

# Northern Rebirth - Redux

## Plot Draft Proposal Version 2

### Timeline 530 YW:

Northlands remain a wild and chaotic area where orc tribes clash against each other for supremacy and have enslaved whomever they have conquered including humans who have left Wesnoth to settle in the Northlands. Drakes flights, and their allied saurians in some cases, roamed the northlands, in search of game and clashed with said orcs and other races such as dwarves and elves as well. Rumor has it that some gargantuan fire breathing reptilian had started to unify the drakes against the North.

This was case for the surface. In the underground realm of Knalga, there was little to no unity among the dwarves as they clashed with other clans for gold and jewels and with trolls who just happen to stumble into the vicinity of a clan's home territory. The once great Subterranean Kingdom of Knalga was now a shadow of its former self, with most of its resources being drained.

One such settlement was Dwarven Doors. Originally, a mix community of elves, dwarves, humans where trading and commerce flourished was now a slavers haven where slaves were sent to mine for gold, coal and metal for the purposes of orcs, goblins, saurians and ogres. (I should add in that this particular chieftain had orcs, goblins, saurians and ogres under his command). One of these slaves were Tallin. He has been a slave for his entire life but he was not devoid of hope like the rest. He dreamt of one day being a freed man. Sadly, none of the rest shared his sentiment. Such was the brutality of their oppressors.

### Arc 1: An Alliance

One day, the orcs and their allies were suddenly attacked by drakes and saurians. Tallin took this as an opportunity to escape.

### Scenario 1

Tallin starts as a Footpad with a custom sprite (no club and sling) and no weapons. He has to use his nimbleness and the dark foggy mists (fog + shroud) to escape while the orcs (might be White Fang orc remnants) are being demolished by the drakes and saurians. Three possible escape routes, one picked at random. Scenario ends with Tallin reaching "safety".

### Cutscene:

Tallin is running in some direction away from Dwarven Doors but suddenly he is beset by a pack of wolves. Before Tallin is met with his death, he is rescued by...orcs and goblins!!!

However, they are not many but just few (maybe what 1 Assassin, 1 grunt, 2 archers and 2 goblins) and then their leader, an orcish leader walks up to Tallin and introduce themselves. The orcs are defectors who were originally a minor tribe of orcs known as Withervein. However, the big orcish tribe Blood Sword attacked them, killed most of their strongest (not many to begin with) as well their tribal chief and then forced them to join the stronger tribe and gave them a miserable existence as a minority.

They mentioned that they fled during the big tribe's clash with elves, taking advantage of the fog that the forest was covered in (possible prequel stand-alone scenario here). Now, they are just moving around hoping to find some place to start their tribe anew or just peacefully spend their days. You can see how damaged these orcs have gotten to not take his life when they easily could. The leader introduces himself and remarks that if Tallin has nowhere to go, he can go with

them. Tallin, seeing no other choice, accepts. (I mean he can leave, but he'd get ambushed by other orcs or hostiles).

This band of outcasts and abused beings. Then roam together towards the mountains in stealth, as they were hardly strong enough to face any foe head on, avoiding most enemies and only confronting small boar or other edible fauna, out of desperation. Throughout this journey, Tallin and Zorfu, the orcish assassin of this band of misfits, develop a friendship due to their current predicament. Tallin also forms a friendship with the rest of the tribe members (not many to begin with though). Tallin is also given a small club and a sling as he would need something to help defend himself.

**NOTE: THIS PARAGRAPH WILL BE TOLD AS STORY TEXT.**

## Scenario 2

They eventually reach a cave entrance and have entered into the northern caverns. It's not specified where in the northlands and far north map they are in...as well...they didn't know where to map themselves and they had no map on them either.

Cave exploration scenario starts. Enemies encountered are xenophobic masked dwarf attacking trolls, saurians attacking both their quagmire home is there. Killing enemy leaders would not be possible. Trolls refuse to ally, saurians want them dead. Dwarves want to capture them for...I'd rather not say. Best they can do is just run and get some XP kills on the way and then get themselves to safety in an abandoned dwarves...research lab?...I guess it's something like that.

