

Secret

Campaign Name:

Every Dog has his Day

Campaign Summary:

At the height of his career, Dogwoggle was one of King Kilgor's Barbarian generals, but he soon learned that Kilgor was quite mad and leading the world toward destruction. Since he was fond of the world (it was where he kept all his stuff), Dogwoggle turned double-agent. He made a deal with Kilgor's enemies (Erathia to be exact) to steal the Sword of Frost on the eve of his final battle against the Elves of AvLee and replace it with a perfect copy. The plan was to keep the Sword of Frost from coming into contact with Armageddon's Blade (thus, saving the world). Kilgor would certainly die in battle without the power of the Sword of Frost and the war that had sent the world into chaos would end. And if Dogwoggle was lucky, maybe he could come out of this looking like a hero.

Things didn't go as expected.

Campaign Briefing:

To Be Determined

Secret A

Scenario Name:

To Be Determined

Map Size:

Medium

Map Difficulty:

Normal

Maximum Level:

To Be Determined

Win Condition:

Defeat Erathian General

Loss Condition:

Lose Dogwoggle

Scenario Carryover:

None

Storyline:

On the eve of the great battle, Dogwoggle was prepared to steal Kilgor's Sword of Frost. But first, he took a pair of fast horses from the pens and packed several bags of gold for the road (he might as well benefit). When he returned to his tent for the fake Sword of Frost, however, it was gone! He searched everywhere, but nothing. And he

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could ask anyone if they had seen it without revealing his plan. He thought back to the last time he saw it. He had kept it with his gear, wrapped in a blanket that was tied to his saddle. That had been shortly before they cross that river. Oh, no! He lost it! It must've come off in the water and sunk to the bottom. He has always been bad with knots.

This was bad - very, very, bad! Without the fake Sword of Frost, he would never get away with stealing the Sword of Frost. So, Dogwoggle panicked and ran away. When the armies of Krewlod and AvLee met on the battlefield, the mighty Armageddon's Blade and Sword of Frost met at prophesied. The resulting explosion killed two armies.

MAP - Dogwoggle saw the flash, but he was already fleeing toward one of the portals to the new world. Those who made the deal with Dogwoggle and gave him the fake Sword of Frost pursued him even though the world was crumbling around them. Dogwoggle must make it through a portal to the new world in a VERY limited amount of time (days?) and somehow defeat the Erathian (Life Town) **General Addran** who is hunting him. As much as Dogwoggle feels guilty for his mistake, he didn't want anyone else to know who REALLY blew up the world, and Addran was the only person alive who knew Dogwoggle could've stopped it.

Scenario Notes:

Dogwoggle - is a hapless hero who has a way of getting into trouble. He often brags about his abilities, which are questionable, and exhibits an outer confidence no matter how often he fails (which is often) or appears ridiculous. However, through no effort of his own, he often stumbles out of the messes he gets into and comes out on top. The same quirky luck that gets him into trouble brings him out of it as well.

Secret B

Scenario Name:

To Be Determined

Map Size:

Medium

Map Difficulty:

Normal

Maximum Level:

To Be Determined

Win Condition:

Loss Condition:

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Take Dogwoggle to x, y, z Lose Dogwoggle

Scenario Carryover:

None

Storyline:

Just a year after the Reckoning, Dogwoggle finds himself in a comfortable position as the right-hand-man of a powerful Necromancer. He has even stashed away a good sum of gold for his inevitable 'retirement'. Life is good. Then a shriveled date ruins everything! The Necromancer chokes to death on the silly piece of fruit leaving Dogwoggle in exactly the place he doesn't want to be - in charge. Being boss is too much work.

Even worse, the next morning as Dogwoggle is packing his bags to move on to his next employer, a huge army of Crusaders march into his territory. They have come on this holy crusade because of a prophecy stating that the Necromancer possessed a magical staff capable of destroying the world if shattered. Oh, no, not again!

Dogwoggle quickly searches the Necromancer's bedroom and (of course!) finds the staff. And the Crusaders think Dogwoggle is the Necromancer. Great! Somehow, he has to keep this artifact from being destroyed, fight off the army invading his territory, and make his way to a desolate land so he can throw the staff into the only place where it can be safely destroyed - the fiery heat of a volcano.

Scenario Notes:

MAP - The Player has to fight their way past the Life army to get to the other side of the map where they enter the land of volcanoes (Map C)

Secret C

Scenario Name:

To Be Determined

Map Size:

Medium

Map Difficulty:

Hard

Maximum Level:

To Be Determined

Win Condition:

Take Dogwoggle to x, y, z

Loss Condition:

Lose Dogwoggle

Scenario Carryover:

None

Storyline:

Using all his hard-earned gold to hire a band of mercenary Barbarians, Dogwoggle has to fight his way through this desolate, burned-out

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region (populated by Death and Chaos Towns) to the underground Fire Lake, a bubbling, blistering lake of lava in the crater of an old volcano. Unfortunately, Dogwoggle's own assistant has betrayed him to these Necromancers and brigands (for a price, no doubt) by revealing the nature of the destructive Staff in his possession.

