**“Deception” Campaign Concept**

Part 1: The life of Kalgor, shaping him as the antagonist of Part 2, as well as revealing more information about Voldur.

Set in the untamed southern region of Wesnoth, "Deception" chronicles the odyssey of Durok, an unsuspecting orc whose placid life is shattered when his tribe is brutally annihilated. Spurred by justice and self-discovery, he navigates the labyrinth of Wesnoth's terrains — lush forests, towering mountains, and enigmatic caves — as the stage for his journey. Along the way, Durok crosses paths with four potential mentors, each teaching him about the world beyond his tribe and the power within him. The player's choices shape Durok's evolution and the trajectory of his quest.

The campaign's intrigue deepens when Durok stumbles upon a malicious scheme devised by Kalgor, a rogue orc chieftain known as the Deceiver, puppeteered by the necromancer Voldur. This revelation thrusts Durok into a treacherous world of conspiracy, deceit, and occult magic. The player's choices will determine whether Durok transforms into a ruthless leader, drunk on dark arts, or a judicious champion, guided by benevolent mentors.

"Deception" is a narrative-rich campaign that champions exploration, suspense, and strategic decision-making. Prioritizing story over combat, it weaves a unique player-driven tale within the fantastical world of Wesnoth.**Story Progression Point System / Karma**

The decision-making process in "Deception" is driven by a sophisticated system of Story Progression Points, which shape Durok's character and karma across two domains: Violence and Rationality. Decisions, no matter how minor, earn points in one or both of these domains, subtly steering Durok's character development and story progression. The cumulative points in each domain determine Durok's interactions, responses, and the story's course.

• **Violence**: This domain gauges Durok's propensity for aggression and confrontation. High points in Violence make Durok more physically powerful and intimidating, prone to solving problems through force, and more likely to prompt violent outcomes in the narrative.

• **Rationality**: This domain assesses Durok's wisdom, strategic acumen, and level-headedness. Higher points in Rationality make Durok more cunning and strategically brilliant, more likely to make decisions based on careful deliberation, and more apt to find peaceful or diplomatic solutions.

The Story Progression Point System has different thresholds that unlock new dialogues, abilities, character interactions, and story branches. Moreover, choices that earn points in one domain could also subtract points from another. For instance, an act of unnecessary brutality could earn Violence points but subtract Rationality points. This dual effect underlines the potential consequences of each decision and encourages players to carefully consider Durok's character development and the story's direction.

This intricate system is designed to make decision-making in "Deception" meaningful, impactful, and reflective of the players' unique playstyle.

**Writing Guidelines**

1. Rich Imagery: Use detailed, descriptive language to paint vivid scenes.
2. Emotional Insight: Portray characters with emotional depth, reflecting their experiences and feelings.
3. Player-Driven Dialogues: Let dialogues reflect player choices and the Karma System outcomes.
4. Fantasy Tradition: Maintain traditional fantasy tropes consistent with the game's lore.
5. Third-Person Perspective: Use third-person narration for context and commentary.
6. Direct Dialogue: Employ direct character speech for self-expression and emotional conveyance.
7. Suspense Building: Utilize foreshadowing and hints to build anticipation.
8. Conflict Creation: Inject tension and conflict for compelling narratives.
9. Karma Consequences: Integrate Karma system impacts into the storyline.
10. Cultural Continuity: Infuse orc cultural norms and references for societal depth.

**Characters**

1. Durok (Protagonist, Orcish Farmer)

Durok is inquisitive, adaptable, and compassionate. He has an inherent curiosity about the world beyond his tribe and a strong determination to learn. The brutal slaughter of his tribe serves as a catalyst that turns his peaceful existence into a relentless quest for vengeance. As he ventures into the world, he must make critical decisions that shape his abilities, relationships, and narrative. Durok's character growth is intimately tied to these choices. If he embraces the path of the necromancer, he might lose his compassionate edge and become more ruthless, manipulative yet strategically cunning. However, choosing to learn from the elf, dwarf, or magician can take him down a path of wisdom, diplomacy, and leadership.

1. Kalgor (Antagonist, Orcish Warlord)

Kalgor, known for his brutality and dominance, starts as a fearsome leader, but his character evolves when he is revealed to be manipulated by Voldur. He's shown as both a villain and a victim, with his tragic fall adding depth to his character. Kalgor's ambition blinds him, leading him to his downfall and a climax that mirrors the consequences of unchecked power and manipulation.

