

Guild Wars 2

Creature and Map Design



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Creature Design

Name: Crylio

The name comes from the Latin words *crystalli* (crystal) and *pumilio* (dwarf).

Stats:

HP	2,500
Power	860
Armor Ratings	Head, Chest, Hands: 180, Legs & Feet: 120
Movement Speed	147



Figure 1: Crylio Concept

I based the creature's stats off of a build of a level 53 character. To calculate the Crylio's HP the character had 430 power using an exotic weapon with a strength of 905. The total power from a player would be 1,335. The Crylio have an armor rating of 180 for 3 parts of their body, causing a hit to deal 167 damage. The armor rating of 180 cuts the damage in half four times. The legs and feet have an armor rating of 120, cutting the damage in half three times. These parts of the body take 334 damage. I wanted the creature to take between 10-15 hits from a basic attack from a solo player.

The power was calculated using a character that had 3,718 HP and 573 Vitality; totaling to 4,291 HP. The character had an armor rating of 120 everywhere on their body, cutting the damage in half three times. The player can survive twenty hits from the Crylio. I did this to give the player a small advantage in the fight before factoring in skills, boons and other outside factors.

The Crylio are blind and live underground in dark caves. The Crylio use vibrations to maneuver their environments, for this reason I cut their movement speed in half.

Abilities:

- **Berserk:** When the Crylio drop below 25% health they can activate Bersek as a last attempt to win the fight. This ability comes from the times they were Dwarves. Bersek lasts 5 seconds with a 3 second cool down.
- **Stability:** The Crylio have this ability the entire battle and use it to focus so they can attack without fear of being interrupted. The duration is 4 seconds with a 2 second cool down.
- **Immune to Blind:** The Crylio lost the ability of sight and cannot be blinded.

Skills:

- **Throw Rock:** This is the Crylio's main attack. They send vibrations down into the earth and cause a boulder to come out. The boulder is then thrown at their foes. The attack has a .5 second charge up and zero cool down.
- **Ring of Earth:** A more powerful version of throw rock, the Crylio send vibrations down into the earth and out in a circle to create spikes that come up and hit all enemies around them. This attack has a 1 second charge up time and an 8 second cool down.
- **Shockwave:** Similar to the Ring of Eath, the Crylio send out vibrations in a circle around them creating a shockwave. This attack is their most powerful attack, it has a charge up time of 1 second and a cool down of 25.

Combat Behavior:

The Crylio are very slow moving leading to them having a longer charge up than normal on their attacks. Since becoming blind has made them hostile they use attacks that affect a wide area to hit multiple enemies instead of focusing on one. Throwing a rock is aimed at one enemy, but the boulder has size, which has the possibility to hit more than one target. Fighting by themselves Crylio are at a disadvantage because of their slow movement and lack of sight, to combat this they stick together in groups of 2-3.

History:

The Crylio are descendants of Dwarves. During the last rise of the Elder Dragons the Dwarves, led by the Great Dwarf, fought Primordus and his champions. The Great Destroyer killed half of the Dwarf army and the Dwarves were forced to retreat close to the surface. The Great Dwarf assembled the fiercest fighters; revealing to them the secret of his hammer. With the Great Dwarf's hammer was the power to turn the Dwarves into a form of Crystalline Ingot that was immune to the Great Destroyers attacks.

Charging forward the Dwarves pushed the Great Destroyer back; eventually forcing it to retreat as the Elder Dragons began to rest. Returning to the surface alone, the Great Dwarf spoke to his closest advisor, Prima Stoneplate, in secret. The Tome of the Rubicon detailed the entire battle against Primordus and the Great Destroyer. He commanded Prima Stoneplate to rewrite the

text, removing the names of himself and the Great Destroyer because of the consequences from reading the names aloud.

The Great Dwarf gave his hammer to Prima Stoneplate and instructed him to inform the Dwarves he, along with the others had died to save them. Prima Stoneplate rewrote the Tome of the Rubicon; destroying the original. The Great Dwarf's Hammer was sealed in the Heart of the Shiverpeaks and Cyndr the Mountain Heart was given the task to guard it.

Returning to the transformed Dwarves below the surface, the Great Dwarf gathered the remaining few. Explaining that they had to protect the world from the minions of Primordus; the Dwarves the scattered through the Depths of Tyria in small parties, descending into the darkest depths.