Now, every thief, thug, and wacked-out Necromancer wants him dead. The Necromancers want the Staff so they can use its power to destroy the world (why do they always want to destroy the world?). The rogues want it so they can extort a fortune from everyone. Not a bad idea, but Dogwoggle has a gut feeling that if this Staff isn't destroyed that everyone's second chance would be over. Besides, he screwed up the last time. It would be nice to get something right for once.

Scenario Notes:

MAP - The player must fight their way through all the enemy forces to make it to the Fire Lake and destroy the Staff. Too bad no one will know what Dogwoggle has done. Our hapless hero rides off alone, penniless, but optimistic that he will land on his feet. He always does.

Painted Scene Name: (Secret A)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Painted Scene Name: (Secret B)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Painted Scene Name: (Secret C)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Modified: 01/23/01

HEROES 4 CAMPAIGN "Secret A"

Map Size = Medium

Summary

When Dogwoggle realizes he has lost the fake Sword of Frost, he panics and flees Kilgor's camp on the eve of battle. The next morning, a brilliant explosion destroys both armies. Dogwoggle is the only survivor. Unfortunately, the Erathian general, Addran, who hired him to steal the real Sword of Frost, now knows that Dogwoggle has failed. He also knows that Dogwoggle is alive and he wants to capture him to put him on trial for allowing the destruction of the world and murder of thousands.

Map Notes

- 1) The Player starts with the Dogwoggle Hero and NO TROOPS.
- 2) Place a dead horse and a burnt-out farmhouse near the Player's starting position.
- 3) This is a two level map that actually represents the two Heroes worlds (the one that blows up and the new one). Make the one that blows up appear as a world falling apart. That is, make it a grass terrain with volcanic eruptions (no volcanic mountain terrains just individual volcanoes), sections of burnt ground, burnt buildings, etc. This section of the map should also be rather small.
- 4) In the old world, Dogwoggle should start exactly three days (or maybe a little extra) from the One-way Teleporter that will take him to the new world. This Teleporter will disappear on the fourth day. If Dogwoggle hasn't reached the x,y,z on the other side of the Teleporter in the new world, the Player loses the map.
- 5) A new Lose Condition appears on the fifth day – Lose Dogwoggle.
- 6) Place an Inn near the exit to the One-way Teleporter above.
- 7) In the new world, there should be a Life town in the east named New Hope. This is the enemy town. Place the General Addran Hero down but limit his range so he's always around the town.
- 8) Place several neutral Life towns in the eastern region for the enemy player. All of these should be smaller towns, incapable of building all the way. No more than 3rd level creatures.
- 9) On the western side, scatter neutral Might towns. The closest to the player's starting location on this level should be rather small – no more than 2nd level creatures. There should be only one Might town that can be built all the way – perhaps the second one the player reaches.

Quests

Quest 1 – Seer's Hut – "" ()
Proposal Text

Progress Text

Completion Text

Quest 2 – Quest Guard – "" ()
Proposal Text

Progress Text

Completion Text

Quest 3 – Seer's Hut – "" ()
Proposal Text

Progress Text

Completion Text

Quest 4 – Quest Guard – "" ()
Proposal Text

Progress Text

Completion Text

Special

Events

Placed Event 1 (in front of the One-way Teleporter)

By the time I made it to the nearest portal, there were earthquakes about every hour and so much soot and smoke in the air the sky had gone black day and night.

I wasn't going to miss it.

But then, I didn't know what was on the other side of that portal either. I've never liked those things. Whatever magic was used to create them leave my stomach feeling like I ate some bad meat. And I always picture some mad wizard somewhere who thinks it's funny to place an exit portal at the bottom of the ocean or inside a volcano.

Placed Event 2 (in front of the Exit to the One-way Teleporter)

I guess, if the exit to the portal had been at the bottom of the ocean, I wouldn't be sitting here telling you this story, would I?

And then the first thing I did in this new world was do the chunky shout all over the ground.

Placed Event 3 (in front of the Berserker Longhouse, first generator for player)

Have you ever lit a torch at night and watch as moths fly toward it? No? Poor man. What do you Erathians do for fun when you're a boy?

Anyway, the moths get too close sometimes, the heat burns their wings, and they drop out of the air.

What's my point? Well, Worton, I am sort of like those moths when it comes to roast pig. See this scar here on my wrist. When I was a boy I tried to grab a roast off the fire and burned my hand pretty good.