They manage to find some way to close off the front gate and decide to take some rest and explore a bit. Tallin and Zorfu find some side passage and stumble on a study of maybe the researcher of this former lab. There they find some grimoire of Ominous origin. Tallin thinks it would be useful and takes it. Upon leaving, Zorfu accidentally, steps on some pressure plate. The doors to a secret chamber opens.

Out of this chamber pops out of a steam-powered sharp-clawed mechanical thing. This "thing" seems to be aggressively hostile and starts attacking on sight. Mini Boss fight. This thing is heavy resistant to mundane weapons such as blade, pierce, impact and even to magical, arcane, cold and fire. Zorfu's tribe make the ultimate the decision: they let Zorfu and Tallin flee from the backdoor as they stay behind and delay this thing. They are slaughtered. All of them. What happens to the mecha-monster is not known.

Tallin and Zorfu, saddened and grief-stricken, flee and find some switch to close off the rear door from the other side. Apparently the switches are squarish pressure plates on walls so they can see them but not the players (unless I get custom terrain, but it's not necessary).

## Scenario 3:

Scenario Start Cutscene. Tallin and Zorfu are running away, maybe getting closer to the surface. Upon reaching the cave mouth, they stumble up a clan of non-masked dwarves as well as some escapee humans from other enslavement camps under the command of Aiglonder, fighting back drakes and saurians. Zorfu and Tallin have still not been sighted. Zorfu urges Tallin to get to the dwarves and humans as they do not seem to be the xenophobes encountered earlier. Tallin refuses, knowing the dwarves and humans will kill Zorfu regardless of what Tallin could do. Zorfu tries again but Tallin refuses to hinge. Finally, Zorfu pulls out a knife and cuts both palms of him and Tallin and join them in a firm hold. He declares Tallin and him are now blood brothers, loyal by blood, until death and then urges him to go and promises that he will make it out alive by stealth in some way or other and they would meet again once more. Zorfu then moves away in stealth (makes me think if making Orcish Assassin -> Slayer -> Nightblade would be cool instead of Vanilla sovereign). Tallin then meets up with the mixed band of outlaws and dwarves and joins in the resistance.

Note: In the revised plot, Zorfu has been accepted as an "ally" by the dwarves and will be staying as a hero unit for the duration of scenario 3 to scenario 5

Through out this fight, it's made apparent that the dwarves aren't doing very well on open ground and humans aren't sturdy enough to withstand the wrath of the drakes and saurians. Tallin, realising this, urges them to rally together as one band. Wanting survival, they have no choice. The first ever Knalgan alliance is formed. Together, they eventually pose enough of a resistance to cause the drakes to retreat. It's revealed that they serve some being known as Kergeom. Aiglonder remarks that that doesn't sound like a drake name as he has fought many battles against the drakes. After fighting off the drakes and saurians, Aiglonder offers to take them to his uncle, the Dwarven Lord King Hamel.

**RECRUIT LIST (TALLIN): DWARVISH FIGHTER, DWARVISH THUNDERER, DWARVISH SCOUT, DWARVISH GUARDSMAN (LIMITED, SINCE WELL...YOU ARE IN A POOR KNALGA), DWARVISH ULFSERKER, FOOTPAD, THIEF, POACHER.**

**NOTE:**

**POSSIBILITY TO GRYPHON RIDERS LATER ON, COMPLETING THE SET. MAY BE IN A LATER ARC**

**NO THUGS. REASONING: THESE HUMANS WERE ENSLAVED AND MALNOURISHED, SO THIEVES AND FOOTPAD AND POACHERS, AS THEY STOLE THEIR WEAPONS FROM ORCS AND THAT ORC TRIBE DIDN'T REALLY HAVE CLUBS.**

## Cutscene 1:

They are escorted by dwarves to a small fortress. It's a desolate sight as it can be seen as resources are dwindling. Tallin meets Hamel as Aiglonder introduces them. Hamel then updates Tallin on the current sorry state of Knalga. Hamel wishes to restore Knalga to what it once was and Tallin wishes the same for the North. They see a common goal. Enough to unite under a single banner. Hamel's scouts (few that had returned), state that it's possible to reach Kal Kartha, a dwarven settlement which had recently received prominence for having mustered a strong military presence and is been in active war against the drakes, saurians, orcs, ogres, goblins, or whatever was foolish enough to cross paths with them, and it was made known that their lord had the Hammer of Thursagan as his weapon. It was decided that Aiglonder would take Angarthing, some dwarves and Tallin's band of outlaws to investigate this, while Hamel would be on the defensive.

