



REALMS OF DR. CHAOS

FOR HERETIC

Made By Impie

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Made for ZDOOM or GZDOOM

Dr. Chaos is a collection of “dimensional travel” themed puzzle maps for *Heretic: Shadow of the Serpent Riders*. Be prepared to exercise your brain muscles as well as your trigger finger, or you’ll find yourself wandering in circles.

Check out my other stuff at Mikestoybox.net



EPISODE 1: BUNGALOW OF DR. CHAOS

No sooner was Mickey Chaos discharged from the Great War, he received a strange letter from his equally strange brother, Dr. Mortimer Chaos, with whom he hadn't spoken in ten years:

My Dear Brother Mickey,

How long has it been since our last correspondence? Truly my obsessive nature is to blame, and you deserve a far better brother than the likes of me.

I don't suppose you've spoken to Mother recently? Did she mention my breakthrough in the science of inter-dimensional travel while you were off fighting the Germans? I will assume not, though it is old news by now. I created two doorways, each on opposite sides of the lab, and anything I threw into one would pop out the other. At the time it was truly incredible, but a mere parlor trick in light of my recent experiments...and the recent disaster.

Over the past six months I began amassing a rather impressive collection of dimensional doorways, which open into magnificent worlds the likes of which no human eye has ever seen, nor human foot has ever tread upon. Over the past few days I have come to realize -- to my everlasting dismay -- that these doors affect our world the way a leaky dam affects a river: each new door threatens a universal collapse of cataclysmic proportions, with every world flooding into every other world until all of creation is a gooey maelstrom of chaos. I am seeing the effects of this cosmic leakage even as I write: strange creatures roam the gardens of our childhood home, and the plant life and architecture have begun to reshape themselves into something not of this earth.

To make matters worse, I am unable to close any of the doors from this side. In my arrogance I had failed to realize this until now. I hired some of your colleagues from the war to explore the worlds beyond, in the hope of finding a way to close the

Visit these EXOTIC LOCATIONS in BUNGALOW OF DR. CHAOS



GRAVEYARD. An endless desert realm inhabited by mummies and cave-dwelling serpents. It is the most dangerous of the three worlds, mainly due to the many minotaurs prowling its barren valleys. Dr. Chaos thinks he lost the Yellow Key here somewhere.



INDIGO. The oceans of this aquatic planet have minds of their own and often form bizarre watery structures at random. Many of these structures have the power to change shape if one knows how to coax them. The Blue Key is kept under guard by fanatical wizards and serpent women.



CRAGMIRE. The stench of this rotting world is overpowering. The inhabitants have adapted to the harsh environment by evolving metallic skeletons that make them exceptionally tough. Dr. Chaos lost the Green Key while he himself became lost in a mysteriously shape-changing cavern.



EPISODE 2: DR. CHAOS STRIKES BACK

Mickey spoke so loudly on the phone his brother, Dr. Chaos, could've heard him with his naked ear from across the city: "You turned our Turkish bath house into a new hydroponic whatzit, didn't you?!"

"It's my bath house, I can do what I want with it."

"Uh-uh. OUR bath house. I put up half the budget for that place!"

"I intend to pay back every penny, Mick!"

"With what? I take cold hard EARTH cash, Morty, not space bucks! You gave your word to Ma, for god's sake. She was proud o' you. She thought you gave up this cockeyed space travel stuff."

"Look, you didn't even want to be involved in the project! You gave me the money so I would leave you alone, and now all of a sudden--"

"Cos I thought you were gonna use it as a bath house like a sane person! 'Finally,' I said to myself, 'my screwy brother is going straight! Dropped the mad scientist act and become a businessman!' I wouldn'ta given you the loan if I thought I was funding your science fair projects!"

"Mick, sincerely, I had no serious interest in dabbling with the space-time continuum EVER again. I simply stumbled upon New Babylon during a late night experiment to stave off insomnia."

"New Whattalon?"

"New Babylon. That's my name for the realm."

"Good god..."

"The people there are very nice."

"I'm sure they are."

"And the women are something else."

"Morty, I dropped by the place to see how the renovation was coming along,

and I got attacked by a buffalo man!”

“They’re normally very docile.”

“I’m calling Mom.”

“Don’t you dare!”

“And I’m gonna bring her down there, and she’s gonna bring Dad’s tool box, and we’re gonna use everything in it to make sure your head gets screwed on straight for good!”

“Mick, the people on this world are dying off. The planet is drying up. The bath has been a tremendous help delivering water to the thirsty inhabitants while I help them properly terraform the planet. They’re nice people, just a bit backwards, that’s all.”

“Except for the monsters.”

“Well, yes.”

“And the fact that your giant dimensional engine is turning the neighborhood upside-down in a big way.”

“All right, yes, it’s unstable, but I have everything under control, Mick. I’ve almost finished my work on New Babylon, and then I can pull the plug. Just give me a couple more days and--?”

