

## Legal

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This mini campaign is made by Master Clown (doukashi@gmail.com) and is free to be distributed so long as the content is kept intact and no sale, profit, nor any other commercial purposes of any kind is involved in the process.

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## Technical Issue

**How do I install the campaign into my game?**

Put all the maps into a same folder (preferable in Warcraft 3\Maps\Scenario).

**Why doesn't my maps link to each other?**

It is likely that you doesn't put your maps into the same folder

**Why can't I see any dialogs or messages in the game?**

Turn subtitles on, it is under your option in the game

**Does this documentation contain spoilers?**

Yes

## The Walkthrough

### Chapter 1 - Prologue

**Main Quest:**  
Bring your hero to the village on the north east corner

**Optional Quest:**  
Kill the Ogre Lord located in the middle south of the map

This map is pretty easy. The purpose of this map really is to level your hero up. The hero cap for this map is lvl 3. There are also some items up for grab in this map.

Right after you begin, start harvesting. Use your hero to trigger the sub quest by walking close to the villager to the west. Don't forget to retrace your path to the south for a gem of true seeing.

The map here is very straightforward. Just make sure that you have your hero escorted with some troop and make sure to heal them if they're hurt.

You will get a Mortar Team once you reach the area just right near the entrance to the village. Use it to cut the trees down. Alternatively, you can use your peons or hire



**Mini Tip:**  
THE CREEPS IN THIS MAP ARE ALL ASLEEP SO POSITION YOUR TROOP AROUND THEM CLEVERLY BEFORE ATTACKING

some Shredders if you wish, no difference whatsoever.

When clearing the path to the village, be prepared, there are few golems hidden there and might caught you on surprise.

Remember that the mission finished once your hero enters the north east area. Make sure to explore the whole area of the maps before you do so because there are items scattered around.

### Chapter 2 - The Curse of Karadan

**Main Quest:**  
Recover all four soul shards

Use Landazar (Mage) to recover the Book of the Dark Souls

The first part of the mission is to recover the four shards. The key to victory in this map is patience. You are not timed, and the enemies are not unlimited, so take your time.

There are some ways to get around this map. One of the best way that I found is to hire the mercenary healer in the centre of the map before you do anything else. You don't need to do this, but it will make the task easier.

Hero cap in this map is 6, so make sure that you reach the target because you will want a high leveled hero for the next map.

#### Ghost Shard

This shard is located closest to your starting location (South East). The ghosts are easy, the only thing is they got alot of HPs. The easiest way would be to summon water elementals to distract them and use up holy lights to kill them quickly. The wraith that holds the shard has reincarnation and 1200 HP, so it will take some time to kill it.

#### Heretic Shard

The heretics are even easier than the ghosts, what makes it hard is the terrain. Again water elemental works wonders. You



**Mini Tip:**  
CHECK FOR TREASURES BEHIND THE TREE, HERE FOR EXAMPLE A TOME OF STRENGTH IS HIDDEN NEAR THE WATER SHRINE BEHIND THE TREES

should plan your attacks carefully, the heretic and the deceivers have the raise dead spell which might give you some trouble if you're not prepared for it. Destroy the zigurat for the shard, and make sure to get the book of the dead hidden nearby in the fires. It will come in handy later. Remember that if you are low in HP, retreat and wait.

#### Forest Shard

People with arachnophobia behold, spiders are everywhere in the north west corner. They pose no real threat with exception of the spitting spiders and the large ones, the thing is, they come in large number. Take them down slowly, water elemental to absorb damage, Blizzard to do group damage if you like it, eventually you'll end up fighting the brood mother which is protected by several giant spider. The real threat, again comes from a group of spitting spider behind it. Take the spitting spiders out quickly and grab the shard. Another way would be focusing the attack on the brood mother, grab the soul and flee, remember you don't have to kill all of the spiders to win the scenario. You might want to use the book of the dead here if you feel overwhelmed, but if you want to keep it for later use, it is fine.

#### Water Shrine Shard

At first glance this place looks really easy, but those lone water Murlocs actually have alot of invisible Murlocs around them. If you have the gem of true seeing, they shouldn't pose much of a problem. If you don't, you might be surprised at the first time you're ambushed. Overall, this place is easy. Just remember to fight the water elementals with your own to absorb the damages. Destroy the magic vault to get the shard.

Once you have released all the four souls, an item will be created in front of the obelisk. To finish the scenario, simply use Landazar to grab it. Note that you can't use Victor to retrieve the book. Before you finish the game however, make sure that you've done everything you want, ie: levelling up, item hunt, etc. Make sure that you are prepared for the next map.



**Mini Tip:**  
SOME OF THE SPIDERS MIGHT DROP AN ITEM WHEN YOU KILL IT

## Chapter 3 - Siege

**Main Quest:**  
Destroy all the Orc forces

This one starts like your normal melee game, but it's not. Your main goal is not to build up and attack, its rather build up and defend your town. The attacks will begins very soon and you need to be ready. I personally advise you to use your mage and your whole army to guard the bridge, and the Paladin alone to guard the rear entrance. Try to max your Mage as soon as possible to be able to win this map easily. Once you got the message about the Orcs running out of resources, that's your que to start being offensive.

Once you got Landazar to lvl 10, you can move him to an area at your side near the bridge, to trigger a cinematic where he will destroy the bridge. This will make the Orcs need to take the other longer route to attack you. Landazar will also summon Infernals at certain points of the map. The Infernals wont last long against the towers but they will deal pretty good damage nevertheless.

Build your forces strongly, before you engage the orcs. If you are well prepared, you should win this scenario easily. A good army will have about 2 or more healers, 2 or more siege, your heroes and some backup troops. I personally would start by engaging the purple orcs. Yellow and Orange after that, and the blue one last.

