

Wulfshheim Village

Oblivion

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Revision Notes

11/04/2008 - Initial version of Document. Need to add story synopsis, all other sections complete.

11/05/2008- Added Story synopsis, added to campaign section, fleshed out characters, fixed typos and grammatical errors.

Quick Summary

Wulfshheim Village is a single player level in Oblivion intended for higher level stealth/guile based characters (rogue/marksman levels 14+). The focus of the area is to give a challenge for guile and stealth based players.

Wulfshheim Village takes place northeast of Bruma in the snow covered mountains. At first Wulfshheim appears to be a grim but otherwise normal, Nord village. However, through scripted events, the player quickly discovers that there have been a rash of disappearances and sightings of creatures lurking just within sight of the sentries. The locals charge the player with finding out what has happened to their loved ones.

The player's investigations will uncover a secret Dagonite cult, the Bloody Moon Brotherhood that has infiltrated the town, in order to secure sacrifices needed for building another Oblivion gate. The level culminates in the infiltration and eventual extermination of the Dagonites by the player.

Campaign

- Name: Flames in the Snow
- Total number of missions: 6 (4 main quests, 2 side quests)
- Wulfshheim Village begins at mission 1 in the campaign.
- Main Quest Giver: Mildri Davynsdotter.
- Main Quest Goals: Defeat the Bloody Moon Brotherhood.
- Side quest Givers: Volf Ragnarson, Bjorn Eriksson.
- Side Quest Goals:
 - The Missing Runa: Discover the fate of Volf's Daughter.
 - A Fire in Your Belly: Bring back a flask of rare Brandy for Bjorn.

Mission

Environment

- Setting: Wulfshheim Village (northeast of Bruma), Cyrodil, Tamriel. Other Locations include, near-by wilderness, Bloody Moon caverns, and Bloody Moon Temple.
- Time of Day: The Level takes place over several days, so both day and night are valid.

- Season: Winter
- Weather: Nearly perpetual heavy snow and clouds, limited visibility at times. Very cold.

Metrics

- Difficulty: (1-10 scale) 4 at the beginning 7 at the end.
- Average Play Time: ~1-2 hours
- Max Length/Area: 3km square
- Max New Characters: 7 (Innkeeper, Captain of the Guard, Merchant/Information Broker, Cowardly Cultist, Fallen Priest, Worried Father, Cult leader)
- Max Visual Themes:4 (Winter landscape, Village, Temple, Cultist warrens)

Characters

- Player: The player chooses the nature of the protagonist. However, this level is for a stealth/guile based character of mid to high level (14+). The player arrives in Wulfsheim Village as a traveler, but is quickly sucked into the events that are plaguing the village
- Allies:
 - **Innkeeper:** Bjorn Eriksson: The people of Wulfsheim consider Bjorn slow witted, because of his genial and unassuming nature. However, Bjorn sees and hears much more than he lets on, and usually manages to fetch a hefty price on the information he has learned by selling it to Matthias Schulmann.
 - **Merchant/Information Broker:** Matthias Schulmann plies the trade routes in the northern parts of Cyrodil. It is a risky business, and Matthias is a hardened man. He pays Bjorn as an informant, but it is unclear what Matthias uses the information for. (Careful investigation will reveal he is in the employ of the Blades) He will provide hints and direction for several of Wulfsheim Village's quests.
 - **Captain of the Guard:** Mildri Davynsdotter is the law in Wulfsheim. Her guardsmen find themselves stretched thin by the recent disappearances, and it is by her request that the player sets out on their quest.
 - **Worried Father:** Volf Ragnarson's daughter, Runa disappeared a few days ago, along with her lover Tarn Yngvarson. Volf wants the player to find out any information about her fate.
- Enemies:
 - **Cowardly Cultist:** Tarn Yngvarson is young, impressionable, hungry for power, but most importantly a complete coward. He can be intimidated into giving critical information. Alternately, the player kills Tarn and critical information is available taken from a letter on his corpse. In either case, he is an obstacle.
 - **Fallen Priest:** Brother Claudius plays the part of a missionary of the Imperial cult. He secretly recruits the townspeople in order to swell the numbers of the Bloody Moon Brotherhood, a splinter sect of the Mythic Dawn.
 - **Cult Leader:** Sinderil is the Patriarch of the Bloody Moon Brotherhood. This is the player's nemesis throughout the campaign.
 - **Other enemies:** Bloody Moon Cultists, Dremora, Daedroths, Xivlavi.
- Others

- Various Townsfolk in Wulfsheim: Generally, they are suspicious of the player, but are willing to help.

Story Synopsis

Wulfsheim village was never a cozy place to live, but hearty and stubborn folk have always called it home. It is nestled in the mountains northeast of Bruma, with few ties to what the Imperials would call civilization. Indeed, it is so isolated that even the events surrounding the Oblivion Gates do not seem to affect or concern them very much. At least until Runa Ragnarson disappeared in the dead of night, without a trace. After that, the merchant caravans stopped coming, and Wulfsheim started to run low on supplies. A week ago, the sentries reported seeing strange shapes moving out in the snows. Wulfsheim sent scouting parties, but all have disappeared with no sign as to their fates. A threat is growing out in the snows and inside the village. It is up to the player to get to the bottom of the mystery and save the town.