Well, not long after I came through that magic portal, I smelled the unmistakable odor of pig. It smelled good enough to stop my stomach from churning. It turned out to be a longhouse filled with Barbarian warriors – my kind of people!

Placed Event 4 (at the x,y,z in front of an inn near the Portal)

My jaw dropped, and then I burst out in laughter when I saw the Fleeing Man Inn. There was a sign by the door with the image of a running man with his arms in the air and his hair on fire. There was even a welcome mat that said COME IN! YOU'VE COME FROM ANOTHER WORLD TO GET HERE.

I love people. They've only been in this new world a few days and already the alcohol is flowing!

I was about to go inside for a drink when I noticed a parchment nailed to the wall next to the door. On it was a crude sketch of my face and my name!

It read:

REWARD!

10,000 gold for any information leading to the capture of this man.
Contact General Addran in the town of New Hope.

I tore down the parchment, wondering how long it had been there. Would anyone recognize my picture?

What do I do? Addran could only want me for one reason - revenge. He was the only man who knew that I could've saved the world. And I was beginning to think that everyone who knew had perished in the old world.

I couldn't go to Addran. What could I say?

"Sorry I blew up the world. You know, everyone loses things. Can you really blame me?"

I was going to end up at the end of a rope if I didn't do something about Addran.

Event 1 (Starting Text)

All right, Worton! I'll tell you my story, but only because you bought me those drinks. First, you've got to swear that you won't breathe a word of this to anyone!

Good. I'll hold you to that promise. Now, where do I begin? The beginning, I guess. It's hard to believe it's only been two years...

I've been a commander in a lot of armies, but none as successful as the Barbarian horde that raged over the land in the months before the Reckoning. It was nice to be on the

winning side for once. I had wealth, victory, everything a man needs, and it was only going to get better. So, why did I throw it all away?

I got conscience.

Every day I looked into King Kilgor's eyes I saw something that frightened me. We were all afraid of Kilgor. You walk on eggshells when you're around a man like that. But I truly believe when there was no longer any Elves or Erathians to kill that he would've turned on his own people – on me. So, I decided to strike first.

Some might call me a traitor. I like to think I'm a hero.

At this point in the war, everyone knew Kilgor was going to win. The Erathians were desperate. I didn't know how desperate they were until I met with an Erathian officer named Addran. Have you ever met Addran?

No. He was one of those guys with a purpose. You know, the type that will die for a purpose. I've never understood that. Dying for gold, or a woman, now that makes sense!

Anyway, Addran explained that Kilgor's famed Sword of Frost was destined to come in contact with another powerful weapon, and when that happened the world would be torn apart by the resulting explosion. I had planned on selling Kilgor's battle plan to the Erathians. I never thought I would be asked to save the world.

Addran gave me a perfect replica of the Sword of Frost and told me that I was the only person who could get close enough to Kilgor to switch the two blades.

Yeah, a replica! Looked just like the real thing, I tell you. No one, not even Kilgor, would be able to tell the difference until it was too late. Now, quit interrupting me, Worton!

Stealing the Sword of Frost seemed simple enough considering the quantities of alcohol Kilgor and his kin drank each night. Slipping into their tent and switching the swords would be easy, so I took the job. And just think - I would be the man who saved the world! Everyone would know my name.

Instead, I lost the forgery before I could make the switch. We came to a river late in the day. Our enemy, the AvLee Elves, were somewhere on the other side. Ever eager to enter battle, Kilgor pushed us onward, fording the river that night so we could kill the Elves the next morning. Somewhere in all the commotion, the fake Sword of Frost slipped from where I had tied it to my gear.

I almost caught it. Almost. That thing sank like a rock – gone forever like the river swallowed it.

How would you like to be the man who could've saved the world, and didn't because he couldn't tie a proper knot? Yeah, everyone was going to know my name all right! Just not in the way I had thought.

I think I was hoping the prophecy was wrong. I knew I couldn't steal the Sword of Frost without the fake. I had seen Kilgor torture people before. Not a pretty sight!

So, I ran.

What else could I do?

Event 2 (Starting text 2)

It's a good thing I ran, too, because the explosion I saw the next morning was incredible! I guided my horse behind a nearby farmhouse just in time to avoid the blistering gale. My other mount, the one I had been saving to keep fresh in case I needed to flee pursuers, wasn't so lucky.

As I stood there next to the burning home, I stared in the direction of the explosion. There's no way Kilgor survived that! His army, the Elven army – all of them had to be dead.

And then I said to myself, "I guess I don't have to worry about being a deserter anymore."

How can you desert from an army that doesn't exist?

