

"Then this is probably another attack by the Elemental Wizards."

"That's my guess," I said. Genevieve had made some powerful enemies.

"We're not going to lose them. We need to go where these Sea Serpents can't."

"That would be the land, but I'm not ready to lose the Stormwatcher yet."

After a moment of thought, she said, "What about shallow water?"

It was worth a try.

Event 2 (Day 2)

Unlike our two previous stops, this island is completely overgrown with wildlife. Every step of our journey is a hardship. The vegetation grows thickly here that I must cut it with my saber, and some of the plants even seem to reach out for you if you remain still for too long.

After our first night's sleep, I woke with several vines grown over my body, binding me to the ground. If I hadn't been able to free a hand and draw my knife, I think I might have become a permanent part of the landscape.

Event 3 ()

I had worked up quite a sweat cutting a path through the vines and bushes that grow over every inch of this island, so when I saw the clear, blue pool of water I practically threw myself into it. Instead, I bent over, cupped my hands in the cool liquid, and splashed it over my head. When I stared back into the water, the face looking back at me was not my own.

"I am Oepelam, Master of Water!" the shimmering image said.

After I got over my initial shock, I said, "I am Pherlon, Captain of the Stormwatcher."

"I know," said Oepelam, "you are the one I wish to talk to. You are a man of the sea, Pherlon, so you probably have a profound respect for the elements – especially Air and Water."

"Yes."

"Then why don't you realize how dangerous this woman's ideas are? She's trying to destroy magic!"

"I think she's actually trying to improve it," I said.

"No, she wants to destroy us. She's said as much! We're only protecting ourselves here, protecting our way of life. You've got to understand that!"

I sympathized with the man. If Genevieve's Unity Magic caught on, this master of Water Magic would be reduced to an apprentice again. But I said nothing.

"We don't want to harm any innocents," Oepelam continued, "but we'll do what we have to, Pherlon. That's why I'm raising a tidal wave that will crush that island and drag it beneath the waves forever! But I give you one chance to escape. If you leave Genevieve behind, I will spare your life and the life of your crew. I swear it! In two months time, a tidal wave will destroy that island, whether you're on it or not. Take this chance I have given you!"

Oepelam's image vanished, leaving me to stare at the still water. His offer, I must admit, was appealing.

Event 4 ()

Do not think ill of me because it took a couple weeks for me to tell Genevieve about my talk with the Water Mage, Oepelam. I had a crew and a ship to think about, not to mention children to feed. I am no good to them dead.

And at this time I wasn't wholly convinced Genevieve was worth dying for. You see, she rebuked all my attempts to strike up a friendship, turning every conversation away from personal topics. We shared a glass of rum or wine each night, but she only wanted to talk about her theories. She wasn't even interested in my input!

If this was simply an exploration expedition, I still might've considered the risks acceptable, but in her usual manner Genevieve had made enemies of these elemental Wizards even before we departed for the Broken Isles. She could've warned me that we might run into opposition. She could've told me that four extremely powerful mages would try to stop her. I don't believe for a second Genevieve didn't expect them to attack. She's smarter than that.

So, she put the Stormwatcher, her crew, and me at risk for her own selfish reasons. Would it be so wrong to abandon her to her own fate?

Event 5 (immediately after Event 4)

The morning after I told her about Oepelam's threat, I found Genevieve crouched by a tree. She was poking at the vines curled around its trunk and smelling the fungi that grew at its base. She seemed more interested in her research than getting off this island before that tidal wave came. I felt my cheeks grow hot with anger.

"Do you every stop?"

Genevieve glanced up at me, shrugged, and turned her attention back to the tree.

"This is really exciting!" she said. "Have you noticed how entirely wild everything is? If this land were not surrounded by water, I'd bet it would grow spread like a fire over the entire world!"

No wonder people called her Mistress Bull. She was stubborn beyond belief!

"We're about to die here, woman! Don't you even care?" I said.

Rubbing her dirty hands on her trousers, Genevieve stood to stare me in the eyes.

"Don't worry about it, Pherlon. We'll get away in time."

"If you have a plan, I'd like to hear it. I'll let you play with your theories and magic all you want. Have your secrets! I don't care! But when something concerns my ship, my crew, or my own life, I expect you to be forthcoming," I said.

Genevieve's expression changed, growing stern and cold, but I stood my ground. Leaving her to drown on this island was looking more appealing every day.

I expected my companion to explode – her temper was infamous. I was surprised when she surrendered.

"You're right," she said. Genevieve unhitched her horse from a low-hanging branch and mounted.

"I do have a plan, Pherlon. If I can convince the Elemental Lords to teach me how to magically summon Elementals, we'll be perfectly safe. With Water Elementals surrounding the Stormwatcher, the tidal wave will never touch us. In fact, they will probably be able to make the wave disappear all together!"

