



# WAR LIVE EVENT PROPOSAL

## Seben Dayz o' Smashin' Stuff!

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An annual orc “holiday” with no point short of stupid, mindless destruction. Which is good, because that’s just how they like it.

Being organized under the banner of Destruction is beginning to take its toll on various orc tribes: while they’re thrilled to be killing dwarves, humans and elves, some are beginning to get fed up with the lack of in-fighting within greenskin society and are looking to pick a fight with their own kind. As such, two orc tribes in particular have decided to slaughter each other in typically brutal fashion to see who within their own ranks is stronger, and are willing to enlist anyone around – be it Order or Destruction – to their banner.

*The Orc symbol for Gork. Or maybe Mork?*

While not *specifically* a holiday, the orcs use *Seben Dayz o' Smashin' Stuff!* as an excuse to have fun and party in their own way, and that sort of gratuitous violence is now something players of any race and realm can enjoy. The great warboss Grumlok is letting the in-fighting go on... for *now*. If it carries on for more than a week though, he’s going to lose his patience and wipe out any troublemakers himself.

### Tribes

The two tribes spearheading this event are:

#### **Red Fang Orcs**

Catering to the Destruction side of the conflict, the Red Fang Orcs have decided they need to teach the Broken Tooth Orcs... something. They aren’t really sure what, but they figure that if anyone can do it, it’s the terrifying forces their greenskin brethren have decided to ally with.

#### **Broken Tooth Orcs**

Enlisting players from the Order side of the conflict, the Broken Tooth Orcs aren’t particular about who’s fighting for their cause, they just want to bowl over the Red Fang Orcs because they deserve it. At best, the Order forces will put them in their place; and at the very worst, enlisting stunties and humies to fight for them will at least result in a lot of dead stunties and humies.

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## 1. Goal

*Seben Dayz o' Smashin' Stuff!* is a yearly occurrence, the equivalent of an orc holiday event, to give players of both Order and Destruction factions a chance to experience the wild, vicious lifestyle of the greenskins. Its goals are:

1. Add to a series of planned yearly live events that will give players something to look forward to, in the process promoting long-term vision for Warhammer. Other yearly events like Keg End and in-process Empire and Chaos holidays will help enforce this.
  2. Allow players to define themselves with special titles and rewards that are not available at any other point in the game. Due to the chaotic nature of orcs, the events and challenges for each year can change while still staying true to the overall theme of the live event.
  3. Provide players an opportunity to step outside of their boundaries and add some flavor to their RvR lifestyle. Orcs have a particularly exciting and attractive culture for fighters (demonstrated by the high popularity of the choppa class upon its release) and giving players of any race a chance to experience this (or for existing greenskins to revel in what they are) can be very satisfying.
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## 2. Plan Overview

Seben Dayz o' Smashin' Stuff! will be tracked in its progress through the Tome of Knowledge, as many of the recent live events. These Tome entries (which are for all intents and purposes identical for both realms) will unlock in certain stages, depending on the progress the player has made. As the Tome entries are completed, the player will also receive Influence points which will give access to the rewards he or she receives from town Heralds.

To sum up the plan overview, players will:

- Utilize the Unique Portion of the Tome to give players an outline to operate from, as well as to let them know just what they have accomplished and how much more is generally expected of them (even if not all the entries show as unlocked, the player can still see "?" question-marked areas showing there is something there that will eventually be accessible).
  - Earn influence through participation of the event's quests and Tome unlocks, which will grant access to unique rewards and titles.
  - Be introduced to an annually-available public quest scenario (though it may become available regularly after a period of time).
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## 3. Progression of the Events

- Seben Dayz o' Smashin' Stuff! Live Event: 9/11/09-9/18/09 (7 days)

### 3.1 Step-By-Step

1. Players will find a small grouping of about 4-6 orcs and a couple of goblins outside every warcamp corresponding to their realm, slightly out of sight but still close enough for players to not miss them; to help draw attention to them, a couple of the orcs will emote a /beckon animation to the nearest player and say "Oi! You der! Git ovah here!" or something along those lines. These orcs will be unattackable and will represent either the Red Fang clan (for Destruction, donning red colors) or Broken Tooth clan (for Order, donning blue colors). These orcs will represent quest givers for the players and will be available in every tier.

