

507_AonirsBlade

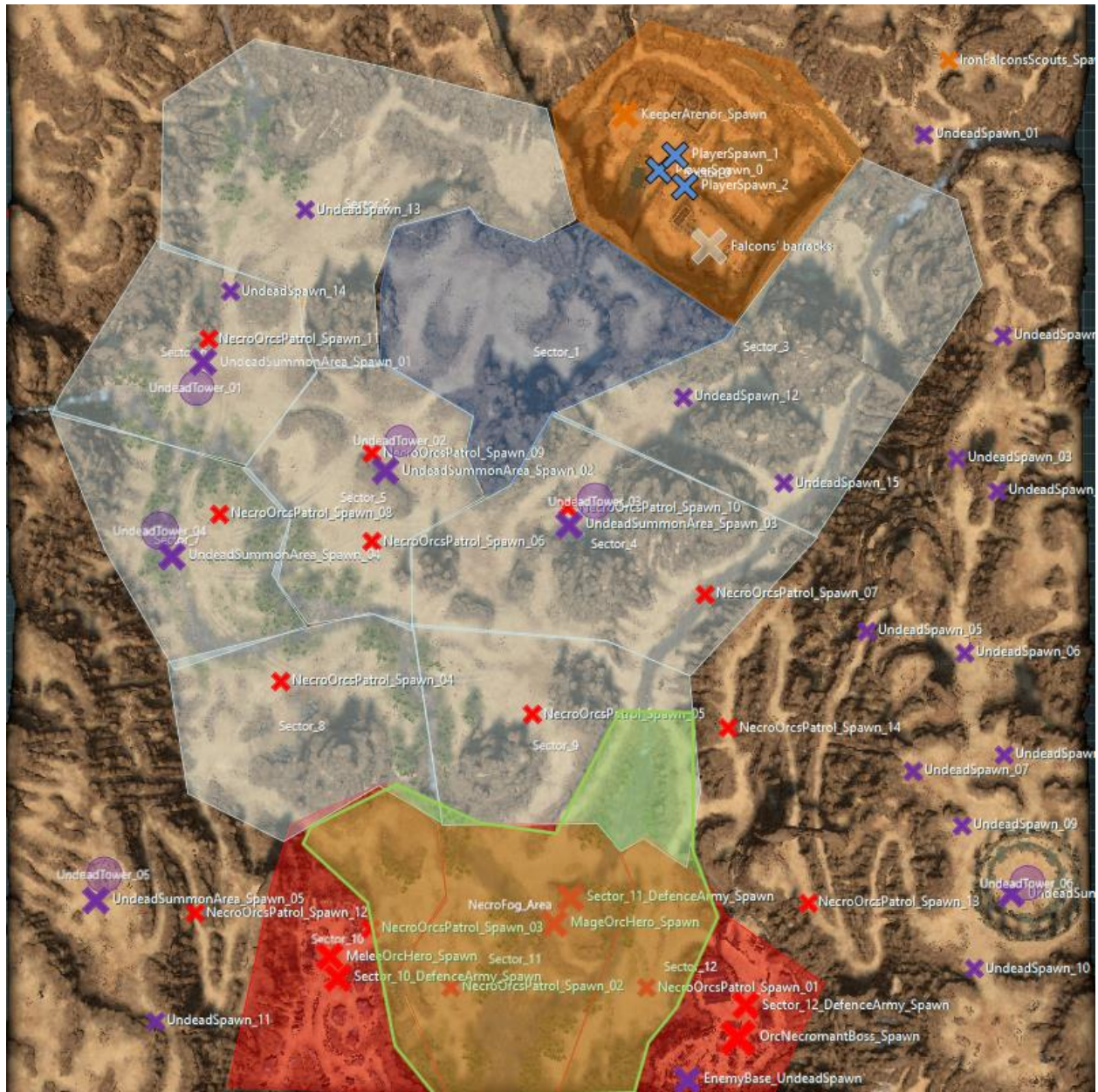
Why is the player here?