The transformed Dwarves originally were similar in appearance to the Dwarves who underwent the Rite of the Great Dwarf, but overtime through living conditions and the abundance of magical energy, the Dwarves evolved into a more crystallized appearance, taking on the name Crylio. The Dwarves changed their names to remove any relation to the Dwarves; remaining in history as legends and to inspire future generations of Dwarves.

The Skritt, Murrellow and Dredge are the only known races to have contact with the Crylio and believe they are minions of Primordus, which has led to constant conflict.

Purpose:

The Crylio patrol the bottom of the Depths of Tyria to kill the strongest champions of Primordus before they can traverse to higher areas of the depths.

Society:

The Crylio separated into small parties to protect the Depths of Tyria. Since disbanding the Crylio live in small Tribes, with the head of the Tribe as the oldest member. The tribes are usually 20-50 members. They remain in close contact with the other tribes and have developed a network of communication to better combat their enemies.

Once a year the head of every tribe meets where the battle against the Great Destroyer took place. Here the Great Dwarf, now called Magnus Crylio, reviews the areas in the depths that are the most dangerous and the Crylio plan their actions for the year ahead.

The Crylio are genderless and have no female or male tasks. The members of the tribe are broken up into small teams that take turns searching the depths. The remaining Crylio rest to prepare themselves for battle and watch the Crylio not able to protect themselves. Crylio frequently tell a story of the last awakening to remind themselves why they keep watch. Crylio are biologically immortal like the Dwarves; the majority of the transformed Dwarves from the battle are still alive.

The Crylio originally spoke the same language as the Dwarves, but overtime the language changed into a language they call Cryliolingua. They also developed a language based on the vibrations they send out onto the earth. The crystals on their body pick-up the vibrations. The language is very primitive due to the lack of distinct vibrations. Using the crystals and stones in the depths, they created a way to send vibrations long distances to communicate to other tribes.

The area in which the Crylio live is in complete darkness, causing the Crylio to lose the sense of sight. The Crylio use vibrations from the earth to move through caverns in the depths and fight enemies. The vibrations function by shooting out waves in all directions. When they waves hit something they vibrate alerting the Crylio. The waves sent out are set to ignore other Crylio. This has led to them considering everyone that is not a Crylio, an enemy, because they do not recognize the vibrations.

Family:

The Crylio do not have traditional families. The Dwarves lost the ability to reproduce when they transformed. Through the magic in the Depths of Tyria, when they changed they gained the ability to reproduce again. The crystals on the back of the Crylio grow endlessly. After 90-120 years the crystals fall off and a new one begins to grow. This crystal is a Crylio. The Crylio cannot move for the first year of their life. During this year the Crylio grow to their full size of about four feet tall.

When the Crylio is finished growing it is ready to join the tribe. The Crylio do not have adolescence or childhood as they are clones of each other. The Crylio pick their name during this period; names are picked by choosing a heroic word followed by Crylio.

Personality:

Crylio are very calm and focused. They live with one goal, to stop Primordus's most powerful champions from terrorizing the earth. This has lead them to become hostile to every creature because of the lack of sight. The Crylio are very organized and take authority very seriously, never questioning the command of a superior. Crylio have no aspirations past their duty and live to protect the Earth. When not out fighting they are preparing for the next shift.

