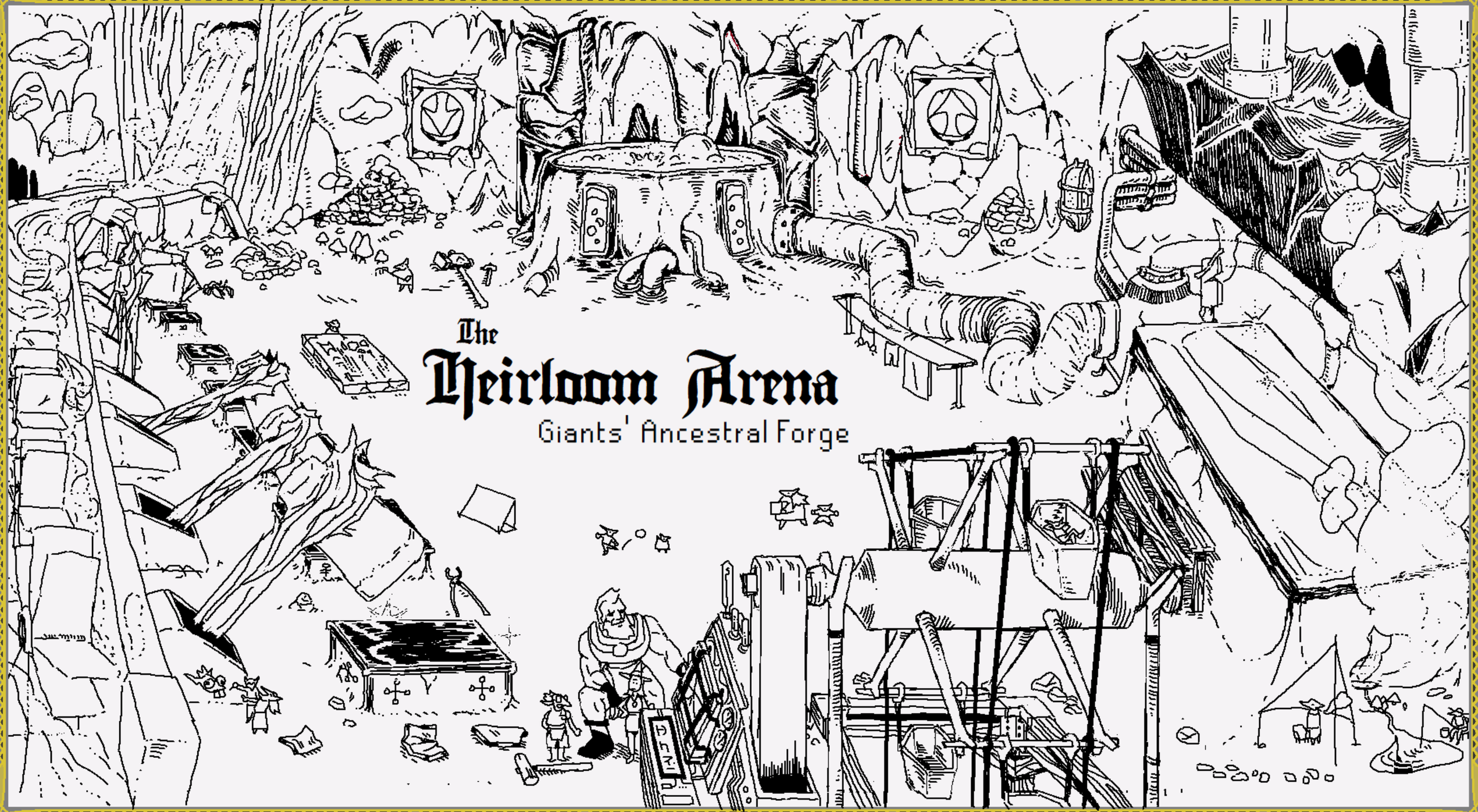
QUEST REWARD: Goblinbane bronze armor!