## Cutscene 2

Before preparations are made for this expedition, Tallin has ample time (one month) and chance to learn what the grimoire is able to teach him. Upon opening the grimoire for the first time ever, the grimoire speaks with him. The grimoire agrees to teach him what it has to offer. Over the two weeks, Tallin learns magic. He switches unit tree from Footpad to Rogue Mage.

Rogue Mage	Footpad
Shadow Mage	Outlaw
Shadow Lord	Fugitive

**NOTE: I HAVE DECIDED THAT NRR SHOULD STICK AS CLOSELY TO THE KNALGAN ALLIANCE/ DWARVES/OUTLAWS FACTION AS POSSIBLE. THUS, NO MORE LOYALISTS. NO GENERAL AND GRAND MARSHAL. EMBRACE THE SHADOWS.**

## Arc 2: Kal Kartha

### Scenario 4

Managing what little resources they could, they set via the underground tunnels as the surface regions would be too risky due to the drakes and saurians, and orcs clashing. Most of the underground journey is uneventful as the tunnels seem mostly dead, indicating movements of advance parties of Kal Kartha roaming about to reclaim Knalga from the dirt grubbers. They have to resurface in a mountainous place to find more food and water to continue the journey. By some chance they stumble upon drakes attacking gryphons.

The Gryphon leader sees them and flies towards them and speaks to them...in Gryphon speech, much like how Krawg spoke. Angarthing convinces them to help the Gryphons and defeat the drakes. As appreciation, the Gryphon allows them to ride her adolescent offspring.

This allows Gryphon Rider recruitment, completing the KA recruit list for this campaign. Dwarven Scout is the only extra unit for recruitment.

Feeling confident that the riders can now watch their flanks from the sky, they can navigate from the mountains to Kal Kartha.

### Scenario 5

Tallin and co stumble upon the feuding Bloodrock and Whitefang clans while on their way to Kal Kartha. The Whitefangs are supposed to be powerful, but they are farther from the bulk of their clan's warlords so the Bloodrocks have the advantage here. The region has snow hills mostly, but has some cave sections too. making it some surface underground mixed. The main objective here is moving Tallin to the signpost. The second object is helping the encountered Zorfu get some starting units for his clan Withervein's revival and this is achieved by killing the orc commanders. Also, Zorfu is AI-controlled and would probably move by himself. Enemies wont recruit here, but rather be MAI coded to patrol and clash or just be in specific zones of the map  
Lots of snow-type and cave-type fauna here. Bears, Stoat, Icemonax and Wolves. MAI coded  
The scenario is navigating through the bloodbath of two clans and monsters to reach a signpost  
Added challenge is player is allowed to recall/recruit highest 8 units (to conserve resources).  
There is a turn\_limit crunch possibility

**NOTE: EVERY UNIT DEFEATED BY SIDE 1 IS TRANSFERRED TO ZORFU'S SIDE. THE PLAYER'S PERFORMANCE WILL INFLUENCE THE DIFFICULTY IN SCENARIO 9.**

Possible find: Armour which gives better physical resists but going for this gets a time crunch.  
Objective Summary:

1. Move Tallin to the Signpost
2. Help Zorfu out with starting units for his clan
3. Have no less than 200 pieces of gold when reaching the signpost (there should be 100% carryover but no bonus for S4 and S5, to introduce the lesson of conserving resources)
4. Death of any hero
5. Turns run out
6. Failure to reach signpost and being overwhelmed by monsters

### Scenario 6

With gryphons, the mountain trek is made easier and faster and they are able to reach Kal Kartha to behold a bloody battlefield. Drakes and Saurians have attacked. Kal Karthan is on the defence. Tallin and Aiglonder rush to their aid and that they are able to fend off defeat the drakes. Steam-powered defenders are seen on Kal Karthas side, but no masked dwarves.

