

Progress Text

Completion Text

### Artifacts

### Events

#### **Placed Event 1 (At chokepoint near the landing spot – Efreets attack)**

You hear a distant boom like thunder, but the sky above is blackened by smoke, not rain clouds. Volcanoes; there is evidence of their activity all around you. The ground is burned black and all the trees are lifeless, except maybe for the ones that seem to be watching you. But then that can't be possible, can it?

Then you look up again at the dark sky as you hear an odd sizzling like fat frying on a pan. You spot the balls of flame raining from above just in time to seek cover beneath a rock overhang. The fireballs explode when they hit the ground, but instead of burning out they grow and swirl into the form of Efreeti.

The largest Efreet turns toward you and says, "There's the one our master wants!"

#### **Placed Event 2 (Underground)**

The long rides have taken a toll on your body, so you stop to take a short nap. In an hour, you wake feeling refreshed. You reach for your pack for the bottle of wine you keep stored at the bottom, but your pack is gone. Perhaps you placed it somewhere else and forgot. You were tired.

You study your surroundings, but the pack is nowhere to be found. Also, the cave doesn't seem to be the same as before. Sure, you were tired when you stopped for your nap, but this tired? Then you happen to glance at the ceiling.

There it is – your pack!

But how did it get on the ceiling? Even more unbelievable, how did your horse get on the ceiling?

It takes a few moments for the reality of your situation to dawn on you. Suddenly, you know why the area around you looks so different. Your horse isn't on the ceiling – you are!

That's when you fall.

### **Placed Event 3 ()**

#### **Event 1 (Starting Event)**

I thought nearly being crushed by a tidal wave, or swallowed by a Sea Serpent was bad, but now we have come to the Isle of Mayhem. This is the only island in the Broken Isles that has a name, perhaps as a warning to stay away. At least a dozen ships have disappeared in the waters around this tempestuous piece of land. Storms appear in seconds, catching a ship unawares. And there are stories about boulders the size of houses falling from the black sky.

This island is cursed, and Genevieve says we must land there.

Although I fought by her side against the Sea Serpents, Genevieve was the one who brought us victory. I feel I still owe her something. But to come to the Isle of Mayhem? I must be a madman.

These are some of the most treacherous seas I have ever known, but the inhospitable coast of the Isle of Mayhem makes our task worse. There is simply no place to land! Still, Genevieve is not prepared to give up.

#### **Event 2 ()**

To her credit, ever since our argument on the last island, Genevieve has been more open with me.

This morning as we rode, she explained why she had to come to this island.

"Chaos, Pherlon. Although dangerous, it is part of Unity Magic," she said.

"Whether it is or not, I don't see the point. Why study it?"

"Because without Chaos, then your favored magic, Order, wouldn't exist. The whole point to Unity Magic is acknowledging that all of these forces, Order, Chaos, Life, Nature, even Death all influence the universe. If just one is missing, then they all fall apart!"

Perhaps at the time I should've realized what was in store for the future. I might even have forced Genevieve back to the Stormwatcher and returned home. But I was too worried about what we would encounter on the Isle of Mayhem.

"This island is obviously heavily influenced by Chaos," Genevieve continued, "just as the other islands we visited were influence by the forces of Order, Life, and Nature. You see, I think some magical event in the ancient past tore apart the Broken Isles and the individual forces were bound to the islands. That's why I had to come here to this place ruled by Chaos, so I can learn how Chaos influences the universe."

She made sense, but that didn't make our task any less dangerous. But I kept that thought to myself.

### **Event 3 ()**

We soon learned that our enemy had been waiting for us on the Isle of Mayhem. His name was Hurus, a Fire Mage famous enough that even I had heard of him. Hurus had fought in many of the battles against the Barbarian, Kilgor, in the last weeks before the Reckoning. It is said that if not for his involvement, every one of Kilgor's victories would have been massacres instead.

Genevieve has her work cut out for her when she faces this man.

### **Event 4 ()**

I received word today from the Stormwatcher that they were attacked by some of Hurus's Efreeti. The creatures soared down out of the sky, casting fireballs onto the deck of my ship. As I read this account, I pictured my prized ship, now a blazing wreck, sinking into waves.

But the message went on to report that Genevieve's Water Elementals, who I thought had abandoned us, saved the day. They swept over the deck, putting out the fires, and chased off the Efreeti. Some of the sails will have to be replaced, but otherwise the Stormwatcher is still in one piece.

