**Scenario 7: Crossroads**

**Summary:**

The protagonist, Durok, journeys west from his familiar homeland towards unknown territories, contemplating the recent events that led to the slaughter of his tribe by Kalgor, a formerly rational but increasingly ruthless leader. Depending on whether Durok is accompanied by Gragnok, another orc, there's additional story content about Kalgor's newly discovered power source and its corrupting influence.

Objective:

Durok's goal is to explore and ally himself with one of the strangers he encounters. The failure conditions include Durok's death, and Gragnok's death, if he has joined Durok. The presence of Gragnok may influence the narrative.

Events:

Upon reaching a village, Durok interacts with a peasant who provides information about Kalgor based on Durok's level of violence.

Durok encounters three strangers: Elara (an elf), Seraphine (a human), and Brogar (a dwarf). Each offers unique training and shares information about Kalgor. Durok's interactions with these characters depend on his level of violence and whether he's accompanied by Gragnok.

Elara offers to teach the art of precise strikes and harnessing nature's power.

Seraphine can guide Durok to channel his emotions into magical power.

Brogar proposes training in Dwarven warrior skills.

Upon entering the north-western caves, a chilling fear of darkness is sensed by Durok. A daunting wind paralyzes him momentarily as he goes deeper. Again, Gragnok's presence might change the dialogue.

Each decision made by the player will have an impact on the story progression. It is possible to continue the journey without the company and assistance of any stranger.

Overall, the scenario is a narrative-based exploration with multiple story branches and strategic choices. Depending on Durok's choices and actions, the narrative, relationships with characters, and the protagonist's abilities evolve differently.

**Story**:

Guided by grief and a bitter taste of vengeance, the journey lead Durok to the west. Through a forest, where he used to hunt, explore and uncover new secrets of the nearby wilderness.

As familiarity faded and surroundings started to feel new and less comfortable, Durok thought of his tribe’s destiny. Sorrow spread, as the only thing that came to his mind was Kalgor.

Kalgor, formerly known for his rationality and slight thirst for power, had become a fearsome leader over the past years. Although ruthless but wise, the slaughter of Durok’s tribe didn’t quite seem to fit into the bigger image. Did Kalgor chase a different goal than leading his and allied tribes to peaceful glory?

Something must have influenced Kalgor’s mind.

*#If: Gragnok had joined Durok, the following story text appears as second last:*

Durok shared his thoughts with Gragnok, an orc of seemingly cautious nature. Gragnok added to the irrational picture of Kalgor’s attack. Apparently, he had discovered a new source of power.

Kalgor had not only become influenced by the unknown, but also corrupted to seemingly small extents. Malaise had spread in his tribe.

*#endif*

A light started to shine through the dense forest Durok was journeying, as small villages revealed in the far foggy unknown. He started to realize the magnitude of his loss and new responsibility.

**Objective:**

Win: Explore and form an alliance of your choice.

Lose: Death of Durok.

*#if: Gragnok had joined Durok*

Lose: Death of Gragnok.

*#endif*

Durok can meet 3 different strangers.

You may choose to accept one stranger's company and training, or journey alone.

Gragnok may have an impact on your story development.

Any decision features a unique story progression.

**Event:** Durok enters a village in the middle of the map

*#if: violence high*

Message: Durok: “<i>(inconsiderate knocking on the door)</i> Anyone home?”

*#else: violence low*

Message: Durok: “<i>(carefully approaching)</i> Knock knock”

*#endif*

A Peasant appears next to the village.

Message: Peasant: “Blast me! Who be it at this early hour? Is it ye damn Kalgor, back fer more blood?”

Option 1: Inquire about Kalgor.

Message: Durok: “Kalgor... I seek information about him. He has wrought havoc upon my tribe.”

Message: Peasant: “Aye, that he has. The terror that orc is. Came here too, took our food, burnt our crops. 'Tis a grim time we live in, Durok.”

Message: Peasant: “Well, all I can say is Kalgor descended to the western dark caves. His men didn't follow tho, gave it a wide berth.”

Rationality +1

*#if: Violence is high*

Option 2: Weakling.

Message: Durok: “Father's Blade shall end you.”

Message: Peasant: “Easy, lad! I ain't one for fighting. Just a humble farmer, I am.”

The peasant turns to an enemy.

Violence +1, Rationality -1, Benevolence -1

*#endif*

*#if: Violence is low*

Option 2: Assure it's not Kalgor.

Message: Durok: “No, I am not Kalgor. I am Durok, an orc of the southern tribe. I mean you no harm.”