After clearing up, the allied leader allows them to meet their Lord.

## Scenario 7

They meet Karrag, who has masked dwarves as his personal guards. Tallin recognises them and notifies Angarthing who is standing next to him. After a brief exchange of dialogue, Angarthing exposes Karrag much like THoT, and a mini boss fight ensues. Karrag is defeated but they find that this was not Karrag at all. Some advanced form of the steam powered ones and this thing had a two-way runic communicator. Karrag speaks through the communicator, he applauds them and makes it known that the xenophobic war is to begin "Northlands belong to the dwarves". The hammer also crumbled, indicating it was not the true Hammer.

Angarthing suggests they go down and see if they can free any prisoners who'd be willing to join them as they need as many they can get because it's a war now. A war for the North. Everyone agrees.

## Scenario 8

Similar to Underlevels of THoT. Enemies are masked dwarves. Prisoners are here. Free them to get some more units. Prisoner types are dwarves, outlaws, orcs, ogres and goblins. Orcs and goblins will be allied. At the end, they don't find Karrag, but end up encountering a Steam-powered...Knight as the final boss. The Knight and its minions proves quite hard to subdue but they eventually win against it, finding out some tactic. Semi-direct boss fight. They also encounter multiple Flesh Golems (UtBS mob) and Abominations (IFTU mob) who are hostile to them, which seem to be the result of...Karrag's experimentations on people of other races as well as dwarves who had refused to follow him, further inciting the need to put him down.

One of heavily guarded prison cells will have a captive Eryssa and Elenia.

Angarthing (I give up spelling his name) is horrified at what Karrag had achieved with runic magic. Even remarking if Karrag is still a Dwarf (we will get to that later).

## Cutscene 1:

Kal Karthan dwarves have no idea what was taking place underneath their home. They are shocked. Aiglonder wonders where Karrag might be as he wasn't even there to begin with. Angarthing suggests spending some time here to defend it and establish a link/supply-line with Hamel and see if they can figure anything out.

## Cutscene 2:

One Week passes, Angarthing is hard at work at the underlevels, trying to find some link. Aiglonder and Tallin have to be on command. The grimoire speaks to Tallin, saying that his friend Zorfu is in trouble, not far from here. Concerned for his friend, Tallin takes some of the outlaws and dwarves.

## Scenario 9:

Tallin and his party arrive at a hilly partly snowy plain (it's snowing, so map will slowly become more and more snowy). Tallin's party are the outlaws and Gryphon Riders. They stumble upon Zorfu and he and some other orcs are beset by drake and other orcs.

They rescue him. Zorfu appreciates the rescue and tells them that he trying to win over the tribes, but they are all locked in a bitter feud between the drakes and amongst themselves here. Tallin decides to help his friend.

They have to move across the map and force the orcish leaders surrender. Each leader slain will transfer units to Zorfu and allow his side to recruit a new unit type (level 2) over this regulars. There are like 6 orcish leaders and 5 drake leaders. Probably biggest surface map battle. Will probably stay true to the classic NR by fielding lots of units, but managed by Micro AI to speed up combat times and processor speed.

Possible chance to encounter a raging Yeti mini-boss that's been woken by the ruckus the drakes and orcs are causing.

NOTE: Zorfu will be persistently side 2 from this scenario onwards to S11

## Arc 3:

### Scenario 10

Three more weeks have passed. Zorfu updates Tallin and Aiglonder on the current situation of the Northlands...or mostly the parts he had the displeasure of experiencing. The larger and medium-sized orc tribes had no unity and were constantly at each other's throats. He had won this tribal's leadership by assassinating their leader as their way and had also used assassins, wolves and archers to subdue other weaker clans and absorbing them. The tribes were heavily occupied in infighting and would sometimes clash swords with Drakes and Saurians.

Zorfu further explains that these Drakes seem to have a common leader and were hellbent on purging out the Northlands of anything that wasn't them. He additionally comments on these masked dwarves who come out caves, to attack, imprison and drag the incarcerated away. He had known some weaker clans to have come under attack by the masked ones and his scouts had reported them to be entering Kal Kartha. Thus, he had assembled his tribe for war and had marched here. Only to meet Tallin and his party having conquered it before he could.