If you're running low on gold, just directly to the south of your position, there is a gold mine protected only by few ogres, you can defeat them even by using your initial force.

The key thing you must remember to do about this scenario is to maxed your Paladin hero. You will need him to be at level ten to be able to survive in the next map. This map has some really good items too that you might want to spend time to look for. To name some: necklace of spell immunity, orb of fire, orb of lightning and the mask of



**Mini Tip:**  
THERE IS A RED DRAGON ROOST ON THE TOP OF A CLIFF IN THE NORTH EAST OF THE MAP, YOU WILL NEED A ZEPPELIN TO GET THERE THOUGH.

death. Most of them are either hidden or protected by high level creep.

If you found any permanent status increasing item, make sure to give it to your paladin instead of the mage, because this will be the last map where you control the mage.

Just remember, build some defenses, upgrade if you have resources, and wait until the Orcs calmed down. You should win this map easily if you do so.

## Chapter 4 - Unfolding the Mystery

**Main Quest:**  
Investigate the Area

Kill Landazar Magefront

Okay, the last chapter. This map can be really tough if you do not play it right. I'm sure your hero is now maxed out, if not, he will be maxed out soon anyway. Choose the items you want to carry for the entire map wisely. Anything that gives extra regeneration must stay. If you got both the orb of lightning and fire from the previous map and have to choose between one, I would suggest that you go for the lightning one as it gives extra damage for summoned units, but if you prefer to do area damage, stay with fire. Or if you got better items, you can simply disregard them.

First you got a choice to go either west or south. To complete the map you will need to travel south. To the west is a group of enemies with some nifty items, which can be defeated with your hero alone, but I advise you to wait until you got extra men power.

Again you are not timed here, so take your time. Take time to safe your game and to recover health and mana. Throughout this map, you will be able to find restless spirits. They will drop lightning bolts and help you alot in this map. The thing is, they are placed quite hidden, and the black colour doesn't help either. There are a total of nine of them in the map.



**Mini Tip:**  
MULTIPLE GATES WITH SKELETON ARCHERS BEHIND THEM IS NOT A GOOD NEWS. USE YOUR ROYALMEN BACKED UP WITH YOUR PALADIN TO TAKE CARE OF IT

The first few minutes of this map can be quite hard because of the fact that you're alone. But once you got more manpower, you should be doing fine if you micro your units properly. I won't be typing a very detailed walkthrough for this map, but I will highlight some important parts of it.

You can take your time and kill all the burning archers in the corridor-like area, or you can just use your divine protection to get pass them, and killing the meat wagon while you are still invulnerable.

If you see an area with bones guarded with abominations, zombies, and skeleton, and you're still alone, it is a sign that you should turn back and find another path.

When freeing prisoners for the second time, be careful, the gate is protected by land mines. Use your hero to take the damage, or use wand of illusion if you have one.

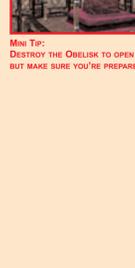
One of the area will have you bombarded by meat wagons. You can either just keep moving (which is not good, since the projectiles will hit your other units), or simply use more illusions to distract them, then use your ranged unit to destroy the wagons. (You should have mortar teams by that time)

Try to keep everyone alive, you will need as many people as you can to win this map easily.

Before you're entering the last area (it is the one protected with the force wall), make sure you're ready. You got all your items set, your troops ready and at full health. You really can't afford any mistakes for the last battle with Landazar.

Remember that even though you've triggered the "fight" with Landazar, he will not attack you unless you approach him. Use this time to position your troop and attack when ready.

Beat him and you win, enjoy the ending, you deserve it.



**Mini Tip:**  
DESTROY THE OBELISK TO OPEN THE GATE TO THE FINAL AREA, BUT MAKE SURE YOU'RE PREPARED BEFORE ENTERING

## Frequently Asked Questions

**Why won't you make a comprehensive walkthrough instead of this sucky one?**

Because unlike popular belief, I do have a life, and it takes a lot of my life time to make a comprehensive guide.

**Can I post the map in my website?**

Read legal stuffs (In case you're too lazy to do so, yes you can as long as the content remain intact and not for any commercial purposes)

**What's the deal with chapter one? I can beat that map while sleeping**

It meant to be a prologue, in the earlier development stage, I was about to make the undeads attacks you every few minutes and you are timed too, but considering it's the first map in the scenario, I cancelled it.

**Will you make more maps?**

Depends on people's reaction towards this one. I might make more.

**I have this idea of a great map, will you make it for me?**

No, I'm only making these out of my free times you know?

**Can I copy the stuffs in your map and port them as my own?**

Depends on what do you mean by stuffs. If you're referring to studying triggers, I don't mind, but if you're copying my map, change the units a bit and publish it, I'll haunt you like a banshee runs a peon...

**I opened your map in a editor and I see some regions/units/triggers that seems to be of no use, what are they?**

Usually they are early development plan that are cancelled. For example, I was about to make the restless spirits in the last map as a subquest but cancelled...

**What the #%^&\$% is the whole story? ending? In fact, the whole story?**

What's wrong? Nothing's wrong

**What's your Battle Net name?**

It's a s-e-c-r-e-t^\_^

**Do you make other type of maps?**

No, scenario/campaign is my only favourite

**Can I ask you about triggers?**

You can ask me, but that doesn't make me reply automatically, remember I got life other than game.

**How do you make this documentation thingy?**

I made this using my L33T design skill XD

**I hate your map**

That's not even a question you know?

## Thanks and Credits

Blizzard (off course, can't make maps without the game)

Everyone who downloads and plays this map and makes the time spent making them worth while

Family? Friends? dunno

## Special Thanks

(in alphabetical order)

- Mastermind
- Synth Jay
- Timo van der Linden