**Scenario 6: The Unforgiving Dawn**

**Summary:**

Scenario 1: The Unforgiving Dawn

Story:

Set in southern Wesnoth, the protagonist, an orc named Durok from a peaceful tribe, returns from an exploration to find his village devastated and his tribe slaughtered. Struck with vengeance, he starts investigating the incident.

Key Events:

The scenario begins with Durok discovering the ruins of his village. The player is required to explore the remnants.

As Durok comes across different corpses, he deduces the weapons used were of orcish origin, hinting at a possible betrayal.

Durok finds a surviving orc, Gragnok, near the river. The Karma System is introduced, with three domains: Violence, Benevolence, and Rationality. Choices made by the player affect Durok's character growth and story progression.

Interacting with Gragnok offers three choices: end Gragnok's misery (Violence +1, Benevolence -1), listen to his dying words (Violence -1, Benevolence +1), or attempt to save his life (Violence -1, Rationality +1). If Gragnok is saved, he joins Durok on his journey.

Durok discovers his father's body and picks up his weapon, vowing to seek justice.

As Durok moves away, giant rats spawn. Attacking the rats increases Karma in Violence and Rationality.

The scenario ends with two versions based on whether Gragnok is with Durok or not. If Gragnok is present, two dialogue options affect Karma in Rationality and Benevolence. If Gragnok is absent, Durok pays his respects and promises to carry his tribe's spirit.

The scenario ends with Durok beginning his journey, fuelled by vengeance and self-discovery.

Main Objective: Escape to the north-west.

Key Characters: Durok (Protagonist), Gragnok (Potential Ally)

Key Items: Gragnok's Sword (if Gragnok is killed), Father's Blade

Karma System: Tracks Durok's karma across three domains: Violence, Benevolence, and Rationality.

Antagonist: An orc named Kalgor is hinted to be the possible culprit of the massacre.

**Story**:

In the sun-drenched, sprawling wilderness of southern Wesnoth, tucked away among the verdant emerald forests and tranquil rivers, existed a haven for an Orc tribe led by its chieftain, Durok's father.

This peaceful tribe thrived on unity, a far cry from the brutal reputation orcs generally bore.

Our tale's protagonist, Durok, unlike the typical orc, was a seeker. He was curious, adaptable, and compassionate. He yearned to explore the realms beyond the confines of his tribe's territory, but his innocent curiosity was yet to experience the harsh realities of the wider world.

One day, upon returning from a solitary exploration, Durok was met with an apocalyptic sight.

His tribe lay in ruins. The village that was once filled with laughter and camaraderie was now consumed by smoke and the stench of blood. His tribe had been brutally slaughtered. His peaceful world had shattered, and he stood amid its remnants, filled with a fiery vengeance.

**Objective**:

Explore your home village's remnants.

**Event: start**

Message: Durok: ”This... this was home. Our laughter, our shared tales, all silenced.”

**Event: Durok moves onto a corpse**

First time: Message: Durok: “These are my people... who did this?”

Second time: Message: Durok: “The wounds... they look like they're made by orcish weapons. A betrayal?”

Third time: Message: Durok: “This was not just an attack... it was a slaughter.”

**Event: Durok spots a survivor, Gragnok**

Message: Narrator: “Durok spots something in the river. A body, moving ever so slightly.”

Message: Narrator: “A <b>Karma System</b> tracks Durok's, the player's, karma across three domains: Violence,Benevolence, and Rationality. Your decisions, no matter how minor, earn points in these domains, affecting Durok's character growth and story progression.”

Messages to explain the Karma System…

**Event: Durok moves to the survivor, Gragnok**

Message: Durok: “<i>(shocked)</i> You're alive! Hold on, brother. I'll find help.”

Message: Gragnok: “<i>(weakly)</i> N-no... It's too late. But you must... an orc... powerful and ruthless...”

Option 1: Durok puts the orc out of his misery.

Message: Durok: “Though it pains me to end a life prematurely, your spirit may find the peace in death that life has so brutally denied you.”

