

No Town Campaign

No Town

No Summon Boat spell!

Campaign Name:

To Be Determined

Campaign Summary:

The Reckoning not only threw civilization into chaos, but the study of magic as well. Many of the spell libraries on Erathia were destroyed before their contents could be saved. Many Wizards who attempted to gather the books took too much time and died. Untold centuries of knowledge was lost. An organized effort to collect and rewrite the lost spells from the memories of those magic users who survived is being met with a little resistance. Few sorcerers want to give up their precious spell books for such a cause, so the process is slow and painful. Too slow for Genevieve Seymour. Although skilled in magic, she was always an outsider among the traditional sorcerers of Erathia. She always argued that their ways were too dependent on an elemental philosophy. That seemed restrictive to her. Genevieve has her own ideas, and lately her dreams (from a suspected divine source) have been confirming them. Only one way to know if she's right - do it!

Campaign Briefing:

To Be Determined

No Town A**Scenario Name:**

Order

Map Size:

Medium

Map Difficulty:

Normal

Maximum Level:

To Be Determined

Win Condition:

Grandmaster in all Order Skills

Loss Condition:

Lose Genevieve

Scenario Carryover:

None

Storyline:

Genevieve has an idea where to begin - the Broken Isles. This

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unpopulated area (NO TOWNS) was once whole and inhabited until a legendary battle between the gods tore the land apart. It is said that the land itself has been altered by the magic that was once used there. If such a force existed once, perhaps she could find it and learn from it. Now, Genevieve isn't a wealthy woman and a quest of this proportion will cost a lot of gold. But a lot of people owe her favors. One of them is Pherlon, the captain of a trader ship and fellow student of magic - although he believes in a more traditional, elemental view. He's willing to sail to these distant islands, but he doesn't want to get involved in her "mad scheme" to change magic. Soon, Genevieve finds herself on the shores of an island where everything is just a little too manicured. It doesn't look natural - too many right angles. And she begins to formulate the first of five areas of magic, ORDER.

Scenario Notes:

Genevieve starts only with Order magic. She can only learn Order-related skills on this map.

She will never have a town, but will start with an army and can use creature generators along the way. No towns or mines on the entire map. Make sure there are plenty of Magic Wells and Magic Springs around. Also, plenty of opportunities to get experience.

Her goal is to accumulate all of the Order Spells, and wins the map only when she becomes Grandmaster in all of the Order related skills.

She must rely on her spells to help her in combat, not too many creatures. Gold should be a tough resource to acquire, so she won't be able to hire too many forces. The purpose of this map is to get the player used to playing without a town.

No Town B		Scenario Name:
		Life
Map Size:	Map Difficulty:	Maximum Level:
Small	Normal	To Be Determined
Win Condition:		Loss Condition:

Grandmaster in all Life Skills & Flag Sawmills Lose Genevieve or Pherlon

Scenario Carryover:

None

Storyline:

On her way to the next island, Genevieve writes the first volume of what she is sure to become her legacy - the **TOME OF ORDER**. Her ideas are beginning to appeal to Pherlon - especially the idea of Order magic. He has always had trouble controlling Fire Magic. She has her first convert.

But as Genevieve sets down on the shores of another island a tremendous storm swoops in out of nowhere and cripples Pherlon's ship. This is the work of magic, she's certain. Someone is trying to stop them. Now, Genevieve with Pherlon at her side has two tasks before her. First, she must investigate this new island, which is teeming with creatures, dense forests, and lush fields of flowers. This place is rich with Life Magic. Second, she needs to find the means to repair Pherlon's ship.

Somewhere on this island is a Wizard representing Air Magic. This solitary Hero should have a sizable army as well as plenty of spells. He should be covering at least one of the Sawmills.

Scenario Notes:

One of the win conditions is to flag all three Sawmills so Pherlon can produce enough wood to repair hi ship. There are no other mines on this map.

Many of the notes from Map A hold true in this one as well (no towns, etc.). She must have the opportunity to learn all the Life Spells, and Life-related skills.

The map needs plenty of 'level up' stuff for the player to gain Grandmastery in all of the skills.

Arril, the Air Wizard Hero, should have spells that represent Air Magic, such as Chain Lightning and several creature stacks including Air Elementals.

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Nature

Map Size: Small	Map Difficulty: Normal	Maximum Level: To Be Determined
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Win Condition: Summon 24 Water Elementals before time limit (2 or 3 months?) runs out	Loss Condition: Lose Genevieve or Pherlon
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— Then - defeat sea serpents.