Aiglonder and Zorfu both come to the realisation that Karrag may have somehow be orchestrating Drakes and Saurian attacks and be also involved in keeping the orcs from uniting by picking off stronger clans. Tallin also adds that his network may also be responsible for draining Knalga of its riches and resources, all to feed his goals, whatever it is.

Angarthing finally comes up, disappointed and frustrated. He had searched every corner, checked and rechecked every scrap of paper/parchment but nothing, investigated every rune wall pattern. Still nothing.

Zorfu and Tallin come up with a plan of ambushing one of the raiding parties of masked dwarves and force them to reveal the hideout. Gryphon riders, footpads and Wolf riders are sent out from Kal Kartha to scour the lands in search of any raiding party. Scouts are also sent to Hamel in the hopes that he can muster some reinforcements for them as war would be coming.

One wolf Rider returns two days later with the news that a raiding party was going northwards nearby, full of elven, orc, dwarven and human prisoners. Tallin and Zorfu decide to act. Aiglonder stays back at Kal Kartha with most of the dwarves. Tallin takes his outlaws and Gryphon Riders, and dwarven scouts.

It's Winter. They catch up with the moving prisoner carts escorted by masked dwarves before it's out of sight. There are many Masked Berserkers :) (Smiles with intent). They have capture to the leader.

Destroying carts sets units free. Possible 50/50 chance of the following Cameos: Stalrag, Ratheln. They do not join the player. Ratheln hastily says he wants to go back home and leaves. Nobody blames him. Stalrag goes away but returns as a loyal under Hamel's command.

With the help of Zorfu's riders and assassins, the leader is captured. Angarthing interrogates the leader and is horrified at what he finds out. He realises that this dwarf is...brainwashed and by runes on the underside of his helmet. On removing the helmet and armour, it's made clear this dwarf had come back to his senses but has no memory of what he had been doing. At all. The dwarf dies soon afterwards probably due to some after-effect of separation from these runes or... maybe just Angarthing and Zorfu went overboard with torturing. It's not known which.

Zorfu's recruit list will mostly be levelled Goblin Riders, Orcish Slayers, Orcish Assassins, Orcish Archers and Grunts. No Warriors or higher levels for the others. (Intentional)

Zorfu's riders pick up a prominent trail leading north and return a week later with the location of where the masked dwarves were heading. They return to Kal Kartha to update Aiglonder and prepare for the Coming battle.

## Scenario 11

Aiglonder, Angarthing, Tallin and their group of Outlaws and Dwarves..allied with Zorfu's orc tribe march north towards the supposed location of Gel Thurim, a dwarven settlement which had thought to have been lost eons ago. The northern trek ends with them coming to a volcanic plateau. To their shock, there are drakes and saurians. Placed everywhere.

The battle starts off unfavourable for them, but Hamel arrives with more dwarven clans united to his banner. With reinforcements, they press on to the keep of the Gun Thurim. As they approach the Keep, a booming roar is heard across the skies and the Kergeom, the dragon descends on them. He is massive! They fight the dragon boss. He proves to be very strong and resistant to cold for some reason which leaves Tallin confused. After damaging him enough, something happens. The illusion is broken due to his damaged runes and Kergeom is shown to be...well...a Steam-tech dragon...perhaps Karrag's masterpiece. The Drakes are shocked. Some of their flights leave but the more warlike ones stay to finish off their adversaries.

Kergeom is eventually beaten, and Tallin, Angarthing and some veterans descend into the caverns. Aiglonder, Hamel and Zorfu and the rest stay on the surface, keeping the drakes and saurians at bay, and keeping an escape route secured for Tallin.

Scenario takes place in two planes: surface and underground. Underground plane is mostly just sending units down there to activate bridges to allow rest of the surface forces to make their way to Gorn Thurim.

Note: this is the scenario where the player should be allowed to field...well, everyone they have in recall. Since the next one, they have to pick, I think this is where they should be allowed to have the Showdown experience. Which comes down to like maybe 31 units on medium difficulty. Which is okay.