Message: Peasant: “Oh, well, beg me pardon. Not often we gets visitors, 'specially orcs that don't want to spill our guts. What brings ye here, Durok?”

Message: Durok: “I am here to seek justice for my tribe.”

Message: Peasant: “Justice, eh? Well, all I can say is Kalgor descended to the western dark caves. His men didn't follow tho, gave it a wide berth.”

*#endif*

*#if: Peasant not an enemy*

Message: Peasant: “Good luck, there may be other people more helpful for ye!”

*#endif*

**Event:** Durok moves to the Elvish Stranger, Elara

Message: Narrator: “In the lush greenery of the unknown forest, an unusual presence catches Durok's attention.”

*#if: Gragnok had joined Durok, it’s 2 orcs intruding her forest*

Message: Elara: “Halt, travelers! Who dares disrupt my forest's tranquility?”

Message: Gragnok: “Stay your words, Durok. Elves can be as deadly as they are beautiful.”

Option 1: Stand aside, elf.

Message: Durok: “Stand aside, elf. We are on a mission of revenge, and we shall not be hindered.”

Message: Elara: “I sense a deep anger within you, Durok. A thirst for vengeance. If it's violence you seek, you will find the elves a formidable foe.”

Violence +1, Elara -1

Option 2: Cautiously introduce yourself and Gragnok.

Message: Durok: “I am Durok and this is Gragnok, just some wandering orcs. We've been through a terrible ordeal and we are not looking for any more trouble.”

Message: Elara: “I sense sincerity in your words, Durok. We elves are not unacquainted with tragedies. Maybe, there is a way for us to assist each other.”

Rationality +1, Elara +1, Gragnok +1

*#else: Elara reacts friendly, it's just a lonely, young orc*

Message: Elara: “Who is it that intrudes upon the tranquil silence of my forest?”

Option 1: Introduce yourself.

Message: Durok: “Fear not, wise elf. I am Durok, son of the late chieftain of the peaceful tribe that used to reside in the east. I mean no harm.”

Message: Elara: “I sense a deep sorrow within you, Durok. You carry the weight of your people's tragedy. But you also carry a spark of hope. A desire to restore and to heal, that I am willing to guide.”

Benevolence +1, Rationality +1, Elara +1

Option 2: Conflict with the elf.

Message: Durok: “I tread these paths alone. I am Durok, a survivor of my slain tribe, seeking justice.”

Message: Elara: “Thirst for vengeance can blind one. But I see a spark of something more in you. I can offer you an alternative path.”

Violence +1, Rationality -1, Elara -1

*#endif*

**Event:** Durok talks to Elara once introduced

Option 1: Who are you, elf?

Message: Elara: “I am Elara, a guardian of these ancient forests. I was born under the oldest of trees, within a world bathed in eternal twilight. Yet, I felt drawn to the wider world, its myriad wonders, and its looming threats. I left my home to seek balance amidst chaos.”

Option 2: What training do you offer?

Message: Elara: “Every strong tree was once a fragile seed. I can teach you to channel your vengeance into constructive energy.”

Message: Elara: “I can guide the art of precise strikes and the ways of nature. You will learn to harness nature's power, and to use the environment as a tool, rather than a hindrance. Under my guidance, you will grow in wisdom and might.”

Option 3: Why would you mentor me?

Message: Elara: “My goal is to restore balance to the world. By guiding you, I hope to equip you with the necessary skills and understanding to counteract the spread of chaos and destruction.”

Option 4: What do you know about Kalgor?

Message: Elara: “He's been known as a tactician, a leader with vision. But the forest tells tales of his growing power and cruelty. I sense a darkness growing in him, a hunger for power that is leading him astray.”

Option 5: Accept the elf’s mentorship.

Option 6: Reconsider the options.

**Event:** Durok sights the Human Stranger, Seraphine

Message: Narrator: “Nearing the outskirts of a bustling human settlement, Durok perceives a figure immersed in an ethereal glow. The air thrums with strange energies, and a sense of serenity envelops him.”

Message: Seraphine: “Who approaches? Orcs rarely travel our little place or happiness. What brings you to our lands?”

*#if: Gragnok had joined*

Message: Gragnok: “Best keep our intentions clear, Durok. Humans can be as treacherous as they are intriguing.”

*#ifdef*

Option 1: We seek no trouble, human.

Message: Durok: “We mean no harm, human. We have been through great suffering and seek allies, not enemies.”

Message: Seraphine: “It appears we may something in common. Let's see if we can aid each other in our quests.”