To complete the quest, the player learns the ropes of the Heirloom Smithing minigame in the newly unlocked lower Giant's Foundry arena.

Heirloom Bronze Armor: Increases the player's accuracy and maximum hit by 30% when fighting goblins, orcs and ourgs (e.g. General Graardor).

Obor accidentally discovers a deeper level to the Giant's Foundry after making an impassioned argument with his club. Goblins living in their ancestral forge pose an ethical dilemma to the newly educated giants.

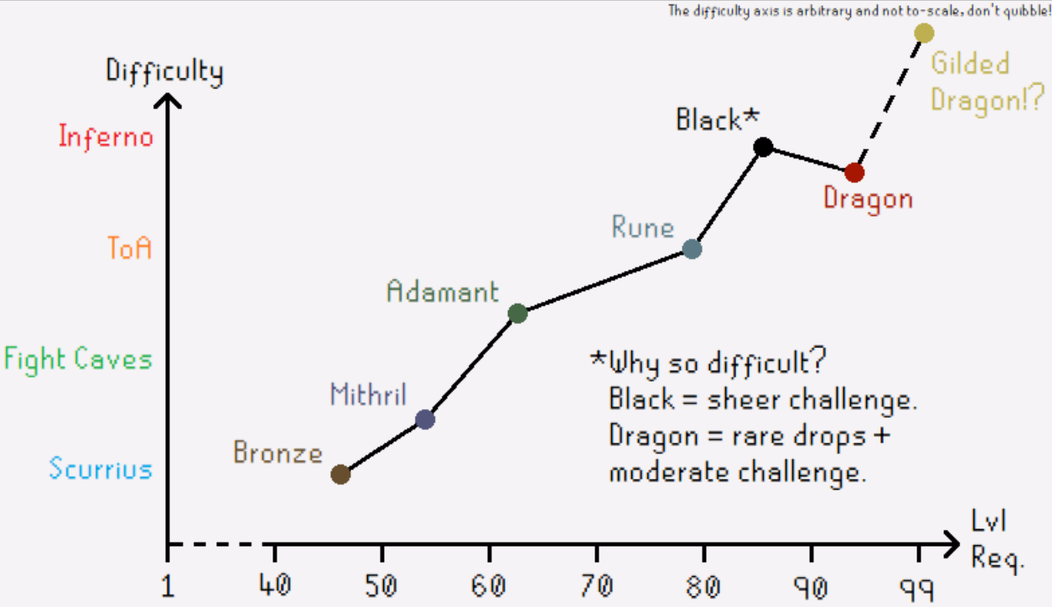
Repeatable Boss: The Goblin King!
King Strangeglove moves to the basement of the Lumbridge goblin shack post-quest.


The
Heirloom Arena
Giants' Ancestral Forge

Heirloom Smithing

Skilling's Ultimate Test of... Skill

Counterpart to PVM's Colosseum and Inferno – sweaty one-off challenges yielding nostalgic untradable rewards.



How Doth it Play?

- Think Dance Dance Revolution meets Overcooked: a mashup of rhythm game, ingredient management and movement optimization.
- Dart between rhythmically swinging hammers, harness ever-shifting lava flows, wield the giant hydraulic press (and more!) to forge a masterwork.
- Difficulty ramps up and new mechanics join the fray as the player moves through higher armor tiers.



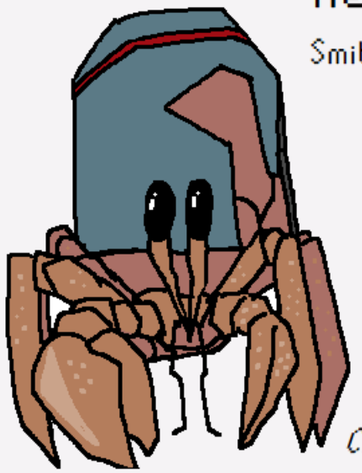
Each tier of armor gets its own, unique music track synced to the minigame's mechanical rhythm.