Also within these warcamps will be a catapult facing in towards the RvR combat area. These will be unobtrusive and generally unnoticeable, but will be used for Tome Unlock quest #3 "Wot's in da Bag?"

Within the cities proper, there will be a couple of changes of note. In both Altdorf and Inevitable City the Heralds for this event will be orcs; this may not be such a big thing in IC, but in Altdorf the orc herald will be away from the public eye near the zone-in point for

incoming flights, nestled in a corner. Players should be able to see him, but this way he stays “hidden” from NPC guards.

The other major (and certainly most notable) change in the cities will be the warbosses. In Inevitable City, Grumlok and his companion goblin Gazbag will be out of the main castle and in the town center at 161 30607 4261, inspecting the statue of Tchar'zanek, while in Aلدorf the warboss Grimgor Ironhide will be in chains on public display near the hangman's nooses at 162 25561 33215. Destruction players can still interact with Grumlok normally for his non-event quests.

Finally, the RvR zones across the world will have orcs spawning and charging each other in various locations, accompanied by a Head Basha for each charging group (single champion-level NPC). These groups will attack each other until one side is dead, then after a few moments the side that was killed will respawn and kill whatever's left of the first team, and so-on the cycle continues across every tier.

2. At first the player's Tome of Knowledge Live Event tab for *Seben Dayz o' Smashin' Stuff!* will only have one visible entry, all others will be listed as ????. The first objective will be to talk to a tribal representative (found among the orcs near the warcamps) and prove you've got what it takes to join their cause via the quest chain *You Ain't One o' Us Yet!* Upon completing the chain, all the other Tome of Knowledge entries become visible and the player can continue progressing through the Event.
3. Following being set on their way, players will have complete access to all the Live Event missions offered by the Tome of Knowledge. They can perform them in any order.

### 3.2 Tome of Knowledge objectives

There are 13 ToK unlocks: unlocking the first in turn unlocks all the others which can be done in whatever order the player likes.

#### Primary starter quest

1. *You Ain't One o' Us Yet!* – you aren't ready for the tasks of a greenskin yet, you're just too pretty (note: for actual greenskins doing this quest, the idea is that spending too much time around “civilized folk” has made them soft).

The orcs want the player's help, but they don't take just any riffraff off the street, they want their warriors tough and dirty. As such, players must undertake a series of quests to prove they're ready to get down and ugly with the greenskins in their fight:

- a. Look like a Greenskin – this first quest is fairly straightforward: the moment the player accepts the quest, the questgiver punches the player in the face at full force, knocking him to the ground and doing some minor damage in the process. The resulting facial “improvement” allows the next step of the quest to proceed.
- b. Sound like a Greenskin – orcs are well-known for being loud, belligerent and mean, and they want their soldiers to show they've got the attitude for the job too. The player is expected to go up to one of the goblins in the orc troupe and verbally put it in its place. Players will initiate a conversation with the goblins, during which they'll get four sets of three responses to everything the goblin tells them. If the player chooses the right responses to the questions (players will essentially choose the most brutish of all the answers available), they'll boot the goblin down and roar at it and the goblin will tuck tail and beg the player for mercy, completing this step of the quest.
- c. Smell like a Greenskin – greenskins are notorious for putrid body odor, and they're not going to let any sweet-smelling players embarrass them in battle. This is an expedition quest, where they will send the players into an RvR area where a muck pit has been placed. The players will need to swim into its center where they will be covered in filth. They will also be debuffed with massively lowered initiative as well as a low-level damage aura created by the noxious fumes from their body. This remains on them for 10 minutes, during which they will need to talk to the orcs again before it wears off. If it's

still on them, the orcs will step the quest, but if not the orcs will send them back to the pit for another soak (note that the debuff cannot be acquired again once this step of the quest is complete).