Scenario Carryover:
Tome of Order, Tome of Life

Storyline:

Genevieve has completed the **TOME OF LIFE** and sailed on to another island, but now she has the knowledge that there is an organized effort to thwart her plans. A group of Wizards still linked to the old elemental ways don't want her to succeed. She has already faced and defeated the representative of Air Magic. Only three more to go. So, with a wary eye Genevieve and Pherlon explore an island much like the last but even more beautiful, more outrageously wild. She's enjoying herself, gaining more knowledge, until she learns that another one of her opponents, a sorcerer with control over Water Magic, is raising up a giant tidal wave to destroy Genevieve, her ship, and the entire island. To save herself and the island, she'll need to master the arts of Nature Magic quickly and summon 24 Water Elementals to turn back the tidal wave.

Scenario Notes:

During this time, Genevieve should have the opportunity to gain Grandmaster in all Nature Magic skills.

The map area should be wild, pretty and chaotic. Plenty of creature stacks everywhere, but no organized creatures such as Orcs or Bandits.

Genevieve should have to complete a Seer's Quest (or several) to find the Summon Water Elemental Spell. This should increase the tension level for the player since they are under a limited amount of time to complete them, and then have to summon all the Elementals.

No Town D

Scenario Name:
Chaos

Map Size: Small	Map Difficulty: Normal	Maximum Level: To Be Determined
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Win Condition:

Grandmaster in Chaos Skills

Loss Condition:

Lose Genevieve or Pherlon

Scenario Carryover:

Tome of Order, Tome of Life, Tome of Nature

Storyline:

The **TOME OF NATURE** is complete. Genevieve's power is growing, but her enemies are becoming even more determined. The trip to the next island is a deadly one - storms, tidal waves, Sea Serpents. This is the Isle of Chaos, a dangerous place where no ship has managed to land. This is a dangerous, chaotic place without even the minor sense of order that natural places seem to have. Volcanoes poke from the surface, rivers of lava flow beside rivers of ice. Nothing makes sense. And to top it off, a Fire Wizard has come here to stop her.

Scenario Notes:

Genevieve and Pherlon begin the map on a ship. They must sail around the island until they find a good place to land (there should only be one safe place). Several Sea Serpents and Mermaids should be in choke points around the isle.

STORY NOTE: She has fully formed her magic philosophy now, but it needs one thing that she's reluctant to research - Death Magic. Genevieve bears the usual hatred for Necromancers, but if she's going to complete her Volumes of Magic she must learn those spells.

The Fire Wizard, Hurus, should be an aggressive and powerful spellcaster, but he blocks the last objects Genevieve needs to gain Grandmastery in her skills.

No Town E**Scenario Name:**

Death

Map Size:

Large

Map Difficulty:

Normal

Maximum Level:

To Be Determined

Win Condition:

Defeat Grumthor & Oepalam

Loss Condition:

Lose Genevieve or Pherlon

Scenario Carryover:

Tome of Order, Tome of Life, Tome of Nature, Tome of Chaos

Storyline:

With the completion of the **TOME OF CHAOS**, Genevieve's quest is almost complete. Only one more magic and her theories will be fact.

Except, this will require her to delve into the cold, soul-chilling ways of Death. Although Pherlon believes in Genevieve's theories, he refuses to help her embrace evil. Genevieve explains that through balancing ALL forms of magic she'll be protected from the temptations of this dark magic. But out of friendship, Pherlon still refuses to take her there.

Determined, Genevieve steps out onto the deck of the ship one night and summons several Griffins to fly her to the Isle of Death. The life has been sucked from this realm (this keeps Genevieve from being able to summon any living creature - only elementals and the Undead). She has to quickly learn the spells of Death, but soon learns that not one, but two Wizards hunt her now (one of Earth and one of Water). They outnumber her until Pherlon arrives (not until the end of month two). He couldn't leave her on the Isle of Death to die.

Scenario Notes:

This map needs to be vile and nasty, two levels. Nothing but volcanic terrain and Undead creatures. NO sign of life.

Genevieve must learn all Death spells and skills and defeat her opponents, the Earth and Water Wizards. But these two Wizards should be more than a match for her, so Pherlon's arrival actually helps.

Grumthor, the Earth Wizard, and Oepalam, the Water Wizard, must be defeated to win the map.

STORY POINT: The longer she's on this island, the more life is sucked from Genevieve. She knows if she stays on it too long, she will become one of the Undead.