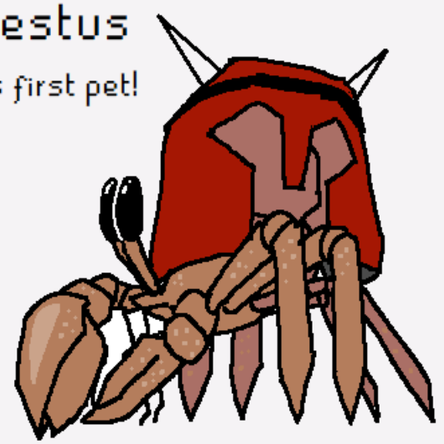
High Risk, High Reward

- Each attempt at Heirloom Smithing requires a substantial upfront investment of raw materials.
- Players risk a portion of their anted resources, receiving only ~80% back upon failure as recycled materials. Certain armor sets may pose even greater risk!

Hephaestus

Smithing's first pet!





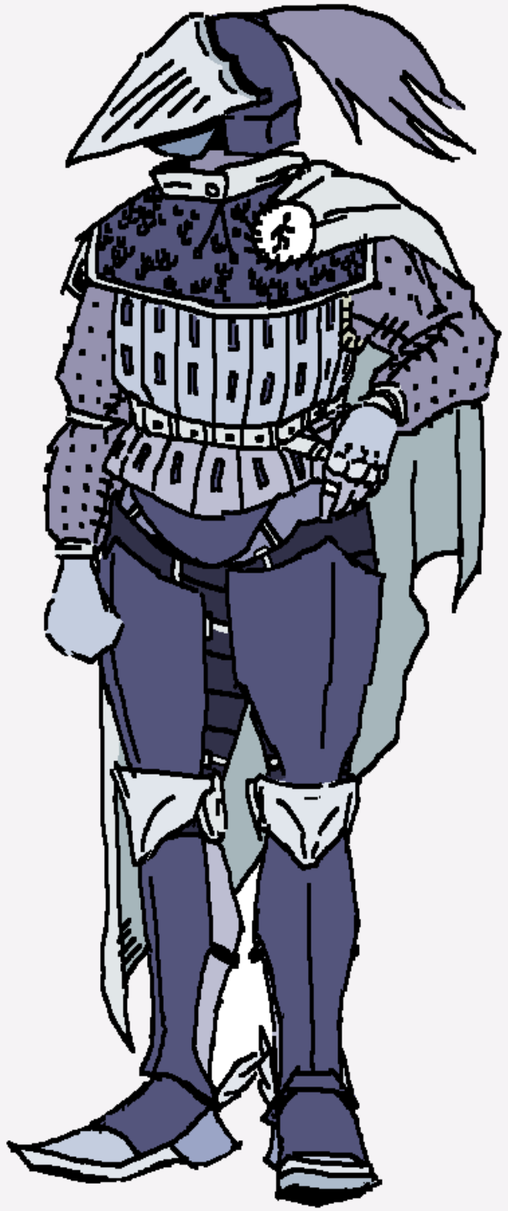
Change his shell-met's color with bars!