## Scenario 11X - Cutscene/Pseudo Cutscene

Tallin and the rest are about to enter deeper. He has to choose 8 veterans to follow him. Rest will be with Aiglonder on the surface. Choose wisely. These veterans will be auto recalled for the next 2 scenarios.

**NOTE: ANGARTHING IS A HEALER**

## Scenario 12

Dungeon level. Navigate through the masked dwarves, flesh golems and weaker Steam Tech infested dungeon to find the entrance to the throne room of Karrag. More info to be added later, but this is mostly what this level is supposed to be like. On exploration, player can get info on how the power cores are made and it's rather disturbing, giving them all the more reason to shut down Karrag for good.

## Scenario 13

Final boss fight with Karrag's personal guard and Rune Lord Karrag himself. Karrag proves to be a capable opponent with trap runes hidden through out the room and also buff runes. Player has to carefully move around as not trigger explosion runes or death runes (around 2-3 highest). These are very dangerous. 6 rune types. Will also affect Karrag's men but they would be coded to avoided the debuff and death ones.

## Epilogue

Karrag is finally beaten...Some speech by him about what he intended to do and how he came to his current predicament. Angarthing decides that this complex and it's horrifying technology shouldn't allowed to be researched by anybody else. They leave and return to the surface, to find the drakes have decided to withdraw after Hamel, Aiglonder and Zorfu gave them quite the beating. The complex's chained supports are smashed and the complex sinks to the lava depths.

After the battle, a meeting is held between the five...Hamel, Aiglonder, Zorfu, Tallin and Angarthing.

Words are exchanged. It's decided that the maybe creating a regulatory body to keep things from getting out of hand and stabilise the north would be best. Everyone is open to join and hold its ideals. Everyone agrees. Hamel is named Lord Companion. Aiglonder, Lord of Kal Kartha, and Lord Companion. Tallin is named Lore Protector and Lord of Dwarven Doors. Zorfu is still chieftain and named Lord Companion, being first orcish tribe to join.

The Northern Alliance is created.

More epilogue text about dwarven doors being reconstructed and stuff...but I save those details later.

## Characters:

List of characters to appear. May have spelt some of their names wrong.

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### Tallin:

A human born a slave, he is hopeful that the northland humans will be free from their oppressors one day and the Northlands would be restored to their former glory. Later goes to become a leader of a band of northern humans and dwarves leading to the first "Knalgan" or "Northern" Alliance.

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### Zorfu:

An orc chieftain's son of the BrokenTusk Tribe. His tribe was not strong. They were conquered by a stronger Blood Sword tribe who had massacred most of their tribe and his father and brothers. The remaining members of his tribe had been subjugated to brutality and they had escaped at the first chance. He meets Tallin at the beginning and after a fortnight days of travelling and conversing together, they form a strong friendship, which later lead both of them to be blood brothers.



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## Aiglonder:

A dwarf, the guard captain of the Eastern Gate. Young, intelligent, related to the clan chieftain. Dwarven society doesn't have a noble class as such, but Aiglondur is from one of its leading families and will have war-gear of the best quality. Nephew of Lord Hamel and Captain of the east Gate. Unusual diplomatic type of dwarf.

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## Angarthing:

A junior loremaster, one of the last surviving ones. Young but self-conscious about being an authority figure; will dress to look older than his actual age. Very intelligent and rigidly honorable. Should be sagelike or priestly in appearance with an especially long beard. If weapons are in the portrait, he uses a bolas and a morningstar — neither of them heavy as he is not a line fighter (he will wear only partial or light armor).

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## Hamel:

A very wise, tough grizzled veteran Dwarvish Lord who, until recently, has been trapped in the caves of Knalga fighting an unending war over what little resources remain.

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## Kergeom:

The mysterious leader of the drakes and saurians who seem to have unified to lay waste to the Northlands and Far North. It's currently not known if this is a drake, or something else. More info to added later.

It's later revealed that he is Karrag's runic-ally programmed Steam-powered dragon, a very unique and advanced creation of engineering and runic magic.