- d. Taste like a Greenskin – players will be expected to eat what the greenskins eat, which is a handful of foul-looking slop from a nearby barrel they brought with them. Players will interact with the barrel which will produce Rancid Smelling Slop in their quest inventory (with a fairly vivid description of the item when rolled over with the mouse). Players need to eat this right in front of the greenskins, which will produce a wrenching/puking animation and a 5-minute wounds debuff. The player will then be forced to repeat this process three more times (“Wuzzat? I wuzn’t watchin’, do it again.”; “You call dat a servin’ o’ slop? Dat’s a *shame*, dat’s wut dat is!”; “More o’ dat went out dan in ya. Get anotha’ helpin’ and dis time, *keep it down!*”), each time suffering a greater debilitating debuff and an on-screen message about how terrible the ordeal is; however, on the final time it will remove the debuff and give them a very high 10 min wounds-*increase* buff.
- e. Feel like a Greenskin – all the earlier tests might have given players a *taste* of greenskin culture, but there’s one overwhelmingly defining trait of what it is to be an orc, and that’s the heavy pump of blood in one’s body as your enemies die before you. As such, players will be sent into the field to kill a Head Basha NPC of the opposing side. From its body, you will need to loot its Blood-Drenched Basha’ weapon and bring it to the orc questgiver, which will complete this quest step and complete the entire chain. Players will immediately be granted the prerequisite title reward (Order: “Broken Toof’ll break ya!”; Destruction: “Red Fang’ll cut’cha!”; see section 3.2.1 for more details) and can progress with the rest of the live event quests.

### Get ta’ Fightin’!

Quests to progress each Tome of Knowledge entry:

2. Get the Warboss’ backing – a simple travel-and-talk quest that sends players to talk to the most powerful warboss around to get his endorsement for their side. Destruction players travel to IC, where they speak to Grumlok on behalf of the Red Fang tribe to get his backing. Order players will travel to Altdorf, where the orc warboss Grimgor Ironhide (reference M #18510, from the public quest Peak’s Edge) has been chained and is on display in the public square as a prisoner of war. Players interact with these warbosses, but they always get the same response: a brutal knockdown effect that takes away 90% of their hitpoints. The warbosses aren’t endorsing anyone: whoever’s stronger will get their respect, and you only get respect by killing your enemy!
3. Wot’s in da Bag? – this is a chain of three quests directing players to create a makeshift weapon and at the same time assert their dominance as being larger than those around them.
  - a. Get Yer Stunty Sack / Goblin Grabbag – the player has been ordered to put together a makeshift weapon consisting of a.) a large burlap sack, and b.) a member of a small race. This quest is progressed by defeating a dwarf or a goblin, depending on your realm, and using the bag on his body. The Burlap Bag will then become either a Stunty Sack or a Goblin Grabbag (rollover description: “Oi, sumthin’s movin’ in ‘ere...”), a mid-tier blunt weapon with no stat boosts but which delivers a moderate amount of melee damage and is usable by any race. Players can equip this (which shows on their person) and use it in combat as a melee weapon.
  - b. Smack 10 Players with Yer bag – bludgeon 15 enemy players to death with the Stunty Sack / Goblin Grabbag equipped.
  - c. Stunty Tossing / Gobbie Lobbing – once the player has completed the previous steps, he will need to make his way to a catapult; there should be

one at a warcamp in every tier. The contents of the Stunty Sack / Goblin Grabbag is waking up and getting restless (/says will start coming from the bag such as “Where am I? And what’s that smell??” and “Ow, me ‘ed ‘urts!”), so the player will need to ditch it appropriately: in this case, that would be by loading it into a catapult and launching it towards the enemy. Using the catapult while having the Stunty Sack / Goblin Grabbag in the player’s possession (it can be equipped or in his inventory) will remove the item from the player, spawn it in the catapult’s loading arm, and trigger a launching animation as well as an “AAAaaaeiiii.....!” emote as the bag is fired off into the distance. Note that while the player can technically hold onto the weapon throughout the entire duration of the live event, he will need to use the catapult while in possession of it at some point if he wants to progress this step of the quest and complete the Tome unlock.