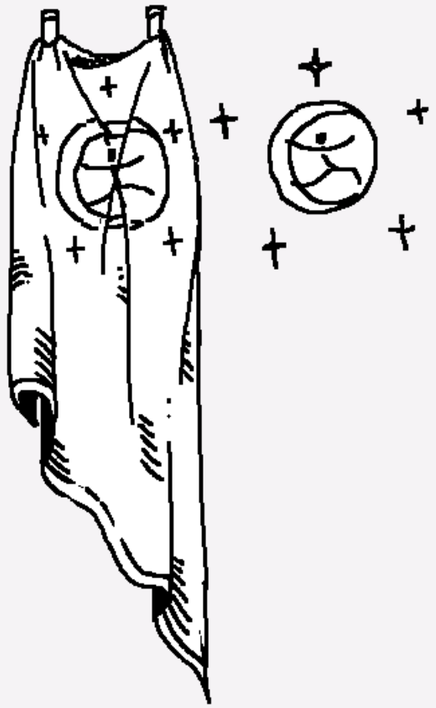
Practice Mode

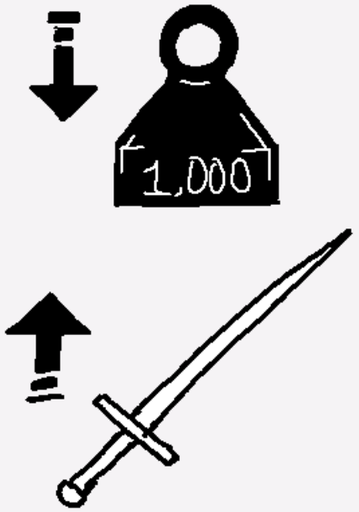
Practice each tier of the minigame, risking minimal resources. You'll achieve decent XP rates and (relatively) high odds at the new skilling pet.

Heirloom Mithril

Lightweight Questing Armor







Smithing Requirement: Low 50s.

Raw Materials: Mithril Bars, Silver Bars, Opals, Marks of Grace.

Bonuses: Weight reduction (< graceful), minor melee attack bonuses (~10 total each style), negative mage attack and defense bonuses removed.

Why these materials? Heirloom armor acts as an effective resource sink, particularly for lesser-used or even "dead content" from across the game. Full armor sets require item antes in the hundreds (for common items like bars, less for rarer finds).

Pushed Variant: +15 total attack all styles (mini tribrid).

Heirloom Adamant

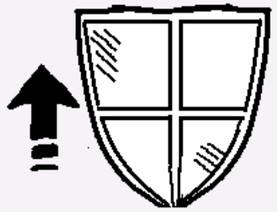
Anti-Chip Defensive Armor





Alt Helm Concepts





Smithing Requirement: High 60s.

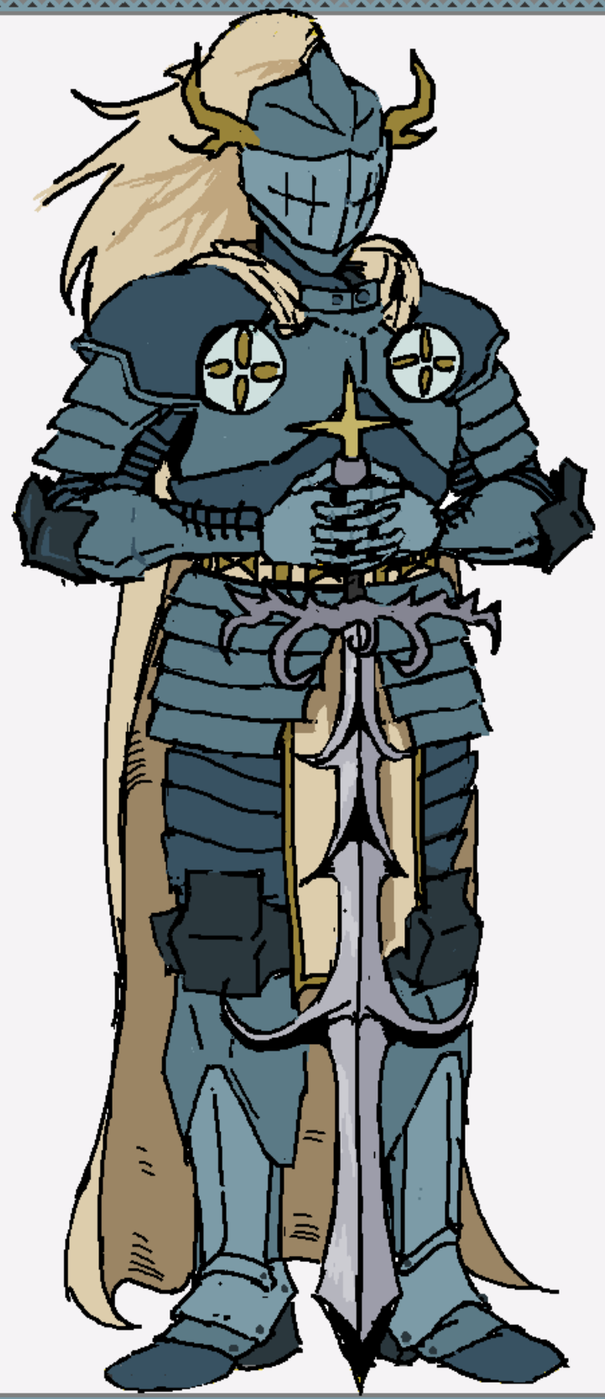
Raw Materials: Adamant Bars, Nickel Ore, Basalt, Jade.