Map Design

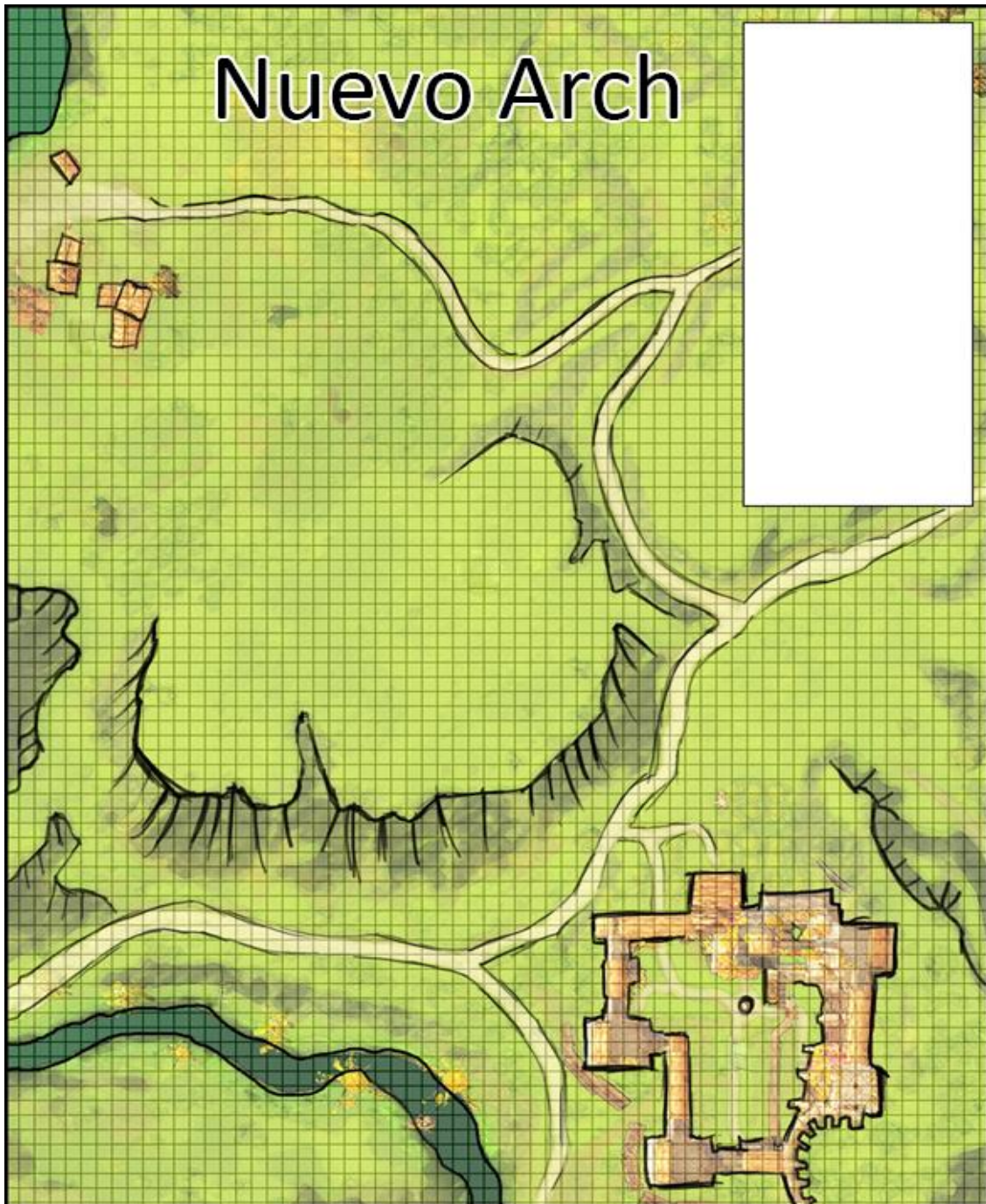


Figure 2: Map of Nuevo Arch

Area Name/Location:

The area is called Nuevo Arch and was founded in 1222 AE, three years after the Elder Dragon Zhaitan caused the flood that destroyed Lions Arch. The map is located on the Ancient Dwarflands.



Figure 3: Location of Nuevo Arch

Backstory:

When the flood destroyed Lions Arch a small group of Humans left to escape the turmoil of Human civilization. Due to the ongoing Centaur War and decline of civilization, they left to start over. Traveling across the continent of Tyria, The Humans found an uncontested area just south of the Ancient Dwarflands.

Founding a small city, the Humans named it Nuevo Arch (New Arch), in honor of their once majestic home that had come to ruin. The Humans remain in this area welcoming all creatures and races.

After decades of peace and remaining unknown to the world; recent days have brought complications in the form of famine, bandits and a champion of Primordus. Remaining strong in their faith the Humans pray to Dwayna to revive their land and allow them to escape their current difficulties.

The city is ruled by elected officials and monitored by the town guard. There is a monarchy in the city that contains no political, but social influence.

Area Description:

Nuevo Arch is mostly open fields that have been cultivated into farm land. The city of Nuevo Arch lies in the south region of the territory. A mesa engulfs the midsection of the land overlooking the city. The mesa is home to game the Humans hunt for food. A small village in the north section was the first settlement of Humans in the area, with few people still remaining. The entire right side of the area is the farmland.

Area NPCs:

General Kieran Hathorn:



Figure 4: General Kieran Hathorn Concept

General Kieran Hathorn is a cousin of Queen Gwen Hathorn. He maintains the town guard and is the authority for the law. He lives through a strict code of honor to uphold chivalry justice for the citizens. Hathorn believes corruption will lead to destruction of the town and is very selective when assigning positions of power. His father was the general of Nuevo Arch's town guard before passing the honor onto him.