4. Take it to the Enemy! – death is never a deterrence to orcs. Players will embrace this philosophy by charging an enemy warcamp with their warband and dying at the hand of its rank 55 insta-kill guards. Note that the player will have to be in a warband for this to be credited. Easter egg: if the warband actually succeeds in delivering up to 2% damage to the guard, everyone in the warband will get the title unlock “Brutal and Brainless”
5. Unleash Yer WAAAGH! – emote /waaagh over the bodies of 50 defeated enemy players.
6. Get to Their Choppas! – loot Choppin’ Fings (bladed weapons) from 15 defeated melee DPS classes of the opposing realm: Slayers, Witch Hunters and White Lions for Destruction; Choppas, Marauders and Witch Elves for Order.
7. Dey Ain’t So Tuff! – loot Blockin’ Fings (shields) from 15 defeated tanks of the opposing realm: Swordmasters, Knights of the Blazing Sun and Ironbreakers for Destruction; Chosen, Black Orcs and Blackguards for Order.
8. Dem Pointy Fings Hurt! – loot Pointy Fings (bows) from 10 defeated range specialists of the opposing realm: Shadow Warriors for Destruction; Squig Herders for Order
9. Kill ‘em All! Let Gork Sort ‘em Out! – loot Weird Squiggly Fings (religious symbols) from 15 healers: Rune Priests, Archmages and Warrior Priests for Destruction, Zealots, Shamans and Disciples of Khaine for Order.
10. Books iz Stupid! – loot Soon-ta’-be Toilet Paper (spellbooks) from 12 defeated pure-caster/range-damage classes of the opposing realm: Engineers and Bright Wizards for Destruction; Sorcerers and Magus for Order.
11. Dere dey iz! Smash ‘em! – kill 25 NPC orcs from the opposing side in the RvR zones.
12. Oi Wants Me a Boomstick! – there is a cache of dwarven weapons hidden somewhere in the RvR zones, and the orc chiefs from the player’s tribe wants them to acquire it to use against the enemy. Players will find a hidden stash of these weapons in random places within the battlefields: the keep the hunt going, these locations will despawn and respawn in one of a set of different locations every 15 minutes.
13. Participate and complete all the quests set to you in the Heisenburg scenario.

### 3.3 Heisenburg

The main Red Fang and Broken Tooth orc forces are located within this scenario: a straightforward square corridor of terrain with one greenskin faction on each side of it and an unfortunate town named Heisenburg planted directly between them.

Heisenburg is a town like any other from the Empire except that it’s currently under the control of raiders. Unfortunately for the raiders, the orc troops decided to engage each other here and the raiders’ new base of operations is just getting in the way. The orcs have already sent their own footsoldiers in before the players get there, and each faction is hoping the addition of adventurers will help tip the scales in their respective favors. This battle gives players a chance to fight using greenskin tactics and

allow them utter disregard for structures and non-combatants (though raiders are used to ease any moral issues with killing townies).

The scenario landscape consists of a Broken Tooth camp on the west side and a Red Fang camp on the east side, each on a risen patch of hill that cannot be climbed back up to. Occasionally orcs will spawn and run down the hills into battle (usually whenever their own numbers dwindle in the field). Players will need to do the same to enter the fray, or they can use the orcapults positioned in the back of the camps as well for a more exciting entrance. The orcapult will launch a player one of three random distances into the fight – a short distance from the player's own camp, into the center of Heisenburg, and practically into the frontlines of the enemy past the town – so they'd better be ready for anything (taking the orcapult won't cause damage to the player upon landing). The camps consist of rank 55 insta-kill guards, a quest giver, flavor-orcs shouting and hollering, a few squig herders standing by tiny versions of riding squigs, and a shaman building up his WAAAGH! from the fight. In between the camps is Heisenburg-proper, a Nordenwatch-style town with a maze of buildings running through it (though they aren't packed too closely together in a manner that restricts movement). While there are some permanent structures here and there on fire, a good number of the smaller buildings (anything one-story tall) are destructible and can be destroyed by players. They will have medium-high hitpoints and once destroyed will collapse in on themselves (players cannot run through them or get on top of the remains, though they can see over them and get a better view of the battlefield with them down) where they will smolder and burn for 30 seconds before respawning in their original state.