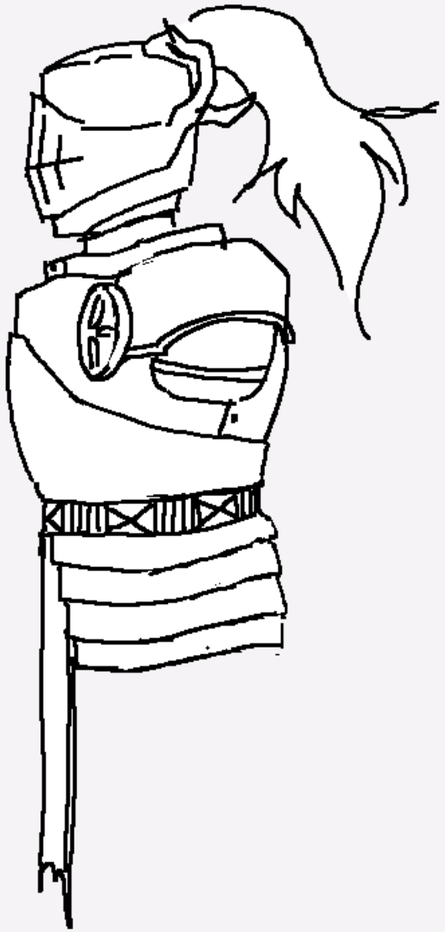
Bonuses: Flat damage reduction (-1 when wearing the entire set), higher defensive stats. Individual pieces add a % chance to block 1 damage when worn individually, adding up to 100%.

Why untradable? So you gotta craft the damn things yourself!

Each heirloom set requires an investment in Smithing levels, risk of losing expensive materials upon failure, and a substantial challenge appropriate to their power level. Skilling should offer an alternative path to gear progression from grinding bosses, comparable to existing untradable items like the Fire Cape.

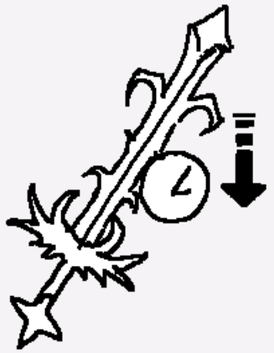
Pushed Variant: 3 total flat armor.





Heirloom Rune

Two-Handed Specialist Armor



Smithing Requirement: Mid 70s.

Raw Materials: Runite Bars, Stardust, Gryphon Feathers, Diamonds.

Bonuses: When worn as a full set, reduces the attack speed of 6 and 7-tick two-handed weapons by 1 tick.

Is this OP??? I don't think so! A mainhanded 5-tick Godsword or even Elder Maul still gets soundly beaten by Nox Hally + any STR armor. This could pose issues for future reward space, or it could open up said space to better slow weapons.

Pushed Variant: Additionally provides 10% bonus damage to 6-tick weapons, 20% for 7-tick. *Bonk!*



Heirloom Black

Accursed Strength Armor

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Smithing Requirement: High 80s.

Raw Materials: Black Armor Pieces, High-level Ashes, Ensouled Elf Heads, Ancient Essence, Onyx.

