**Scenario 8: Shattered Requiem**

**Scenario 1 – 7 summary:**

The tale begins with Kalgor, a young orc in the Southern Wastes of Wesnoth, who idolizes his chieftain father, Kargul. Following his father's demise in a power struggle against rival chieftain, Urgok, the young orc's thirst for revenge and power is sparked. Kalgor's ambitions fuel his rise to power as he wins the favor of other orc outcasts and consolidates his position at a tribal council gathering.

Following his rise, Kalgor's rule subtly shifts from welfare-oriented to personal ambition-focused, causing internal strife within the orc tribes. When human forces threaten their home, he takes decisive action, leading his people towards a significant conflict. With strategic decisions, unexpected alliances, and the adaptation to shifting dynamics, Kalgor ensures the survival of his people.

However, the tables turn when the orc leader is compelled to escape into the mountains due to an overwhelming human force. In these mountains, they find a mysterious labyrinthine cave that not only offers respite but presents them with daunting challenges and frightening discoveries, including the Ring of Darkness and the Blade of Dread, which grant new powers to Kalgor but also disturb his psychological stability.

The turning point in Kalgor's life comes when he meets the arcane master, Voldur, who offers him the ability to manipulate life force, even after death, in exchange for embracing darkness. Agreeing to this, Kalgor's transformation begins as he embarks on a journey to learn necromancy.

Back in his homeland, Kalgor seeks vengeance against the humans who had occupied their land. He rallies the scattered orc tribes and uses his newfound necromantic abilities to resurrect fallen orc soldiers into undead warriors, tipping the battle's balance and reclaiming their homeland. The transformation, however, instills fear among his people, who begin to follow him out of dread rather than respect.

Finally, Kalgor, struggling with nightmares and his growing fears, learns the disturbing truth about his life: he is nothing more than a puppet, manipulated and controlled by his mentor, Voldur.

**Story:**

The morning found Kalgor in the cold grip of unease. Jolted awake from a harrowing dream, his breath came out in ragged gasps as a chill sweat soaked his brow. He sat upright on his makeshift bed, his gaze riveted on the spectral shadow that was slowly drawing away from him. It crawled eerily, shapeless and silent, over the rough-textured canvas of his dwelling.

The shadow lingered on the fringes, ominous and foreboding, before melting into the fortified walls of his tent. As it dissipated, a chill crept up his spine. This wasn't an ordinary morning dread; the nightmare's terror hadn't faded with wakefulness. Instead, it had cemented into a haunting realization - his nightmares were not simply figments of a troubled sleep but harbingers of the reality that held him in its thrall, the grim puppetry enacted by Voldur.

Kalgor found himself grappling with his past. His thoughts roamed the vast expanse of his life, from the innocent days of his childhood spent in the arid wastes of Wesnoth to his early adulthood laced with a burning thirst for power and revenge. Each memory painted a vivid picture, each a thread intricately woven into the tapestry of his life, marked by the cruel hand of fate.

The journey, riddled with triumphs and losses, had led him down a path he had not foreseen. His yearning for power had drawn him into the dark allure of the arcane, right into Voldur's deceptive mentorship. The once aspiring orc was now a puppet, his life manipulated, his destiny warped by the arcane master's strings. This moment of reckoning weighed heavy on him, a stern reminder of his inescapable predicament.

A sense of urgency gripped him as he pondered his next move. His decision was born out of desperation and resilience – to confront his puppeteer. He had resolved to march south, to the forest that mirrored his nightmares, to challenge Voldur. The course of his life was to be redirected by this confrontation; a futile attempt to break free from his puppeteer's shackles.

His declaration reverberated through the silence, the very walls of his tent appearing to vibrate at the resonance of his resolve. The shadow, which had been quietly absorbed into the background, flickered as if in response. It shimmered briefly, oscillating between visibility and obscurity, as if anticipating the clash of powers that was imminent.