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## Karrag:

The lord of Kal Kartha, Knalga's nearest Dwarven settlement and Gel Thurim, the once forgotten deep city of dwarves which had said to had been lost in an ancient war vs trolls. He is the main antagonist. He wields the Hammer of Thursagan and is said to have mastered all types of Runic magic in his unnaturally long lifespan. Through this campaign, his age is never mentioned but it is assumed to be at least 500 years, having been secretly getting followers and conducting research in secret for centuries without detection.

## Scenario Types:

Listed Scenario types to see how the scenario variety is maintained.

AxB is termed for A = "Number of player team sides" and B = "Number of enemy sides"

1. Escape
2. Exploration
3. 2v4, one sided survival

4. 2v3, hunting scenario, manage required quota or lose by attrition.
5. Navigate to the signpost while saving gold.
6. Protect Kal Kartha, 2v4
7. Mini Boss fight
8. Dungeon Crawl
9. Subjugation, large map skirmish, many many sides,
10. Rescue/Chase/Capture
11. 3v7, assault, world boss fight
12. Dungeon Crawl
13. Boss Fight with unique mechanics.

## Notes:

Notes section for particular elements for NRR

## Artefacts:

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### Grimoire.

Nobody knows where this came from. Perhaps made by some necromancer a century or two and later exposed to experimentation in that masked dwarven research lab to have it's original wrapped to some other form of magic.

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### Hammer of Thursagan

Once said to have been wielded by Thursagan, it has fallen to the clutches of the Rune Lord Karrag who aims to use it to make his goals for dwarf-kind a reality.

## Steam-Powered:

Karrag has used Runic magic to introduce a new form of technology for his dwarven followers allowing machines to be made via steam and runes. The Steam-powered units are strong and ferocious and very resistant. However, the power core which powers with runic magic has a very long refinement time and complex process (details not given) so the number of Steam-powered units are very few. As of Arc2, only 5 have been encountered so far. Probably would be like 3 more.

## Note on Characters not being carried over:

It's come to notice that many NR characters have not been added in this draft and I shall state down my reasons for this.

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### Father Morvin and Sister Thera

These Pseudo-immortal white mages played key roles in the Malifor arc and were instrumental against the orcs in classic NR. However, one thing with them is that...well...they were unkillable permanently and would sometimes be used as penetrating shields to advance through orc lines. I found this to rather...weird. And I don't see how to add them in this new rework. So, as in my language, "baad" (omitted)

As of the current draft: they are planned to be added as cameos, as in they will appear but dialogue is kept minimal and appearances are limited to allied units or brief appearances and the most important thing is that they are not immortal and not white mages. I find the very concept of 2 mages being able to cheat death without the consequences of necromancy to be very impractical. Thus, no.

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## The Lich Brothers

Doesn't make sense for them to be here. Random lichs out of nowhere? I am actually convinced they were rip-offed from Gwiti and Nati from the Dark Hordes. I think they are better off not being added here.

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## Zlex

You may know this guy as the supporter in NR, but...I replaced him with Zorfu...So, bye bye Zlex. Actually...you maybe be surprised what I did with him though. Hehe.

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## Camerin

I think he can make a cameo but that won't really satisfy anything but his backstory made little sense to me.

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## Elves

Eryssa/Elenia/Hidel/Sisal

Have minor appearances.

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## Stalrag

I think he would have been a level 3 Dwarvish Berserker as his portrait shows him as but he shows as Lord instead in a badly designed scenario. Maybe he can be a cameo but we will see.

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## Malifor

Nope. Just Nope. Random Ancient Lich out of nowhere makes little sense.

I personally detest the concept of undead being casted as random filler enemies just because there isn't anything to fill the gap. This is bad campaign design.

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## Krash

The drake burner. Who was once freed by Tallin from Malifor's clutches. Since Drakes are the secondary antagonists of this version of NR, I don't think I will be able to include him here. Maybe I can, but we shall see.

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## Ratheln

This character was chopped off the classic THoT when it was reworked during the 1.15 cycle, and has been the cause of frustration and mental dissatisfaction with the dev time due to his "unannounced" removal. I however, aim to rectify. Ratheln might be making a late game appearance in NRR, but...well...he may not be an Arch Mage anymore. Maybe just giving him a cameo role. We will see.