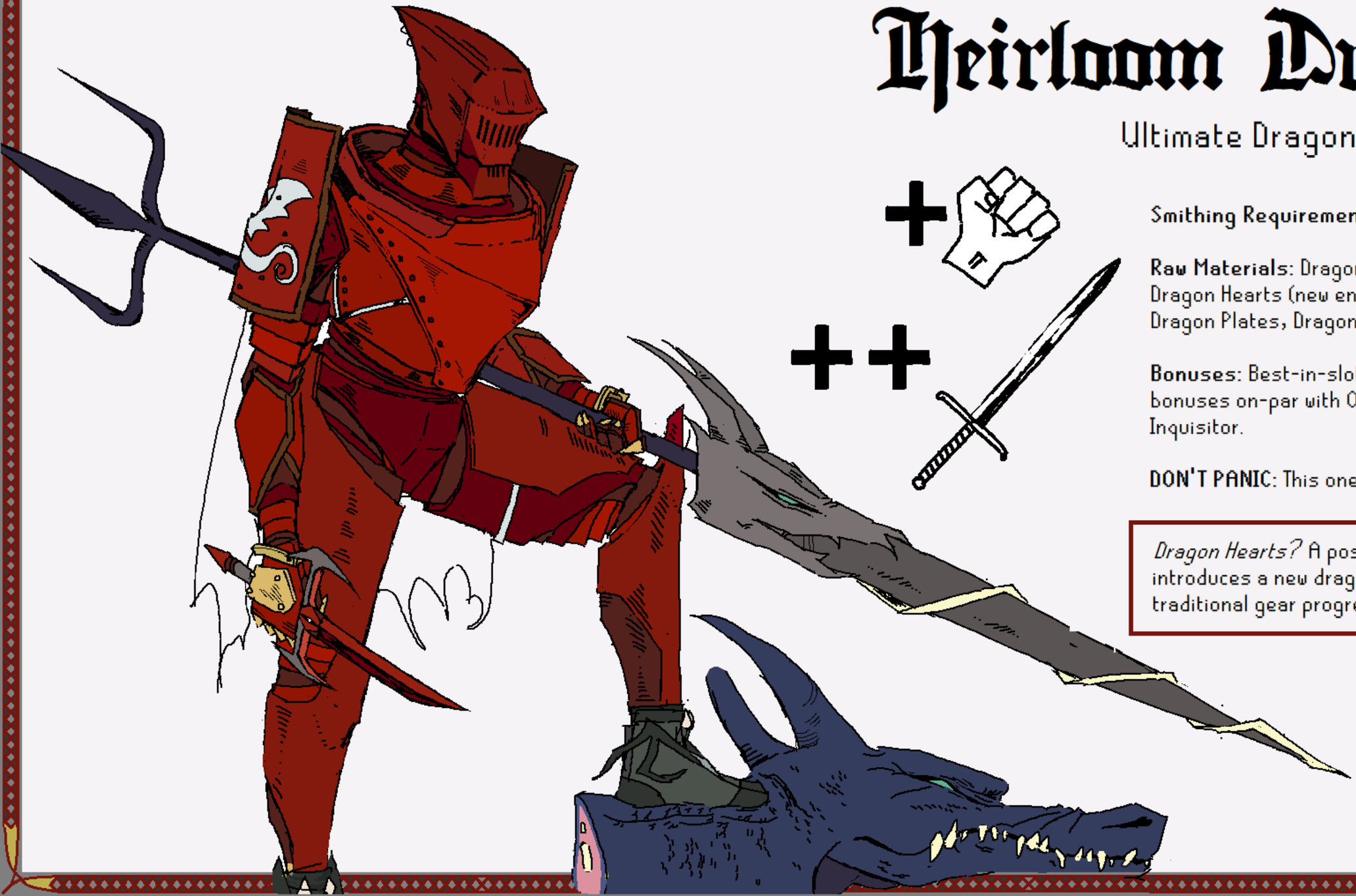
Bonuses: High STR bonuses (+15 total), sitting between Bandos and Torva. Negative prayer bonus (approx. -5 total) and weak defensive stats.