Later, an Angel soared over me on his way no doubt to investigate the battlefield. The winged man spotted me, swooped down, and landed next to my horse. No, I didn't reach for my sword. Do you think I'm stupid? I smiled real big and waved.

"Hi!" I said.

"You are fortunate to have survived the explosion," the Angel said.

"What explosion?" I said, meanwhile telling myself to be calm. There was no way this Angel knew I could've stopped all this destruction, but I kept wondering if he knew.

The winged man looked at me as if I had something hanging from my nose, and then he shrugged.

"I must be on my way," the Angel said, "but I thought I should warn you. This sad event has splintered the world to its heart. In just a few days, this land will not be fit for life, if it exists at all!"

You've got to hand it to those Angels. They sure are nice.

Anyway, he floated into the air with a single flap of his wings and shouted, "You should hurry to one of the portals. A benevolent force has given us all a second chance to a new world."

I looked around at the scorched landscape. He didn't have to tell me twice.

Event 3 ()

What's your problem, Worton? Can't you let me tell the story?

No, I don't know how they managed to make a copy of the Sword of Frost. They probably had someone who knew what it looked like. Why do you keep coming back to that part? That's only the beginning of my story. There's a lot more left.

I still had to make sure General Addran didn't open his mouth. I knew if everyone found out that I failed to save the world nowhere would be safe for me. I would be more hated the Kilgor.

I didn't want that. I saw a strange scarecrow in a cornfield once and asked some children what it was supposed to be. They told me it was Kilgor the Destroyer.

I didn't want my face to be on a scarecrow somewhere.

Event 4 ()

Well, I knew Addran was building an army, and by now he had to know that I had used all the gold I brought with me to create an army of my own.

Remember I told you Addran was a man with a purpose? Well, now that Erathia had been destroyed, making me suffer became his new purpose in life. He wasn't going to rest until I was dead. That's why I didn't even try to make a deal with him.

I considered myself lucky so far that he hadn't placed the reason he wanted me on those wanted posters he placed all over this region. I didn't understand why he kept that secret to himself. Could he have felt a little guilty for his part in the destruction of the world?

After all, he trusted me to switch the two swords. It was just as much his fault as mine!

Event 5 0

Do you know the quickest way to spread a rumor, Worton? That's right! Tell an innkeeper.

I wasn't getting much sleep at night. I kept having the same nightmare where a mob of people with torches and pitchforks were banging on my bedroom door. Why do mobs always have torches? Anyway, they burst through the door and dragged me outside.

"You destroyed our world!" they yelled.

And then they threw a rope over the nearest tree and tied one end around my neck. There was nothing I could do. Thankfully, I woke up shortly after that.

Anyway, I had bags under my eyes and I was falling asleep in the saddle. Nearly fell off my horse once. I realized that I was afraid that Addran would start telling people that I failed to save the world. He was holding that secret over my head on purpose.

So, once again, I decided to strike first.

I went into the nearest Inn, sat down, and had a few drinks.

Speaking of which, you could buy me another round, Worton. All this talking is making my mouth dry.

Now, where was I? Yes, I had a few drinks so the innkeeper would think my intoxication was making my lips loose. I told him that I knew a dark secret, one that would startle him to the core of his being. Of course, this peaked the innkeeper's curiosity.

And then I told him that before Kilgor became King of the Barbarians that Kilgor had been in an Erathian jail for murdering a noble. He was to be hanged the next day. If all had gone well that day, the destruction of the world would never have happened.

When the innkeeper excitedly asked me what happened, I knew he would tell everyone he met.

"Well, Kilgor bribed one of the guards to let him go," I told the innkeeper. "I know because I was in the prison for being drunk and disorderly. Do you know who that guard was?"

And I told the innkeeper the guard was Addran. That rumor spread like wildfire, and it did its job well. Addran couldn't accuse me of destroying the world without it looking like he was denying that he had been bribed by Kilgor.

What? Is the rumor true? Of course not, Worton!

Event 6 (after defeat of Addran)

I won't go into all the boring details of my battle with General Addran. Needless to say, he was no match for the Dogwoggle! I'm like a war god on the battlefield!

You would think with the last person who knew I had failed to save the world dead that I would finally get a good night's sleep, but that wasn't the case. That night, I had the same dream except everyone who dragged me from my bed had flaming hair like that silly image on the sign for the Fleeing Man Inn.

I remember waking up soaked in sweat and I said to myself, "Now what?"

Hero Bios

Dogwoggle (Might/Barbarian)

Dogwoggle is a hapless hero who has a way of getting into trouble. He often brags about his abilities (which are questionable) and exhibits an outer confidence no matter how often he fails. However, with his mindless persistence and a little bit of luck, he manages to stumble out trouble and always comes out on top.