

DC COMICS SHADOWPACT ALERT

Owner: Valerie K.

OVERVIEW

The Shadowpact has called upon the players to help stop a new villain that goes by the name of The Illusionist. Nightshade has gained intelligence that The Illusionist is holding Ragman captive in a secret hideout. Join the Shadowpact and stop The Illusionist from gaining control of the Pact and becoming an even bigger menace to Gotham!

This is a midlevel Alert for four players set within Gotham City.

INITIAL QUEST

NPC: Nightshade

Quest title: Dark Magic

POI: Illusionist's Hideout (Instanced Area)

Nightshade is the initial quest giver and starter for this quest. The player soon learns of a plot hatched by The Illusionist to steal Ragman's suit, as he currently has Ragman trapped in a cell in a secret hideout. The player must help Nightshade and Detective Chimp to locate the hideout and save Ragman.

This quest should lead to a location within Gotham City that leads to an instanced area for The Illusionist's Hideout. When the player enters the instanced area they will be accompanied by Nightshade and Detective Chimp.

Upon arrival of the hideout, The Illusionist has dispatched beguiled thugs and a miniboss to slow down the pact and hinder their progress. The player must clear the room and defeat the miniboss before moving on to the next room where Ragman is being held captive.

Once in the containment room, the player must engage in a series of switches to disable the cell's lock system. This should be a short puzzle that involves flipping switches in a sequential order with a hint displayed using wall markings.

After the puzzle is completed the Shadowpact members enter the containment cell to recover Ragman. Unfortunately for them, the Ragman being held in captivity is an illusion, a trick done by The Illusionist to make one of his thugs appear as the hero. It is here that the player and the Shadowpact members realize the phony distress call was meant to capture Nightshade and Detective Chimp within this special cell. The player must then go find Ragman and team up with other heroes to free Detective Chimp and Nightshade.

Upon completion of this instance will make the Alert available to the player. After queue, the player is transported to the Inner Sanctum of the Illusionist.

ALERT COMPOSITION

Quest Title: Illusions of Grandeur

POI: Inner Sanctum of the Illusionist Antechamber and First Mob Room

The players are accompanied by Ragman upon arrival of the antechamber. He quickly leaves the group to scout the area while the players manage the wave of beguiled thugs.

POI: Sanctum Hallways

Upon completion of defeating the wave, players gain access to the next room, which is a large puzzle room with a series of hallways. Each hallway leads to an area the captives are being held in by The Illusionist. There are four locks that must be disengaged by an accompanying puzzle the players must manage to complete within a given time limit. The players must all split up and take on a unique puzzle to continue to the next phase. Each puzzle should be relatively easy to solve but requires proper timing and communication among the players.

Each puzzle is located at the end of each hallway in front of a locked gate and each gate leads into the holding room where Nightshade and Detective Chimp are being held. Each puzzle is a goal within the quest and should display in the quest journal and UI. If a player makes the wrong choice in solving the puzzle an elite mob will spawn. Defeating this mob will also unlock the puzzle but will not allow players access to the optional miniboss.

First puzzle: Four image kiosks are visible that are all interactable. The player must choose the proper image that represents the clue described in an image on the wall.

Second puzzle: A player must move from one area of the hallway to the end of it without triggering any of the traps and obstacles. This is more of an agility puzzle than an interactive puzzle.

Third puzzle: An interactable Minotaur awaits the player at the end of this hallway along with various objects behind it. The player must correctly answer the question the Minotaur asks by selecting the proper item.

Fourth puzzle: Using barrels, the player must throw and hit a specific target at the end of the fourth hallway to unlock this puzzle. Random obstacles such as other barrels and boxes block a clear path to the designated target.

After successful completion of the puzzles, all gates to the center holding area should now be unlocked. It is here that the players are rejoined by Ragman. In the midst of Ragman's briefing an agonizing scream can be heard that interrupts his dialog. A camera should pan down to an area where a locked hallway connects with the holding room.

OPTIONAL MINIBOSS

If players choose to explore this area a miniboss by the name of Blackstone can be fought.

Blackstone: This miniboss primarily uses ranged attacks and can summon a minion to steal and drain health. Periodically he will deal AoE damage.

THE ILLUSIONIST BOSS FIGHT

POI: Center of the Sanctum

After freeing Detective Chimp and Nightshade, the group must then head to the central area of the Sanctum where The Illusionist eagerly awaits them. Players will need to fight a few more mobs outside of the

Upon meeting, the first wave of minions must be defeated and soul shards must be collected to decrease The Illusionist's power. One player will need to keep The Illusionist distracted while the other players work alongside the pact to defeat the waves.

Phase Two of the battle begins when the boss's health reaches 50%. The Illusionist has the power to redirect damage back to your teammates by taking hold of a group member using Mind Control. While the group member is under The Illusionist's effects any damage that player deals will be redirected to their team.

The final stage of the battle begins when the boss's health reaches 25% - His mind control will become even more sporadic but also leaves him vulnerable to ranged attacks.

Once The Illusionist is defeated Ragman consumes his soul and rewards the players with various loot.