Queen Gwen Hathorn:



Figure 5: Queen Gwen Hathorn Concept

Gwen Hathorn has been queen for thirteen years. As the queen has no power or influence in politics of the town, she is a social figure. She served in the town guard for five years and is a highly skilled fighter. She carries the sword of Hathron on her back. The sword was used by Claude Hathorn to guide the first settlers to Nuevo Arch; being passed down through the family since. Gwen is seen walking the streets of Nuevo Arch and interacting with the citizens. She prefers to live as a normal person; making nothing of being queen.

**Note: With more time I would have liked to create a third NPC that is a commander under the general who is corrupt. Queen Gwen would have disliked him and constantly telling the general to remove him from power. The third NPC would have tied into the bandit attacks and the next event would have been the player stopping the bandit attacks to reveal the third NPC was the cause of the bandit attacks, using them as a way to gain power to take over the city.*

Map of Completion and Events:

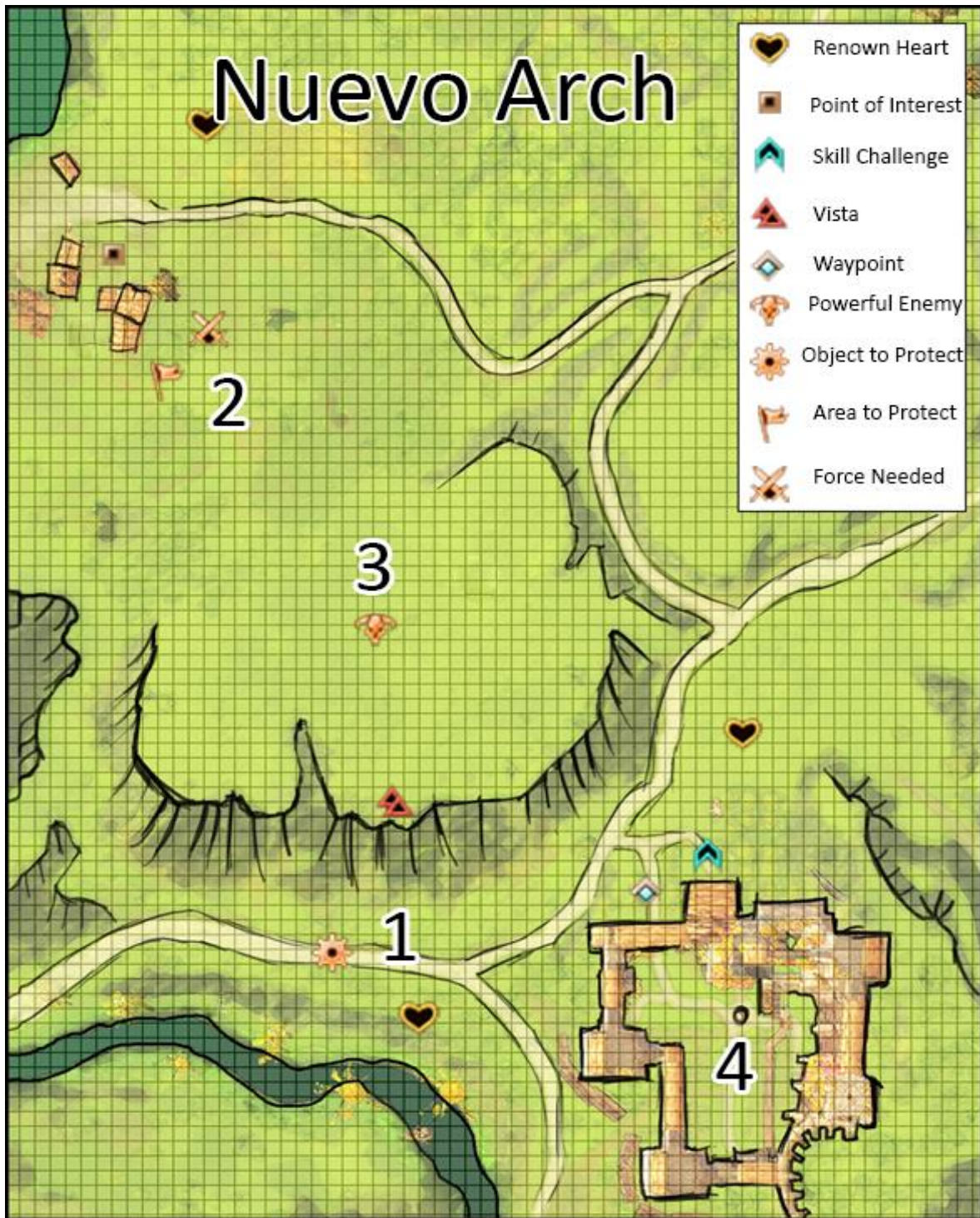


Figure 6: Location of Events and Map Completion

Map Completion

Renown Heart:

The first Renown Heart is at the bottom, below the number 1. To complete this task the player must clear the area of bandits, by defeating 12 of them. The bandits are hiding in the forest ambushing citizens and travelers along the path. The small militia of the city is focusing on stopping the emerging threat of Primordus's champion and do not have resources to spare to protect the people.

The second Renown Heart is located above the city, below the legend. The small path that leads up to the mesa has provided a route of attack for the Champion Destroyer Harpy's minions. The player must stop the minions from advancing into the town and block the path to prevent future attacks. There are 8 minions the player must defeat. After the player has pushed the minions back, they must attack the walls of the path; causing a landslide sealing off the route.

The Third Renown Heart is located on the top left of the map, just above the village. Spiders and other insects are destroying the crops. The player must rid the area of the spiders and insects so the farmers can provide food for the land, stopping the famine. There are five spiders and five insects the player must defeat to complete this mission.

Point of Interest:

The point of interest in this area is the village in the top right of the map. The village is a point of interest because the player can talk to various NPC's here to learn about the history of the area.

Skill Challenge:

The skill challenge is available after the player has helped the people of Nuevo Arch by fighting the Champion Destroyer Harpy. The General is impressed with the players strength challenges the player to a duel.

Vista:

The vista of the area is a reward for the player after successfully driving the Champion Destroyer Harpy out of the area. The vista overlooks the city of Nuevo Arch and the vast fields accompanying it.

Waypoint:

The waypoint for this area is outside of the city. The waypoint is at this location because it puts the player right outside of the city giving them access to it.

Event

Event parts are corresponding to the numbers on the map

Part One:

This event can be activated by walking up to the merchants along the path or by fighting the bandits in the area. Merchants traveling to Nuevo Arch were attacked by bandits and their wagon is broken. The player must defend the wagon giving the merchants time to repair it. The wagon must be defended for one minute or the player must defeat twelve bandits.

After helping the merchants, they inform the player of the outbreak of attacks along the path. They tell the player to go into town and find General Kieran Hathorn.

Part Two:

Inside of Nuevo Arch the player is told General Hathorn is at the small village north of town. Traveling there the player is stopped by troops and brought to the general. General Hathorn tells the player about the Champion Destroyer Harpy on the mesa. While talking the Champion Destroyer Harpy's minions come and attack the village.

The player assists in defending the town for two minutes. While the fighting was taking place the bandits took control of the village. The player works with General Hathorn to defeat all the bandits and reclaim the town. There are three buildings for the player to secure. The first two are small with three bandits in each. The third building is larger with three bandits in the first room and a second room with two normal bandits and one stronger bandit acting as a mini-boss.

Part three:

Growing in confidence from the battle with the minions and defeating the bandits, General Hathorn believes it is the perfect time to attack the Champion Destroyer Harpy. Forging a small group he leads everyone up the mesa to attack the monster. The player fights with the group against 5 minions and the Champion Destroyer Harpy.

Part Four:

Returning to Nuevo Arch the player is greeted by General Hathorn and rewarded. The player becomes a hero to the people of the city. The player becomes knighted by Queen Gwen Hathorn of the city and is given a discount at all the shops.