Keeper Teranor Kiroy tasked him to help Iron Falcons to stand against necromantic orcish tribe willing to wake Fial Darg at Aonir's Blade.

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

- Many battles took place at Aonir's Blade over generations what makes it a perfect place for necromantic rituals for summoning the undead
- For centuries Iron Falcons occupy the Hybernian fortress that guards the entrance to Fial Darg tomb, keeping Eo safe from these creatures
- Ancient necromantic orcish tribe wishes to wake Fial Darg and attacked Iron Falcons at their stronghold
- Not only the orcish tribe significantly outnumbers Iron Falcons, but they also erected undead towers in the area through which they summon hordes of undead to aid them in taking over the Fial Darg tomb
- The orcish tribe is led by mighty necromant, who uses power of the undead towers to keep orcish base covered in cadaverous gas that kills the living but strengthens the undead and tribe orcs (thanks to necromantic rituals and potions)

What are the main Points of Interest?



- Iron Falcons' fortress with their capital and barracks through which players get reinforcements from the order
- 6 undead towers that summon waves of undead attacking the fortress and help the chief necromant to sustain the cadaverous gas cloud
- Most of initial enemy sectors are covered by the cadaverous gas that nearly instantly kills players' and falcons' units that enter it, while buffing the orcs and undead

- Cadaverous gas makes enemy base unreachable so players will have to destroy all undead towers first in order to clean the area from it and be able to attack the enemy base

Map Synopsis

1. Players spawn in the falcons' fortress in Sector_0 and task "Talk to High-Keeper Arenor" is activated.
2. High-Keeper Arenor briefs players on the situation, while tasks "Destroy enemy base" and "Destroy undead towers" are activated.
 1. It is explained to players that the enemy base is unreachable before the gas is vanished, that can be achieved through destroying all undead towers.
 2. First 5 undead towers can be reached on foot, while UndeadTower_06 can be only reached through mountain path godstone standing at the location of IronFalconsScouts_Spawn (top right corner of the map), that is activated when Arenor mentions how to reach the sixth tower.
 3. It is also explained that undead towers summon undead waves (on a timer) that attack the falcons' capital inside the fortress. If the falcons' capital is destroyed the quest is failed.
 4. With every destroyed tower configuration of summoned waves is changed, the table below represents how:

Remaining towers	Number of waves spawned at once	Quality of summoned waves
6	1	weak
5	2	weak
4	3	weak
3	3	medium
2	2	hard
1	1	hard + tough miniboss

3. Once dialogue with Keeper Arenor is finished host's base is created in Sector_1 and joined players get reinforcements from falcon's barracks (if host is playing solo, he will get reinforcements instead):
 1. While summoned undead attack falcon's capital, the orcs attacks the host's base. Players have to defend both, because if either of the capitals is destroyed, the map is failed.

2. New reinforcements are summoned on a timer that is shown to players as a task info "Next reinforcement will arrive in: X".
 3. If falcon's barracks are destroyed, players will stop getting reinforcements.
4. The cadaverous gas buffs undead and orcs that go through it, granting them extra hp, damage and movement speed. It is an additional incentive for players to be quick in destroying the undead towers to prevent orcs from getting this buff and make them easier to fight with.
5. When players finally reach the enemy base in Sector_12 after the gas is vanished, the boss fight with chief necromant starts.
 1. Chief necromant casts invulnerability buff on the main base and the task "Kill chief necromant" is activated. This task has a hint that necromantic aura that protects the enemy base will disappear once chief necromant is killed.
 2. Once chief necromant reaches 25% HP he transforms into a huge demon with powerful spells and lots of HP. At this moment true boss fight begins.
 3. When chief necromant in form of a demon is killed the enemy base loses invulnerability and can be destroyed.
6. When enemy base in Sector_12 is destroyed win condition is triggered and the quest can be completed in Everlight on talking with Teranor Kiroy.