

510_OldHaalayash

Why is the player here?

Rohen tasked him with taming an elder dragon for Isamo Tahar.

What is the history of the location? What happened in the past? How does that reflect in the current day (inspections, etc.)?

- At the times of the Hybernian Empire Old Haalayash used to be its biggest city but now it is an overgrown jungle ruin
- A reserved commune of hybernian offsprings occupies the ruins at the time of the mode
- The hybernian offsprings worship an elder dragon which they value above everything else. To ensure its safety they even hired a band of elven mercenaries to fortify their defences.
- The hybernian offsprings still have access to some of the hybernian technologies which they also use for warfare and keeping the dragon safe
- These technologies are used in special towers that reliably protect the hybernian commune from intruders

What are the main Points of Interest?



- 3 chargeable hybernian altars located in north, south-east and north-west of the map
- In the south of the map the elder dragon is located, at first cut off from players reach by magic walls (physblockers disabling navmesh)
- There are two enemy bases on the map: human one owned by hybernians (North-West) and the elf one, owned by elven mercenaries
- The hybernian base is guarded by custom towers with lots of HP (by lore ancient hybernian technology makes them so powerful). They quickly kill anything in

close proximity, making it impossible to pass them for heroparty and rts units, thus making hybernian base unreachable before towers are destroyed

- Hybernian base is also guarded by special "Dragon fighters" units which on seeing a player controlled dragon cast a channel spell on it, damaging and heavily debuffing the dragon

Map Synopsis

1. Players spawn in the upper-right corner of the map with a task to speak with Rohen who stands nearby.
2. Rohen explains what players have to do to win the map and in the end of the dialogue timed reinforcements (spawn on a looped timer) start spawning through a hybernian portal which Rohen keeps active (that's why he doesn't join the players in the upcoming battle)
 1. When the dialogue is finished host-controlled rts base is created and elven enemy AI is activated
 2. Before finishing the dialogue players can't leave the initial sector (cut off by physblockers)
 3. During the dialogue Rohen gives Isamo's artifact to the host, which should be used to tame the dragon
3. The map gameplay can be divided into 3 stages:
 1. Charging the hybernian altars
 1. At first players have to charge Hybernian altars located in different parts of the map (north, south-east and south-west) guarded by enemy forces.
 2. When hybernian altars are charged, magic walls that block passages to the dragon are vanished: in the initial dialogue Rohen explains to the players that the altars were used to seal the dragon in the first place, so it makes sense why charging the altars can unseal it.
 3. At this point only elven mercenaries' AI is active and their base is located in the same sector with south-eastern hybernian altar, thus making it unavoidable to destroy the elves in order to charge all altars.
 4. Hybernian base is unreachable to the players because only the dragon can destroy hybernian towers that surround its perimeter: the towers have 30k HP and quickly kill anything in close proximity making it impossible to pass by them to hero party and rts units (the dragon's spell instantly destroys the towers while it's also immune to their projectiles)
 2. Dragon boss fight

1. After charging the altars players can reach the dragon. Now they have to win a boss fight against it, which is the same as the original campaign dragon fight.
 2. Using Isamo's artifact on the dragon debuffs it and makes the fight easier (the debuff condition last for 10s, so the artifact should be used multiple times)
 3. When the dragon's HP is below 10% and it has condition induced by Isamo's artifact (these conditions for taming are explained in Rohen's dialogue and "Tame the dragon" task hint), it becomes player-controllable after a short scripted taming sequence
 4. Taming sequence: dragon stops fighting and plays alerted animation while channel spell is casted to it from host avatar; the screen fades to white and back, while dragon becomes player controllable (The white screen is needed for technical reasons because it's impossible to properly change factions in Journey mode, thus the hostile dragon gets disabled and replaced with host-faction owned one)
 5. If the dragon is killed the map is failed and lose condition is triggered
3. Destroying hybernian base while controlling the dragon
 1. Once dragon is tamed a task to heal it gets activated. The task has a hint that the dragon can be healed with a spell that can be casted from hybernian altars. By this moment all altars are still fully charged, thus tamed dragon can be healed immediately (the altar needs to be fully charged in order to cast the spell; the spell heals the dragon to full HP)
 2. Now with the dragon under command host can destroy hybernian towers which prevented players from reaching the hybernian base: dragon has only one available spell on casting which it deals AOE damage in front of the dragon (Fire breath animation and FX are played). Hybernian towers are instantly destroyed on impact with the spell (from lore POI it can be explained that this is how the magic used by towers reacts to dragon's fire).
 3. Hybernian sectors which surround the sector with the main base (including this one) along with the hybernian towers also have special "Dragon fighters" units, which on seeing the dragon cast a channel spell, damaging and heavily debuffing it (movement speed is reduced by 90%, attack damaged is reduced by 80%). In order to break the debuff players have to interrupt the channel spell or kill a dragon fighter who is casting it.
 4. If the dragon is killed the map is failed, thus players have to ensure that it lives by casting healing spells to it from hybernian altars
 5. Basically, hybernian main base assault follows rock-paper-scissors rules: the towers quickly kill players' heroes and units in close

proximity but are vulnerable to the dragon, while the dragon is vulnerable to dragon fighters who can be easily killed by heroes or rts units

4. When hybernian main base is destroyed Rohen teleports next to its ruins and a task to speak with him is activated.
5. During the final dialogue with Rohen he takes back Isamo's artifact and the dragon stops being player-controllable. In the end of the dialogue map travel is enabled and the quest can be completed by talking to Rohen back in Everlight.