STORY POINT: Although Genevieve has created all five Tomes of Magic, she takes Pherlon's advice and decides to hide the Tome of Death from those who might want to use it. As they sail away from the Isle of Death, one night she sneaks out onto the deck of the ship, ties the **TOME OF DEATH** to a weight, and throws it overboard.

Painted Scene Name: (No Town A)

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To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Painted Scene Name: (No Town B)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Painted Scene Name: (No Town C)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

Painted Scene Name: (No Town D)

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Painted Scene Voice Over Text:

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Painted Scene Name: (No Town E)

To Be Determined

Painted Scene Voice Over Text:

To Be Determined

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HEROES 4 CAMPAIGN "No Town A"

Map Size = Small

Summary

Genevieve and Pherlon embark on a journey to the Broken Isles in search for a greater understanding of magic. Genevieve knows in her heart that in the past magic users have forced magic into an unnatural organization based on the elements. There must be another way, and Genevieve is determined to discover it.

Map Notes

- 1) As in all the maps of this campaign, there are no towns. There should be plenty of opportunities for Genevieve to gain the experience she needs to go up in levels.
- 2) Genevieve is the Player's only Hero on this map.
- 3) Place a couple Gold Golem generators near Genevieve's starting location for troop recruitment.
- 4) Surround Quest 1 with a square garden and protect it with a stack of Gold Golems. Quest 1 should be placed close to the starting position.

Quests

Quest 1 – Quest Guard – "Golem Seer" (return with advance in all Order Magic)

Proposal Text

This simple home is surrounded ^{by} ~~in~~ a perfect garden where every bush is exactly level and every flower is in full bloom. Standing outside are five rows of eight Gold Golems, arranged in perfect formation. They don't seem to notice you as you approach and knock on the door.

An elderly man comes to the door, and somehow sums up your abilities in those first seconds.

"Ah, you ^{seem} ~~see~~ ready to learn, but you're still too inexperienced," he says.

"Teach me then," you insist.

"No, I no longer teach, but perhaps I can still help you. I can give you the Golems standing outside – I have no need of them anymore. But you'll have to prove to me that you're ready ~~to learn~~. Return here when all your skills in Order magic are at least Advanced." ^{For Return}

Progress Text

As you approach, the forty Gold Golems standing like statues outside this home suddenly spring to life. They march in a circle around the cabin, linking arms as they go until they form a wall all the way around the hut. You get the hint and leave.

Completion Text

For nearly an hour, the Seer asks you questions concerning your understanding of Order magic. After the grueling test, he leans back and nods his head.

"You're ready to move on," he announces, "Good! Keep up the good work. You will find that the Golems will obey your commands now."

Quest 2 – Quest Guard – "" ()

Proposal Text

Progress Text

Completion Text

Artifacts

Events

Placed Event 1 ()

Placed Event 2 ()

Placed Event 3 ()

Event 1 (Starting Event)

I owed Genevieve Seymour my life and my ship, a debt I was determined to repay, so when she asked to meet me in private I sensed an opportunity to help her. We met in my cabin aboard the Stormwatcher, and over a bottle of fine Erathian wine rescued from the Reckoning we talked.

"I need your ship, Pherlon," Genevieve said bluntly.

Everything this woman did was blunt. I took a moment to study her. It was a pity she tried so hard to hide her beauty, dressing in unflattering men's clothing and cutting her hair short above the shoulders. With a long, flowing dress that accentuated her athletic figure – perhaps green would be a good color for her – she would be stunning. But Genevieve was also the type of woman who would knock you unconscious if you suggested sort a thing, so I remained quiet.

"You know, Genevieve, that my ship is at your command," I said. "It is the least I can do. Fortunately, I have no cargo in my hold and no commitment to be at another port, so the Stormwatcher is free to go where you wish. Where do you wish to go?"

"The Broken Isles."

I nearly choked on my wine.

"At least a dozen ships have disappeared there in the few short years since the Reckoning," I said.

"Yes, I know, and I think I know why," Genevieve said.

She took a long drink of her wine, emptying her glass without savoring its fine flavor. Then she helped herself to the bottle and poured the deep red liquid to the brim.

"I also know," Genevieve continued, "that a few ships have come back from the Broken Isles with reports of signs of civilization, and magic."

"Yes, but those sightings were from ships far off shore through the eye of a speculum! And there may have been signs of civilization, but not of life. A dead civilization! No ship has actually landed on the shores of the Broken Isles and returned," I said. I knew