Discount Torva!? What's the catch? Risk. Each failed run of this near-Inferno-difficulty challenge deletes your anted onyx! While skilled players may skate by with few losses, the negative bonuses should prove a significant tradeoff to comparable gear.

Pushed Variant: -3 total prayer penalty and ~Adamant tier defensive stats.

Heirloom Dragon

Ultimate Dragon Slayer's Armor



Smithing Requirement: Low 90s.

Raw Materials: Dragon Armor Pieces, Dragon Hearts (new endgame PVM drop), Dragon Plates, Dragonstone.

Bonuses: Best-in-slot stab and STR bonuses on-par with Oathplate and Inquisitor.

DON'T PANIC: This one is tradable!

Dragon Hearts? A post-DS2 miniquest introduces a new dragon boss for more traditional gear progression. Galvek 2.0?

Overhaul Sweep-up





For more details, see the full blog post: uncannyspheres.blogspot.com

...just one more thing (flip the page)!

Rebalanced Progression

Rune platebodies are now craftable at ~60 smithing, more closely in line with crafting's armor progression. Bronze-adamant reqs. lowered accordingly.

All other smithing requirements remain the same – with Heirloom Smithing and PVM-drop requirements like Oathplate incentivizing higher level training.

How does this change XP rates?
Rates on smelting bars should be lowered slightly to reflect the new level requirements. Higher-level Giants' Foundry moulds, practice-mode Heirloom Smithing and/or other Smithing proposal concepts can fill the gaps for high-level training.

Thoughts on Mining

Minimizing shopscape and resource drops from PVM in favor of higher yields from actual mining would assist Heirloom's impact as an item sink.

Firemaking Synergy

To help breathe new life into another neglected skill, let's give Firemaking more practical purpose in the game as a combo with Smithing.



In addition to speeding progress at the Heirloom Smithing minigame, higher Firemaking levels unlock faster actions and reduced coal usage at normal furnaces. This offers a more viable alternative to Blast Furnace for standard bars, with additional benefit for jewelry making and glassblowing. It just makes sense!

And higher lvl log fires should reduce cooking burn rate like we all thought as kids..

Wilderness Concerns

Some 'scapers may see powerful new untradable armor sets and panic at the thought of nefarious wildy applications. To be clear: these armors are not designed with PVP in mind, and have baked-in limitations to ensure that, for example, rushing in Black Heirloom isn't meta. Nor will wildy PVM in these armors be "free."

When broken (from an unprotected PVP death), Heirloom Armors must be reforged – as if you failed at the minigame. Lost materials go to the PKer, and they cannot be locked via Trouver Parchment. (The quest explains the wildy mechanics!)

Now, I say all this assuming more lockable untradable armors in the wilderness is a bad thing. I am but a lowly PvMer. If it's somehow not a problem, forget what I just said.

I know everyone hates convoluted wildy mechanics, I'm trying my best here! I'm sure someone could come up with a more elegant solution.

Overhaul Modularity

Heirloom Armor attempts to address and fulfill Smithing's main failing (in my eyes): that it produces no gear you'll actually wear. It's designed to play nicely with any other, more extensive changes to Mining and Smithing in the upcoming overhaul.

All mechanics and stats listed here are mere suggestions – numbers can always be tweaked! Don't get too caught up in balance, we're more interested in the core concepts.