Their journey commenced under an overcast sky, leading them towards the welcoming edges of the forest. For the first few hours, the forest was a pristine haven, a riot of green as far as the eye could see. The dense canopy overhead was like a vibrant patchwork quilt, woven with countless hues of green. Sunlight filtered through the leaves, casting dappled patterns on the forest floor. The air was fresh and invigorating, filled with the chirping of birds and the rustling of leaves.

However, as they ventured deeper into the heart of the forest, it was as if they were traversing an uncanny threshold, crossing over into a realm of nightmarish surrealism. The vibrant greenery seemed to wane, yielding to a palette of muted grays and disturbing hues of deep red. The usual melody of the forest - a symphony of bird songs, the rustling of leaves, and the distant gurgling of brooks - was gradually replaced by an unsettling, rhythmic hum, the eeriness of which seemed to echo in the very marrow of their bones. As they advanced, they witnessed how once robust trunks were now gnarled and twisted, their branches reaching out like skeletal hands yearning for salvation from the enveloping darkness.

The world around them grew dimmer, the sunlight suffocated by the sinister transformation of the foliage above. The air turned chill, the once-familiar forest scents of loam and leaf rot overtaken by a metallic tang, almost like the aftertaste of fear. The forest was evolving, or rather devolving, into a grotesque landscape that bore an uncanny resemblance to Kalgor's haunting nightmares.

Shadows danced in the corner of their eyes, the eerie silence was occasionally punctuated by the distant crackling of a twig, sending a wave of goosebumps down their spines. Every instinct screamed at them to turn back, but the resolve in Kalgor's eyes was unwavering. The trepidation they felt was palpable, but the anticipation of the impending confrontation was even more overwhelming, binding them to their path. They ventured forth, the impending doom looming ever larger in their path, ready to face whatever malevolent power Voldur held over the forest.

**Scenario:** Kalgor and his men find themselves north of the very forest Kalgor’s nightmare took place in Scenario 7, but a wider map, revealing two small islands in swamps / deep water. Each island has a special item for the player to pick up: One offers a flaming sword, the other holy water. To the south, just like in Kalgor’s nightmare, settled Voldur, with an army of undead.

**Start:**

Narrator: “Kalgor, visibly pensive, turned towards his loyal lieutenant, Gromak, his voice cutting through the oppressive silence.”

Kalgor: “This forest... it's changing. It grows darker, with an evil, creeping silence.”

Random Orc Warrior: “Aye, Chief. It's as if the very life is being drained from it.”

Kalgor: “This is the forest of my nightmares. It's not merely dying... it's transforming, bending to Voldur's wicked will.”

Narrator: “Kalgor's gaze darkened, lost in a memory.”

Kalgor: “The cave, where I found the relics of darkness, the ring and the blade. It bore the same aura. As if it, too, bent to Voldur's will. I used to think him just a wielder of dark magic. But... what if he is more than that?”

Random Orc Crossbowman: “You think Voldur is something... greater?”

Kalgor: “I don't know what he is. But I do know that we can't let our fear of the unknown weaken us. Our will is stronger than his, and it's our will that will see us through this battle.”

Random Orc Warrior: “Aye, Chief. To the very end. We won't let Voldur's twisted magic consume us. We're stronger than that.”

**Objectives:**

Win: Defeat Voldur.

Lose: Death of Kalgor.

Note: There may be items to pick up for your benefit.

Note: Kalgor can resurrect his fallen men by moving onto their corpses.

Note: For each risen body, Kalgor takes damage.

**Event:** Kalgor’s men reach the bottom half of the map.

Narrator: “As the mist lifted, the formidable figure of Voldur stood tall amidst his legion of undead. The sight of his puppeteer stirred up a torrent of emotions in Kalgor, but his focus remained unwavering.”

Kalgor: “Voldur! Your days of manipulation have come to an end. Darkness will swallow you whole.”

Narrator: “Voldur's response was a chilling laugh, spreading through the forest like a poison.”