Message: Gragnok: “Kalgor will... He will chase you...”

Message: Narrator: “Durok picks up the orc's sword and brings an end to his suffering.”

The unit Gragnok is killed

Message: Durok: “So Kalgor is responsible for this massacre... Could the terror that befell us bear his cruel mark?”

Message: Narrator: “Durok received a new weapon: Gragnok's Sword”

Karma: Violence +1, Benevolence -1

Option 2: Durok listens to the orc's dying words with patience and respect.

Message: Durok: “Every breath carries weight, especially those breathed at life's end. I am here, honouring your voice and your life's untimely closure.”

Message: Gragnok: “I... It is... Kalgor...”

Message: Narrator: “With a final surge of effort to utter his last words, the wounded orc's life slips away, succumbing to his grave injuries.”

Message: Durok: “What else is it... ?”

The unit Gragnok dies

Message: Narrator: “<i>Silence</i>”

Message: Durok: “Kalgor... is he responsible for this massacre? Could the terror that befell us bear his cruel mark?”

Karma: Violence -1, Benevolence +1

Option 3: Durok makes an effort to save the orc's life.

Message: Durok: “I may not be a healer, but I won't stand idly while a brother bleeds out.”

Message: Narrator: “With a quick assessment, Durok tears off a piece of his clothing and, with practiced hands, binds the wounded orc's injuries, staunching the flow of blood. The simple act, performed amidst such desolation, serves as a beacon of compassion.”

Message: Gragnok: “<i>(with faint relief)</i> Your...aid... gives me strength... I'll stay with the living... just a while longer...”

Message: Narrator: “Under Durok's urgent care, the injured orc fights against his wounds, holding onto the thread of life with a newfound determination.”

Message: Narrator: “Gragnok joins Durok on his journey. Their bond may deepen, or fate may divide them.”

Karma: Violence -1, Rationality +1

**Event: Durok finds his father**

Message: Narrator: “Bathed in the fading twilight, a familiar shape lays silent on the ground. It's the lifeless form of Durok's father.”

Message: Durok: “<i>(in grief)</i> Father...”

Message: Narrator: “Durok spots his father's powerful weapon laying on the ground and picks it up.”

Message: Durok: “I swear, your blade shall serve me as an instrument of justice!”

Message: Narrator: “Durok received a new weapon: Father's Blade”

**Objective:**

Escape to the north-west.

**Event: Durok moves away from his father’s corpse**

2 – 4 Giant Rats spawn

Message: Narrator: “As Durok leaves his father's corpse, a loud crackle and swish grab his attention.”

Message: Rat: “<i>Squeak, queak!</i>”

Message: Durok: “Dear lord, what kind of rat is this? I could be better off just fleeing...”

**Event: Durok initiates an attack**

Karma: Violence +1, Rationality +1

**Event: Scenario ends – Version 1, if Gragnok had joined Durok**

Message: Durok: “We shall turn our backs to the ashes of our past, Gragnok. There is no solace left here for us.”

Message: Gragnok: “<i>(with reverence)</i> My life is in your debt, Durok. I trust that our shared path will shape the days to come.”

Option 1: The player thinks there will be many opportunities to return the favor.

Message: Durok: “Our path is strewn with adversity, Gragnok. Consider your debt a loan against the challenges we will face.”

Karma: Rationality +1, Benevolence -1

Option 2: The player thinks no debt shall burden them.

Message: Durok: “Speak not of debts, Gragnok. Our destinies are intertwined now; together we face the morrow.”

Karma: Benevolence +1, Rationality -1

**Event: Scenario ends – Version 2, if Gragnok had died or been killed**

Message: Narrator: “Durok stops to take one last look at the burnt village, his home, now a chilling testament to a brutal massacre.”

Message: Durok: “Goodbye, family. Your memory will guide me. I will carry our tribe's spirit, and justice shall be served.”

**Event: Scenario ends – Final dialogue**

Message: Narrator: “Durok's journey, fuelled by vengeance and self-discovery, begins.”