Rationality +1, Seraphine +1, Gragnok +1

Option 2: Retort sharply.

Message: Durok: “Stand down, human. I am Durok, the last of my tribe, and I am on a journey of justice.”

Message: Seraphine: “Justice, you say? Your aura resonates with a powerful purpose. But remember, vengeance and justice are not always one and the same.”

Violence +1, Rationality -1, Seraphine +1

**Event:** Durok talks to Seraphine once introduced

Option 1: Who are you, human?

Message: Seraphine: “I am Seraphine, a magician in the service of balance and harmony. Born amidst human civilization, my affinity for magic drew me towards a life less ordinary. I walk the thin line between our mundane world and the mystical, seeking to blend both.”

Option 2: What training do you offer?

Message: Seraphine: “Magic is more than just casting spells, Durok. It is the art of seeing the unseen, connecting with the energy that binds us all. I can teach you to channel your raw emotions, to harness the latent magic within you, turning your grief into power.”

Option 3: Why would you mentor me?

Message: Seraphine: “Our paths are intertwined, Durok. As a guardian of balance, I perceive a pivotal role you play in the upcoming trials. By guiding you, I believe we can restore the equilibrium that's been upset by dark forces.”

Option 4: What do you know about Kalgor?

Message: Seraphine: “Kalgor has become more than a mere orc warlord. He earned respect through ruthlessness and cunning. But there is a greater evil pulling his strings. Be wary of him, Durok, for he is more dangerous than he seems.”

Option 5: Accept the human’s mentorship.

Option 6: Reconsider the options.

**Event:** Durok sights the Dwarvish Stranger, Brogar

Message: Narrator: “A formidable figure blocks Durok's path. Clad in layers of battle-worn armor, the stranger wields a heavy battleaxe, his eyes gleaming with an unyielding resolve. His very presence radiates power and steadfast determination.”

Message: Brogar: “Who dares trespass in our domain? Speak, orc, before my axe quenches its thirst in your hide!”

Message: Gragnok: “Stay your hand, Durok. This dwarf is no foe unless provoked. Respect his land, and he might respect our cause.”

Option 1: We mean no harm, dwarf.

Message: Durok: “Stay your weapon, dwarf. I am Durok, a wanderer seeking wisdom and allies in a world growing darker by the day.”

Message: Brogar: “A worthy endeavor, indeed. Wisdom is a noble pursuit, and a reliable weapon in times of despair.”

Rationality +1, Brogar +1, Gragnok +1

Option 2: Answer defiantly.

Message: Durok: “Silence your threats, dwarf! I am Durok, last of my tribe, on a quest for vengeance. Cross my path at your own peril.”

Message: Brogar: “I admire your fire, orc. But remember, it's not always the loudest roars that win the battle.”

Brogar +1, Violence +1, Rationality +1, Gragnok -1

**Event:** Durok moves to Brogar once introduced

Option 1: Who are you, dwarf?

Message: Brogar: “I am Brogar, son of the stone, a warrior of these halls. I've battled through countless wars, and my axe sings tales of valor and sacrifice.”

Option 2: What training do you offer?

Message: Brogar: “The weight of an axe, the rhythm of a fight, the thrill of victory - I can teach you the art of the dwarven warriors, skills that will turn your body into a fortress, and your spirit into an unyielding force.”

Option 3: Why would you mentor me?

Message: Brogar: “You stand tall amidst ruin, orc. That's the mark of a true warrior. Our races have been at odds, but there's much we can learn from each other. In training you, I believe we can bridge these chasms of distrust.”

Option 4: What do you know about Kalgor?

Message: Brogar: “Kalgor is a warlord, true to the bone. He's a force to be reckoned with, but he's lost his way. There’s a shadow around him, a darkness that ain't natural. Be careful, Durok, for he is far from what he once was.”

Option 5: Accept the dwarf’s mentorship.

Option 6: Reconsider the options.

**Event:** Durok enters the north-western caves

Message: Narrator: “Durok senses a chilling fear of darkness.”

**Event:** Durok moves to the cave’s signpost

Message: Narrator: “As Durok cautiously creeps deeper into the darkness, a daunting wind paralyses him for a moment.”

*#if: Gragnok had joined Durok*

Message: Gragnok: “Durok... brother... Careful where you're going. These caves seem to be suffused with more than just darkness.”

*#endif*

Option 1: Continue the journey without the company and assistance of a stranger.

Message: Durok: “Only fate may decide the future.”

Option 2: Nevermind.