Map of Enemies:

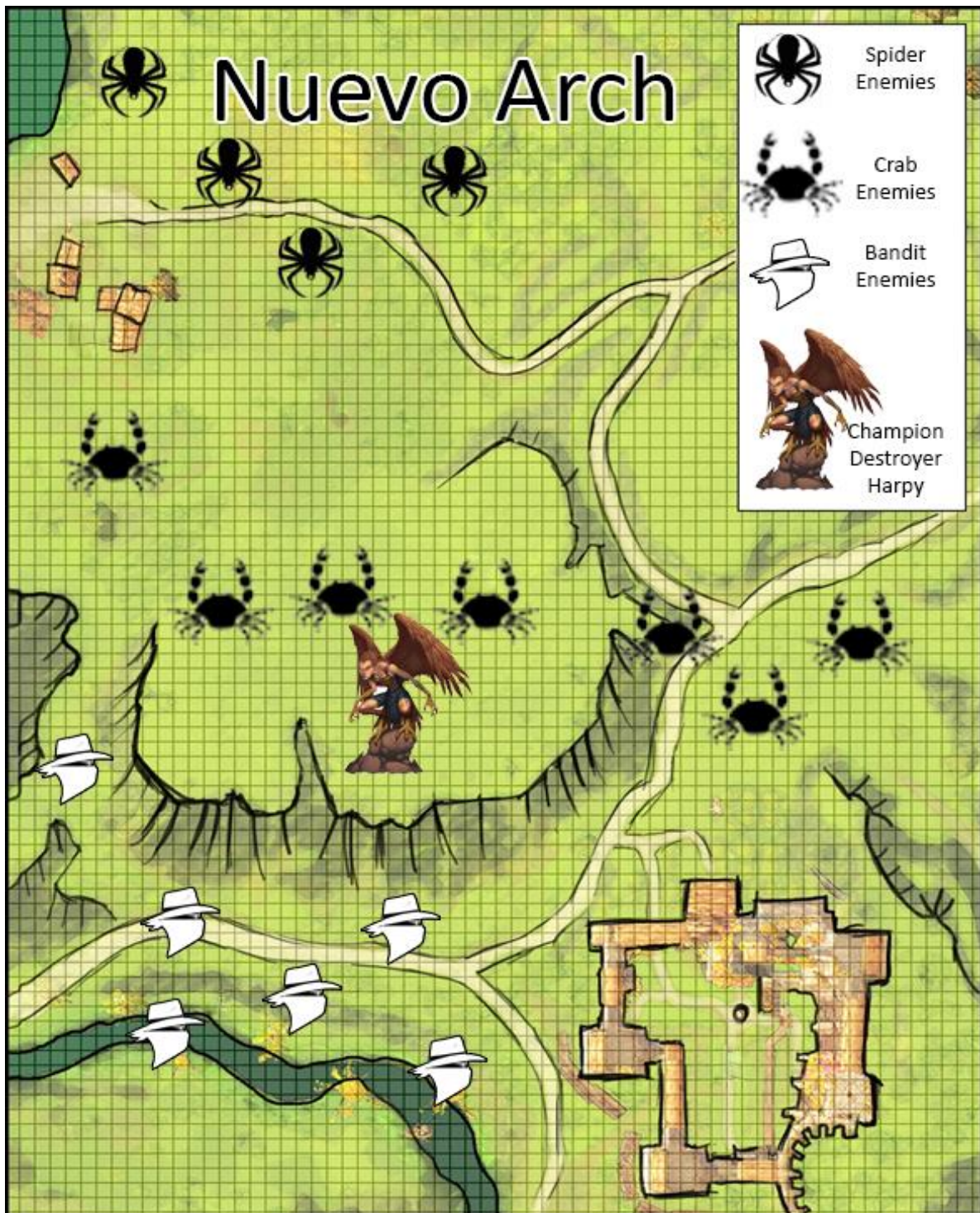


Figure 7: Map of Enemies

Spiders:



*Figure 8: Spider Concept
Level 14 - 17*

The spiders stay to the north of the map around the crops there. They attack the player when they walk off the path, but will not attack anyone on the path. They are eating the crops and keep to themselves. They are territorial and attack anything that enters the crops believing they are trying to harm them.

Destroyer Crabs:



*Figure 9: Destroyer Crab Concept
Level 15-18*

The crabs are minions of the harpies and wander around the mesa. The crabs are evil creatures and attack everything in sight. As a creature of an elder dragon, the people of Nuevo Arch are deathly afraid of these monsters.

Bandits:



*Figure 10: Bandit Concept
Level 12 - 15*

The bandits hide in the woods in the south and ambush people walking by. The bandits work in groups to hold an advantage over their target, while relatively weak alone.

Champion Destroyer Harpy:



*Figure 11: Champion Destroyer Harpie Concept
Level 20*

The Champion Destroyer Harpy has appeared on the mesa; causing destruction for the people living nearby. The general is investigating its appearance but has no conclusions. The Harpy does not leave the mesa and sends the crabs out to terrorize the people around it.