A deafening sound like the universe just hiccupped on the other end of the line. Then an otherworldly roar.

“Morty?”

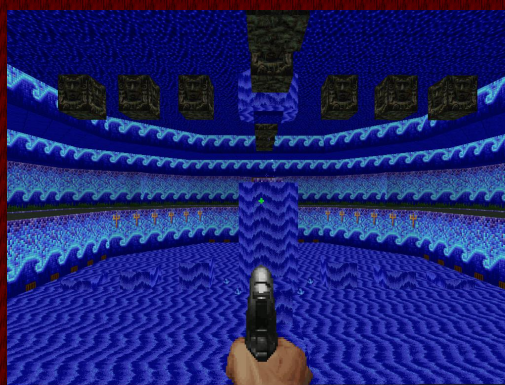
“That was nothing. I have everything under control.”

“I’m coming over.”

“No, no, don’t do that, everything’s fine!”

“I’m coming over, and I’m bringing my gun.”

Mickey left the phone off the hook as he barreled out the door, slipping on his gun belt and cursing the perverted Chaos family tree.



OVERVIEW

Another adventure through three alternate dimensions, this time all set on the desert world of New Babylon. The unstable portals take Mickey to the furthest and most dangerous reaches of the planet, and exploring them is the only way to access the hydroponic core and shut down the doctor’s inter-dimensional Turkish bath.

Visit these EXOTIC LOCATIONS in DR. CHAOS STRIKES BACK



DEAD RIVER. A forgotten tomb that now serves as home to a pack of ravenous dragon-men. This area is based on a favorite map from Chasm: The Rift, with several liberties taken with the design to make it more spacious and puzzle-oriented.



BADLANDS. At one end, a volcanic valley wreathed in lava and fiery rain; at the other, a cliffside hideout for a tribe of cannibals. Even without the inherent hazards, getting around the rocky landscape can be tricky to work out.



VERAG. This city is one of the biggest dens of scum and villainy on the planet: your only neighbors are pirates, smugglers, and brigands. Plenty of treasure to be had, if you can stomach the locals.



EPISODE 3: CITY OF CHAOS

"The Aeon Scythe is a delicate and dangerous device," said Mickey's brother, Dr. Chaos, before Mickey had left on his errand. "It was designed to tear holes in time and space wherever it is activated. It's extremely delicate and unstable. You can pick it up at the museum in the city of Dander in Norway -- it's a lovely little town with a lot of history. When you find the 'Scythe, store it only in the special case I've provided and bring it back here immediately. Most importantly, do not drop it!"

These words exploded from Mickey's drunken memory as he watched the clockwork object bounce across the floor, then shatter into pieces. Then brilliant white light engulfed the inn...

OVERVIEW

Mickey's clumsiness has split the city of Dander into three timelines, each giving the same city a different unruly personality, each created by a misplaced key of the Aeon Scythe. Once all three are retrieved, he can then fix the device and repair the city before it shatters into an infinity of chaotic copies.

GENERAL TIPS

Switch-operated devices are universal: if you activate it in one timeline, you activate it on EVERY timeline.

Areas that are abandoned in one timeline are centers of activity in another. That's likely where you'll find the key, but they might not be accessible from their own timeline.

Find the two portals before you do anything else. Then you can freely switch between timelines.

Cherish the Chaos Device. It is rare and invaluable.

NOTES

I thought about adapting an old puzzle map from Doom 2 for Dr. Chaos, but the original was too small and clumsily executed, taking place entirely inside the inn where Mickey begins his quest. I decided instead to upgrade the quest to span the entire city, using the City of Dander from Chasm: The Rift as the general floorplan.

TOUR GUIDE of CITY OF CHAOS



CITY OF DANDER. The grass is green and lush, and the inhabitants are mostly god-fearing humanoid aberrations of some sort or another. With a few exceptions, most of the weapons and ammo you'll find here are conventional and not terribly useful against spectral entities.



CITY OF MIDWINTER. A bleak, blue town beset by perpetual winter and dominated by the lord of the eerie fortress atop the mountain. Local beasts regularly raid the residential areas for food and sport, but thankfully there are plenty of magical weapons to be had.



CITY OF DOOM. The earth has revolted against this timeline and swallowed half the city in magma, blighting the rest with desolation and ruin. Monsters run rampant, and the few remaining civilians are at the mercy of the vile snake women that rule the area.

CREDITS

Maps, Story, and Snake Women by Impie

Heretic by Raven Software

Music From Bad Mojo

Title/Intermission Graphics from Alone in the Dark

Pistol Graphic by DoukDouk and GAA1992

Custom Textures by

Raven Software

Realm667

Captain Toenail

Ceeb

Enjay

esselfortium

Evil Space Tomato

Gez

Gothic

Neoworm

Nightmare

Pun1sh3r

Icytux

Rottking

Shadelight

Tormentor667

Vader

Xaser

Based Very Loosely on Dr. Chaos for the NES