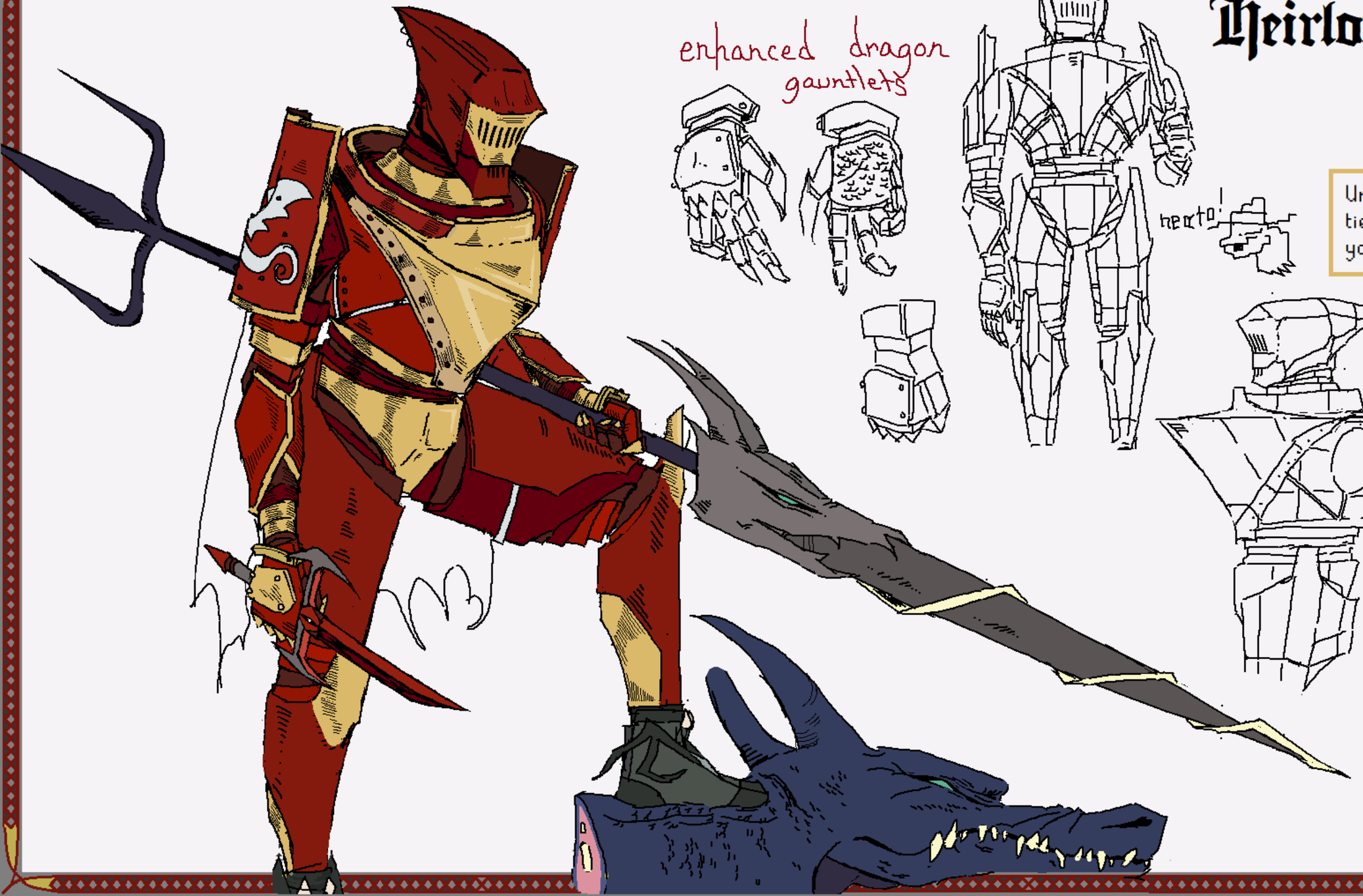
What Do You Think?

Will people like this? I don't know! If you do, please tell us, because we have plenty more ideas for armor upgrades and other pitches in the tank. Heirloom Weapons anyone?

November 2026

Proudly made in MSPaint!

Heirloom Dragon (Gilded)



Unlocked via "Awakened"-tier challenge mode. Finally, you can gild your own armor.