Voldur: “Kalgor, my puppet. Do you not realize? Time is on my side. Eternity is my ally. And you will serve eternity's will.”

Voldur: “Even if you were to defeat me, to strike down this corporeal form... I will persist. I am everlasting, Kalgor. I <b>am</b> eternity.”

Voldur: “And eternity... shall bring order to Irdya.”

Voldur: “Lay your weapons down, my slave of darkness. Join my command in eternity and lead this continent to once proclaimed prosperity.”

Kalgor: “I will end your terror, whether it be today, or in the endless tomorrows.”

Voldur: “Perhaps you deceived me, young orc. Perhaps the biting cold of death is meant to be yours.”

**Event:** Once the mist lifted, one round later, Woses appear from the south-east

Narrator: “As Kalgor and his men secured their position, they heard the soft rustling of leaves from the southeast. From the shadows of the forest, a group of Woses appeared, their sturdy forms hewn of wood and moss.”

Narrator: “A towering entity slowly turned around, his voice rumbling like ancient thunder.”

Bumbardul: “Kin...Awake. The...evil darkness...grows. We...must...stop it.”

Narrator: “With a resonating murmur, the forest rustled, trees awakening to Bumbardul's call, their roots shifting beneath the soil. Kalgor watched, awestruck by the display of primal power. He stepped forward, raising a hand in peace.”

Kalgor: “I am Kalgor, friend to the forest, and enemy to the one you call the 'evil darkness'. I need your aid to bring an end to Voldur's reign.”

Narrator: “Bumbardul turned his gaze upon Kalgor, the deep-set eyes filled with suspicion, identifying the orc before him as a potential threat, yet another danger to nature's eternal peace and silence.”

Bumbardul: “You...swing axe...and sword...like orcs...like undead. You...friend?”

Kalgor: “I wield my weapon not against the forest but for it, against the likes of Voldur who corrupt it. Our enemy is the same.”

Narrator: “Bumbardul seemed to ponder over Kalgor's words, the powerful voice softening with understanding.”

Bumbardul: “If...you swing...axe for forest...for life...then...you...friend. We...fight...together.”

Narrator: “In this precarious moment, an unlikely alliance was formed, the weight of their task grounding them in shared purpose against the corrupting force of Voldur.”

**Event:** Kalgor’s men march even closer to Voldur

Narrator: “As Kalgor and his men approached the malevolent stronghold of Voldur, the air around them suddenly grew colder, and a menacing chill seemed to seep from the ground itself. Kalgor could feel the unnerving presence of the unseen, a feeling he knew all too well. It was the familiar chill of necromantic energy.”

Voldur: “Come forth, my children of darkness!”

Narrator: “With a thunderous roar, the ground split open, and skeletal warriors erupted from the depths, their eye sockets glowing with a sinister, blue light. The sight of these terrifying apparitions sent a shiver down the spines of even the bravest orc warriors.”

Kalgor: “There is no retreat, men. Today, we face our fears, and we strike back.”

**Event:** Voldur dies

Narrator: “The battlefield was eerily silent as Kalgor stood over the defeated Voldur. His once formidable form was dissolving into the fetid swamp, the ground bubbling and churning as it absorbed him.”

Kalgor: “Even in death, you are a blight upon the land.”

Narrator: “Voldur, barely more than a whisper, his voice carried on the wind as his form dissolved further into the swamp, chuckled softly.”

Voldur: “Embrace... the... darkness... young Kalgor. Only darkness... lasts forever.”

Narrator: “The wind carried his words across the battlefield, a solemn promise to the evil that had just been vanquished, yet threatened to return.”

Narrator: “And then, a cacophonous, otherworldly sound filled the air. It was as if the very wind had turned into a chorus of the damned. Then, as quickly as it had started, the noise faded, replaced by a gust of wind carrying with it echoes and whispers, chilling Kalgor to his core.”

Narrator: “Silence.”

**End of scenario**