Raiders and orcs in this zone (except those at the basecamps on each end) are all one level lower than the minimum of the tier: this means that if it's a Tier 4 incarnation of the zone, the orcs and raiders will be rank 30, at Tier 3 they will be rank 20, Tier 2 will be rank 10 and Tier 1 will be rank 1. The point of these NPCs is not to pose a threat to the players or to provide them kill experience, but to be cannon fodder for quests, cover to hide behind in combat, and provide atmosphere to fight in. They will have a high respawn rate (though will not necessarily respawn at the same location they die, thus preventing camping) and will attempt to agro anyone that hits them, though they shouldn't last long in combat due to their lower level. There will be numerous different battles throughout the zone, though the primary threat to the players are the opposing players. However, there will be two Hero orcs – Da Fang's Big 'Un and Da Toof's Big 'Un – wandering slowly through the townscape. They'll ignore the smaller fights and only take on players representing their opposing side.

There will also be an Easter Egg in the town: randomly located in every scenario within the town is an orc Blood Bowl football, usually next to a building. Players picking this up get the title "Pigskin".

Normal scenario scoring within the temple is based on enemy kills. The scenario will last 15 minutes, after which the players will be removed normally.

#### Quests within Heisenburg:

1. Chop 'em up Good – you've been instructed by the warbosses to kill 25 opposing players. Get to it.
2. The Night of a Thousand WAAAGHs! – every time a player emotes /waaagh in the scenario, a counter on the UI will be incremented for that player's side. Once the counter reaches 1000, the main shaman at that player's camp will unleash the WAAAGH! on the enemy, firing a blast of lightning across the entire left, middle or right side of the battlefield. The blast will deliver a huge amount of damage (around 5000 points for T4, proportionally lower for lower tiers) and drain the enemy's respective WAAAGH! counter by half. However, it will also completely drain the WAAAGH! of the player's own side in the process (to prevent macro-spamming of the emote, the counter will only count each player's WAAAGH! every 2 seconds). This quest

- objective is complete once your shaman unleashes his WAAAGH!, provided you personally used /waaagh at least once in the scenario.
3. Launch into battle – ride the orcapult out of your camp and into the fray. Players can interact with the orcapult and be fired to three different locations in the battle as listed in the original description.
  4. Chaaaarge! – ride one of the squigs into combat. Reminiscent of the intro cinematic to the game, players can target one of the tiny riding squigs in the camp and melee it (only auto-attack will work on it, not abilities or ranged). Each time the squig is struck it will not take damage, but will instead grow by 20%, until at 100% it's a giant that engulfs the player. It will then charge straight out of the camp and into the middle of Heisenburg. If it passes through any NPCs or PCs on the way (friend or foe) it will cause a quick AoE knockdown as it plows through them; it will however wind around any buildings in its way, and during its run the player cannot use any abilities or dismount. Once it reaches the center of town, it will spit its player out and despawn.
  5. Kill 50 raider NPCs – these respawn relatively quickly
  6. Kill 50 opposing orc troop NPCs – for every 5 that are killed, another 5 spawn from the camps and run to Heisenburg to join in the battle
  7. Get Dat Town outta th' Way! – destroy 5 of the breakable structures in Heisenburg.
  8. Da Bigga' Dey Is, da Harder Dey Hit'cha! – kill your opposing team's Big 'Un wandering hero NPC.

## 3.2 Rewards

The initial reward the players will receive will be their title for completing the prerequisite You Ain't One o' Us Yet! quest. Following this, the most distinguished rewards from this live event are gained through influence which progresses the event's Tome of Knowledge entry, divvied into three tiers:

1. Basic
2. Advanced
3. Elite

Note that any supplemental rewards acquired within the event will be considered “mundane” and won't have the same long-term recognition that the ToK rewards will provide.

### 3.2.1 Prerequisite Title

Title – Order: “Broken Toof'll break ya!”; Destruction: “Red Fang'll cut'cha!” Allows players to show their tribal pride throughout the rest of the event and beyond.

### 3.2.2 Basic

Event Buff:

Players will be able to acquire a Da Killa's Spirit from the Herald; when used, it will produce a 10% renown bonus buff that will last throughout the entire event and will remain even if a player dies. Once the event ends, the buff ends; any unused Ferocious Spirits after the event will be auto-deleted from the players' inventories, so they had better use them as soon as they get them.

