

509_WindholmeTreasury

Why is the player here?

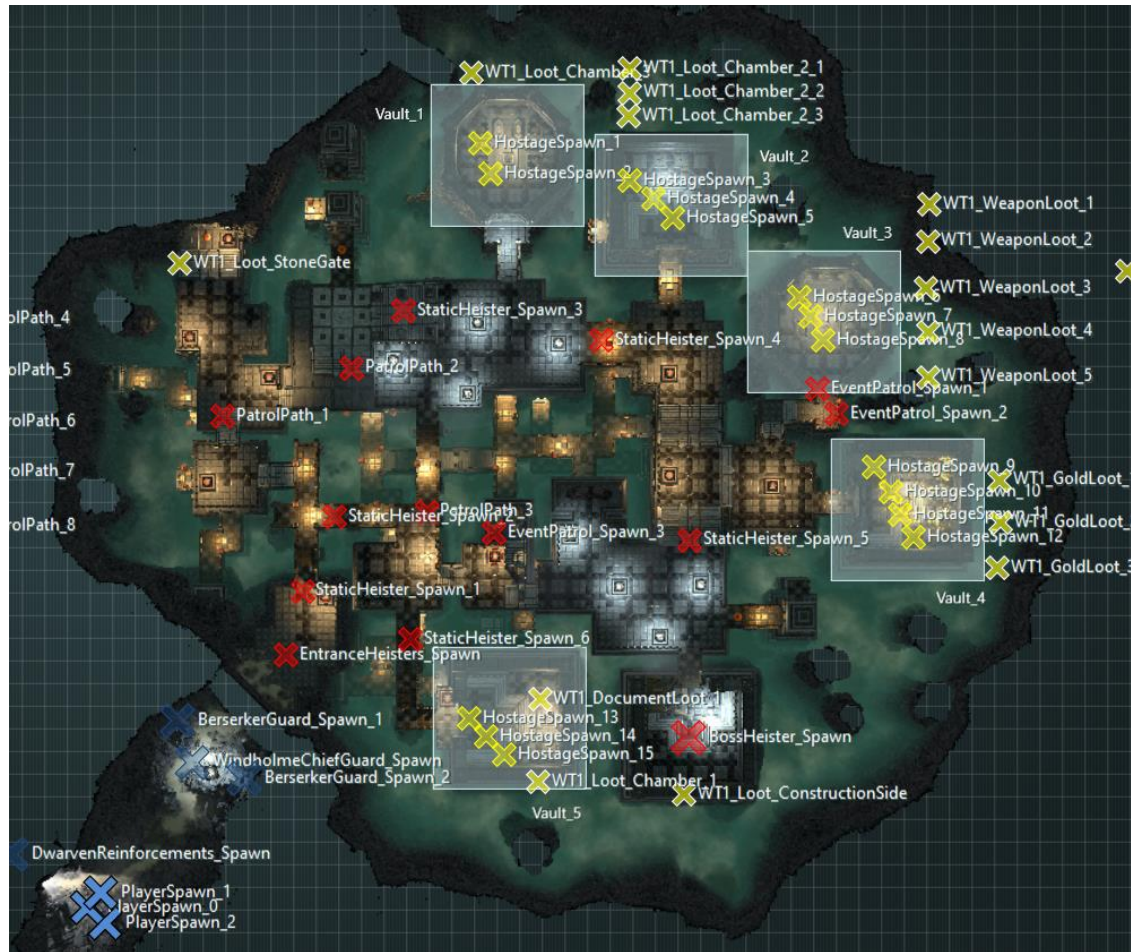
Dwarven delegate in Everlight tasked him with saving hostages that were captured by elven bandits that heisted Windholme Treasury.

What is the history of the location?

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

- Windholme Treasury is a place where dwarven elite keep their riches
- Some noble dwarves occasionally visited their family vaults to ensure that their wealth is kept in order
- During one of such visits a group of highly organised and skilled elven heisters attacked the Treasury and took noble dwarves as hostages
- Now elven bandits demand a free exit from Windholme with all the treasure they can carry, threatening to kill all hostages if Windholme authorities don't make concession to their demands
- The bandits locked themselves up in Treasury and installed explosive barrels in vaults where hostages are kept - so they can blow them up at any moment if Windholmers decide to attack

What are the main Points of Interest?



- 5 Vaults where hostages (15 in total) are held
- Switches that allow to traverse hero party between lower and upper level of the dungeon (upper level switches are made as trapdoors, lower - simply doors)
- Mobs (elven wintermages with reduced sight and aggro range) that patrol the dungeon in such a way that allows you to sneak by them using the above mentioned switches (when hero party is at the lower level of the dungeon it's not seen by enemies)
- Static mobs (same wintermages) that just stand at one spot and prevent players from accessing certain areas thanks to which the sequence in which players have to save the hostages is pretty linear (which allows more fine-tuning)
- Windholme guards in front of the locked treasury gate that will be exploded when all hostages are saved (the guards start the assault with more dwarven units spawning in)
- Chief heister is the boss on this map and is spawned in the half-constructed vault (the only one not occupied by the hostages)

Map Synopsis

1. Players spawn in front of the treasury entrance and can't access the tunnel that leads inside the treasury before talking to Windholme Chiefguard.
2. During Chiefguard dialogue:
 1. Camera is focused on hostages and it is explained to players that if heroparty is spotted by the elves, the hostages will be killed instantly (the wintermage that spots players casts spell that detonates explosive barrels in vaults with hostages).
 2. Chiefguard gives a quest item to all players that provides full visibility of the treasury (so players can plan their routes) and allows heroparty to teleport hostages back to safety (through a timed action, looks like if party members untie hostages).
3. Once dialogue is finished players can access the tunnel on interaction with which they get inside the treasury at one of the lower levels.
 1. When heroparty is at lower level of the treasury it's not seen by the enemies.
4. The core of stealth gameplay on this map:
 1. Is based on switches that allow heroparty to traverse between lower and upper levels of the treasury. On interaction with the switch the entire heroparty is teleported to where it supposedly leads in the game world (if they use a door at lower level, they will teleport to the trapdoor above this door at the upper level; if they use a trapdoor at upper dungeon level, they will teleport to the door at lower level below the used trapdoor).
 2. Players have to observe how enemy patrols move and plan which switches and when they have to use to avoid detection on the way to reach vaults where hostages are kept.
 3. If players are seen by enemies, the wintermage that spotted them starts casting an uninterruptible spell that kills all hostages (the spell detonates explosive barrels next to hostages: it is shown to players when spell is casted), thus triggering lose condition for the map. It shouldn't be possible to kill the mage before it finishes casting the spell, thus leaving only stealth option of finishing the quest.
5. When players get to hostages they have to interact with each of them in order to untie and teleport them back to safety (outside of the treasury, the spot is next to the Windholme guards).
6. When all hostages are saved the camera is focused on the Treasury entrance which gets exploded and freshly spawned dwarven units along with the guards AttackPosition the same spot with all wintermages in the treasury. While it happens the quest is updated to kill the chief elven heister who is found in the half-constructed vault.
 1. When dwarves (what remains of them) win the fight with heisters they join players in the boss fight

7. The boss fight sequence isn't yet implemented, but I am planning on making use of the whole treasury upper level, making players to run around to avoid scripted AOE spells.
8. When the boss is defeated the quest can be turned in to the Dwarven Delegate back in Everlight.