### **Event 5 ()**

Today, Genevieve learned that Hurus guards the last secrets of Chaos Magic. He's challenged her to face him, to test her new magic against the full, deadly force of Fire. If she's at all frightened by the man's reputation, she hasn't revealed it. In fact, I don't think I have ever seen her afraid. It's not natural. Could it be obsession? Or could there be something (or someone) inside her that has removed that part of her humanity?

#### **Event 6 (after Hurus is defeated)**

As I stare at Genevieve standing over the defeated Fire Mage, I could no longer deny that Unity Magic was truly more powerful than the old system. Neither do I believe that Genevieve is alone in her quest. There is a depth to her eyes that isn't human. It's as if the more she learns, the more of herself she surrenders.

When she turned to me, a shiver ran down my back.

"We'll leave this place soon," she said in an even tone. There was no pride or gloating in her voice even though she had just defeated one of the most powerful Wizards in the world.

"Good," I replied. "I've been away from my home for far too long!"

"One more stop, Pherlon, and then you can go home."

### **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.

**Hurus (Chaos/Sorcerer – specialize is fire-based spells only)**

His power is legendary, and his mastery over Fire is unmatched. Hurus is known as the Fire Mage, and as the Battle Mage because he spent most of his carrier supporting the armies of Erathia, Bracada, and more with his fire spells.

## HEROES 4 CAMPAIGN "No Town E"

**Map Size = Medium**

### Summary

Genevieve lands in the middle of an island swarming with the Undead to investigate the final form of Unity Magic called Death Magic. Meanwhile, Pherlon sails toward this dead island to come to her aid because the two surviving elemental Wizards have come here to stop her.

### Map Notes

- 1) The Genevieve Hero starts on land with a small army of Griffins. The Pherlon Hero starts out at sea on the Stormwatcher with no army.
- 2) Pherlon should be forced to stay at sea for a while before he can land.
- 3) To win this map, Genevieve must become a Grandmaster in all Death Magic skills.
- 4) Pherlon can land on the island until after he defeats the Enemy Ship.
- 5) This should be a two-layered map where the land is filled only with undead or non-living creatures (Gold Golem, Elementals, etc.). Feel free to place living creatures on the ocean part of the map. NOTE: There are a few exceptions. Quests 1-3 require the player to kill living stacks of creatures. These must be placed on the map.
- 6) Make the environment bleak, lifeless, ugly. The only creature generators should be Undead ones.
- 7) The Seer's Hut from Quest 5 should be stuck behind the Quest Guard from Quest 4.
- 8) All of the Seer's Huts should have Toll Gates allowing only Genevieve to pass.

### Quests

**Quest 1 – Seer's Hut – "The Zombie" (Basic in all Death Magic Skills for killing a stack of Monks)**

#### Proposal Text

You cover your nose with your cloak as you enter. The sour stench of rot is so strong in here that it makes your eyes water. The cause, a plump Zombie, is sitting at a table, apparently waiting for you.

The Zombie inhales deeply through his nose and grins.

"Ooo! I could smell your living flesh when you were outside. It's so...pleasant up close," the Zombie says.

"I wish I could say the same," you say, almost gagging.

"Now, be careful! Don't want to upset the one you came to learn from, do you?"

"What can you teach me?"

"Well, I may not be the most knowledgeable, but I do know the basics of Death Magic. Would you like to know them as well?" the Zombie says.

"Yes!"

"Then your first lesson is to find a group of Monks who have recently come to this island to slay the Undead. Return here only when you have accomplished this."

#### Progress Text

Why put yourself through the reek of death again if you don't have to?

#### Completion Text

As the Zombie demanded, you return to his little home and drop their bloodied robes on the table in front of him.

"There," you say, "now teach me what you know or you'll end up in worse shape!"

The Zombie grins, showing you his blackened, rotten teeth. He holds one of the robes to his nose and takes a long whiff.

"Have a seat," he says. "This has been a good beginning. Listen to me carefully, then you will have to learn your next lessons on your own. When you have become more advanced in your knowledge of Death Magic, I suggest you seek out a close friend of mine – he's a Vampire."

### **Quest 2 – Seer's Hut – "The Vampire" (Expert in all Death Magic Skills for killing a Crusade creature stack)**

#### Proposal Text

A well-dressed Vampire greets you at the door, inviting you in for a meal but you refuse.

"Let's just talk here," you say.

"Fine," he says as if he had been insulted. "The knowledge you seek is rare. Few know it, which is how I'd like to keep it. But if you can bring me the blood of (xx) Crusaders who are pure of heart, I will teach you what I know."