I had nothing more to say, especially since she proved me wrong. She had been working on saving us all along.

Event 6 (completion of Quest 1 – Give Genevieve 24 Water Elementals)

I stayed up with Genevieve all night while she summoned the Water Elementals – twenty-four in all. When she finished, she immediately asked for some wine, so I ordered some to be brought from the Stormwatcher.

“Will that be enough to stop the wave?” I asked her.

“Probably more than enough,” she said. Her voice sounded gravelly. That’s when I noticed her lips were cracked and dry as if she had gone days without drink.

“Are you all right?”

“I will be as soon as I get that wine.”

“It won’t be long.”

“In the mean time, you might as well prepare the Stormwatcher for departure. If we’re not out at sea when we meet the tidal wave, no amount of Water Elementals are going to help,” Genevieve said.

I nodded, but I did not mention that there was a problem with her plan. Someone out there, where the shallow shelf of this bay dropped into the deep sea, the Sea Serpents waited. If we were going to survive, we had to battle them first.

Hero Bios

Genevieve Seymour (Order/Enchanter)

Genevieve is a woman driven by her ambition, which is why she keeps herself emotionally distant from others. She has few friends, if any, but she has never needed them. She was raised in a brothel, about as poor as anyone can be, but survived her harsh childhood thanks to her resourcefulness.

Pherlon (Order/Enchanter)

He has had an uneventful life with the exception of a couple pirate raids, but even then he wasn't directly involved in the action. He fell in love once, married, and fell out of love. He has been rich, poor, rich, and poor again. Hence, Pherlon has developed an endless store of patience and a practical outlook toward life.

HEROES 4 CAMPAIGN "No Town D"

Map Size = Small

Summary

The Stormwatcher approaches the shores of the infamous Isle of Mayhem where numerous ships have disappeared. Genevieve hopes to learn something about the Chaos Magic here on this treacherous island, but one of the elemental Wizards has come here as well.

Map Notes

- 1) The Player used the Genevieve and Pherlon hero in this map. If possible, they start the scenario about the Stormwatcher and must sail around the island (battling Sea Monsters and Mermaids) to find a suitable landing spot.
- 2) Nothing on this map makes sense. Snow covers the ground next to lava rivers. Icebergs float in pools of lava. Lilypads can be found on volcanic terrain. (also, change the function of all objects – for example, gold can be mined from a sawmill). Nothing it as it should be.
- 3) To win the map, Genevieve must become a Grandmaster in all Chaos Magic. She won't be able to achieve this without the skills (Witch's Huts, Seer's Huts?) hidden behind the Hurus Hero, so she'll have to defeat him and his stacks of Efreeti first.

Quests

Quest 1 – Houseboat – "Stranded Captain" (Kill certain Sea Serpent stack to open a landing)

Proposal Text

As your ship pulls up next to this makeshift home on the water, a middle-aged man with skin burned leathery by a life at sea steps out to greet you.

"Come aboard! It's been a long time since I've had company," the man says. Upon closer inspection, you notice his right leg is actually an ornate table leg.

"How did you get here?" you ask.

"Well, it's been a couple years now since me ship, the Wailing Wight, was dragged beneath the waves by a huge Sea Serpent. Been here ever since," he says.

"How unfortunate! Uh, you wouldn't happen to know a safe place to land on the Isle of Mayhem, would you?"

"Sure do, but I ain't just gonna tell you."

You sigh heavily. Why is nothing ever easy?

"What do you want?"

"Bring me the head of the Serpent that ate me leg!" he says with a vengeful gleam in his one good eye.

Progress Text

You thought maybe you could stop by and convince the sea captain to show you how to land on the Isle of Mayhem, but when you see him jumping around naked on the deck of his houseboat swinging a butter knife around like a sword you change your mind.

As you turn away, you hear the mad sea captain cry, "Back you rogues, or ye'll feel the bite of me saber!"

Completion Text

Your sailors drag the massive Sea Serpent's head onto the houseboat just as the sea captain climbs onto deck. He sees the trophy you brought him and laughs hysterically.

"Hah! How does that feel, you ugly sea-maggot? Got what's comin' to you, didn't ya?"

He starts kicking the head with his wooden leg, so you step forward to get his attention.

"You said you could help me find a landing spot."

"Ah, yes!" he says, handing you a crudely drawn map. "One of the rocks is actually the shell of a giant sea turtle. Sail your ship right into it and it'll move out of the way. I drew its location on the map for you."

You study the map as the sea captain resumes kicking the Serpent. Amazingly, the Serpent's huge mouth snaps open in one final death spasm. It swallows the captain whole and then the head and captain both topple into the ocean, sinking like a rock. You shake your head, telling yourself that this is a story that not even a drunk sailor would believe.

Quest 2 – Quest Guard – "" ()

Proposal Text