### 3.2.3 Advanced

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Trophy:

- Dis iz My Choppa' – (item description upon rollover: “Der iz many like it but dis one iz mine”) an orc choppa weapon that fits onto the belt trophy slot. The trophy is proportional to the race wearing it, but it will be huge by any standards. It will appear heavy, worn, chipped, and utterly dangerous.
- Note: as an alternative to just a trophy, this weapon could be made even larger and would be equippable on the player’s back in the place of a cloak. It could then be boosted with different stats (determined by tier) as befitting a reward from a yearly event. If this is the case, then consideration might be taken to switch the Advanced and Elite reward choices based on balance and difficulty.

### 3.2.4 Elite

Snotling Leash pocket item:

- Completing all quests and event requirements in the Tome of Knowledge will grant players a Snotling Leash pocket item which when equipped will spawn a snotling pet. This pet follows the player wherever he/she goes and is both non-combative and cannot be interacted with, though using the emote WAAAGH in its presence will make it cringe and cower.

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## 4. Event Progression

The event is set to last 7 days from noon on the 11<sup>th</sup> of September and conclude noon of the 18<sup>th</sup> of the same month. In terms of lore, once the 7 days have passed the orc warboss Grumlok calls an end to the fighting and the orcs get back to the business at hand: namely, killing Order.

Like in previous events, noon has been chosen as the time best accommodating to players on U.S. and Oceanic servers, and the event is set to be enable/disabled via a readfile run on the above dates.

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## 5. Tome of Knowledge/Influence

Players will progress through the Event by gaining influence via the Tome of Knowledge event tab for *Seben Dayz o’ Smashin’ Stuff!* by completing the listed steps therein. The variety of quests for the Heisenburg scenario will most-likely require multiple visits to complete them all and should take the most amount of effort from a player (but their efforts will bring them that much closer to collecting the Elite reward).

### 5.1 Tome Unlock progression

Event part	Description
1	Complete the greenskin starter tasks
--1a	Look like a Greenskin
--1b	Sound like a Greenskin
--1c	Smell like a Greenskin
--1d	Taste like a Greenskin
--1e	Feel like a Greenskin
2	Get the warboss’ endorsement from the city
3	Wot’s in da Bag? quest chain



--3a	Obtain a Stunty Sack/Goblin Grabbag
--3b	Kill 10 players with the Sack/Grabbag equipped
--3c	Stunty tossing/Gobbie lobbing
4	Charge a warcamp's guards
5	Emote /waaagh over the bodies of 50 victims
6	Loot 15 blade weapons from melee DPS-types
7	Loot 15 shields from tanks
8	Loot 10 bows from archer-types
9	Loot 15 religious symbols from healers
10	Loot 12 books from range DPS casters
11	Kill 25 opposing orc NPCs in RvR zones
12	Locate a dwarven weapon cache in RvR zones
13	Complete all the quests within Heisenburg
--13a	Kill 25 enemy players
--13b	Contribute to your side's WAAAGH! being unleashed
--13c	Launch into battle on the orcapult
--13d	Charge into battle in a Riding Squig
--13e	Kill 50 raider NPCs
--13f	Kill 50 opposing orc NPCs
--13g	Destroy five structures within Heisenburg
--13h	Kill the enemy Big 'Un hero

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## 6. Ambience

Warcrys will be heard everywhere during this week, no matter the zone (except in Altdorf). The sounds will generally be subdued and in the distance, like orcs howling over the horizon, but when in warcamps in every tier the sound will be at full power as the orcs chant for battle: *OI OI OI! WAAAGH!*

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## 7. Turn-in NPCs

The Herald NPCs within the cities players will interact with to gain their influence rewards. They are both orcs of the corresponding tribe:

- Order / Broken Tooth Tribe
  - Bakcraka Grazlbrak: Herald
    - jjump 162 27379 31201
- Destruction / Red Fang Tribe
  - Nogginokka Thunk: Herald
    - jjump 161 29952 33447 16848

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## 8. Closing Notes

This event is designed to act as a balance to the Dwarven holiday of Keg End by giving the Orcs some representation within the game's yearly events.

This event was designed by Jason Wages. If you have any questions or comments, please contact me at any time at [jwages@ea.com](mailto:jwages@ea.com).