**Scenario 1: Child of the Wastes**

**Summary:**

In the Southern Wastes of Wesnoth, young orc Kalgor idolizes his chieftain father, Kargul. During a tribal gathering, a power-hungry rival chieftain, Urgok, challenges Kargul to a duel, resulting in Kargul's death. Urgok assumes chieftainship, immediately exerting his dominance. The tribe enters an uneasy peace.

An orc scout announces an approaching goblin raiding tribe. The settlement prepares for invasion as a large number of goblins appear from the north-east. Kalgor, filled with a desire for revenge against Urgok and the invaders, watches the ensuing battle unfold.

When Urgok nears death, he flees, leaving the tribe to fend off the goblins. Young Kalgor, whose dreams of leadership have been replaced with a thirst for power and revenge, vows to reclaim his place. Unbeknownst to him, his journey will take him toward a destiny far more complex and dark than he anticipates, marking the beginning of his saga.

The scenario end assumes the tribe has been killed entirely, with Urgok having abandoned the tribe, and Kalgor being the only other survivor, starting a journey of revenge on his own.

**Story:**

Kalgor was still a young orc child, barely strong enough to hold a sword, when his first taste of the cruel, unforgiving world was served. He was born into the tumultuous Southern Wastes of Wesnoth, a harsh and barren wilderness dotted with orcish tribes.

Kalgor's father, Kargul, was a proud warrior and a chieftain, a beacon of strength to their tribe. He idolized him, his youthful eyes filled with dreams of one day leading their tribe, just as his father did.

But dreams are fragile, and reality is often harsh.

It was during a great tribal gathering. All was well until the sharp scent of treachery tainted the air. Urgok, a rival chieftain known for his unquenchable thirst for power, challenged Kargul to a duel.

**Scenario:**

Orcish settlement in the desert to the south-west of the scenario's map. The settlement is inhabitated by quite a few orcs from all types.

**Event:** Start of the scenario

Urgok: “Kargul! Your reign has been long and tiring. You have grown weak. Our tribe needs a leader with a hungry spirit and vision!”

Kargul: “Urgok, your lust for power blinds you. It feeds on the tribe, not for it.”

Urgok: “Then prepare to fall, old orc!”

Kargul: “If it's a fight you want, it's a fight you'll get.”

Urgok moves next to Kargul and an animated duel begins

As Kargul almost dies

Narrator: “In a vicious twist of fate, Kalgor saw his father fall to Urgok's blade, a sight that would haunt him for a lifetime.”

Urgok deals the final strike

Kargul: “So... be it...”

Kargul dies

Kalgor: “Father, no!”

Urgok: “Behold, Kargul is no more. I am your chieftain now. Anyone who opposes will meet the same fate!”

Narrator: “The tribe was left stunned, their leader slain, and in his place, a new chieftain had emerged. Urgok, drunk on his newfound power, showed no mercy. He claimed Kargul's position and immediately exerted his dominance. Any dissenters were quickly silenced, and the tribe was left in an uneasy peace.”

**Event:** An orcish scout appears form the north-east of the map

The scout moves towards the settlement

Scout: “I bring dire news! A goblin raiding tribe is closing in on our settlement from the north-east! They are armed and in numbers!”

Urgok: “Sound the horns, ready the warriors! This settlement is ours, and I will spill blood before I let them take it from us!”

Narrator: “The orcish settlement stirred into action, the sounds of war cries and clashing steel filling the air as they prepared for the imminent invasion.”

**Event:** A lot of goblin raiders appear from the north-east

**Objective:**

Win: Survive for a day.

Lose: Death of the child Kalgor.

Note: Units are not available in future scenarios.

**Event:** turn 4

Narrator: “The invaders charged, and the battle for the orcish settlement was ignited. Warriors clashed, steel met steel, and the screams of battle echoed across the barren wastelands.”

Narrator: “In the chaos, Kalgor watched, his heart burning with a desperate need for vengeance, both against the usurper Urgok and the invaders who sought to tear his home apart. He knew then, amidst the brutality of war, that his journey was just beginning.”

**Event:** turn 5 or urgok almost dies

Urgok: “My reign... my legacy... will have to live on somewhere else.”

Urgok flees to the south-west

Kalgor: “Foolish coward! It's never been your legacy.”

**Event:** End of turn 7

Narrator: “Young Kalgor's dreams of leadership had been shattered, replaced by an insatiable thirst for power and revenge. His heart hardened, turning into a cold stone fueled by the fires of hatred.”

Narrator: “Young Kalgor would rise, stronger and more ruthless, and he would reclaim his rightful place...”

Narrator: “Little did he know then, that his path would lead him not only towards power and revenge but also towards a destiny far more complex and dark than he could ever have imagined. This was just the beginning of Kalgor's saga - a tale of ambition, betrayal, and <b>deception</b>.”

Scenario ends automatically