1. Gragnok (Orcish Grunt)

Gragnok is Kalgor's estranged cousin and former lieutenant, known for his discipline and endurance. He grew disillusioned with Kalgor's brutal quest for power, which led to his disgrace within their clan and a severe beating that left him at death's door. He holds vital knowledge about Kalgor and Voldur's scheming.

**Story Development if Durok Spares Gragnok's Life:**

If Durok chooses to save Gragnok's life, the orc joins him on his journey, grateful for his second chance. Gragnok assists Durok with strategic insights, a first-hand understanding of the enemy's tactics, and the strength of a battle-hardened warrior. As a form of redemption, he stands against the very orcs who abandoned him, forming a steadfast bond with Durok and his team.

**Story Development if Durok Doesn't Spare Gragnok's Life:**

If Durok chooses not to save Gragnok, he falls victim to Kalgor and Voldur's dark arts. The orc returns as a formidable undead soldier, serving Kalgor and Voldur in their ruthless pursuit of power. Gragnok's death and subsequent transformation into a servant of evil acts as a grim reminder of the tragic consequences of unchecked ambition and brutality.

1. Elara (Elvish Archer)

Elara, with her profound wisdom and grace, embodies the balance of nature. She's experienced, calm, and somewhat aloof initially. However, if chosen by Durok, she becomes more invested and reveals her hidden guilt about her passive role during the massacre of Durok's tribe. This shared grief might spark a bond of understanding and possibly love between them.

1. Brogar (Dwarvish Axe Warrior)

Brogar is tough, stoic, and deeply loyal. He carries the weight of his past with a quiet strength. If Durok chooses him, Brogar becomes a dependable ally and a patient tutor. The revelation of Kalgor's role in his clan's internal feud adds a personal layer to Brogar's character and aligns him with Durok's quest.

1. Seraphine (Human Magician)

Seraphine is knowledgeable, understanding, and peace-loving. She provides Durok with a different perspective of humans. If chosen, she becomes a nurturing guide to Durok, teaching him powerful magic and human virtues. The revelation about her sister's role in the massacre complicates their relationship, introducing themes of trust, betrayal, and love.

1. Voldur (Necromancer)

Voldur is intelligent, enigmatic, and morally ambiguous. He is a master manipulator, a characteristic that is reflected in the campaign's story. Despite his sinister demeanor, he shows a strange empathy towards Durok. If chosen by Durok, Voldur imparts his vast knowledge of forbidden magic. But the revelation of his role in controlling Kalgor forces Durok and the player to question the morality of their alliance.

**Scenarios**

The campaign is structured into 10 main scenarios, each acting as a pivotal point in Durok's journey. In addition to the main campaign, we propose compact optional scenarios that deepen the understanding of our antagonist, Kalgor, and his puppeteer, Voldur. This side story enriches Kalgor's character, making him more than just a villain but a tragic figure twisted by power and manipulation.

UPDATE: The antagonist-scenarios have become Deception Part 1, consisting of 7 scenarios. Part 2 will feature Durok’s main story line with expectably 10 scenarios per storyline.

1. **The Unforgiving Dawn**: Durok discovers his village in ruins. Here, the player is introduced to the basics of the game while uncovering the remnants of the attack. Durok makes a solemn vow to avenge his tribe. This acts as an introduction to Durok's character and motivation.
2. (optional) **Child of the Wastes**: This scenario encapsulates Kalgor's harsh upbringing in the southern wastelands of Wesnoth. Explore his early life and understand the trials that shaped him into the feared orc chieftain.
3. **Crossroads**: Durok explores the wilderness west of his burnt down village, uncovering secrets about Kalgor's past and potential allies. He stumbles upon an elven party led by Elara, meets Brogar, a dwarf warrior outcast, and Seraphine, a human magician. As the narrative uncovers more information on each potential ally, as well as Kalgor, the player makes a choice to follow one of three allies, defining the next part of Durok's journey.
4. (optional) **Ascent to Power**: Experience the turning point where Kalgor ascends from a young adult to a dominant leader within his tribe. Witness his ruthless pragmatism, intelligence, and ambition that lead him to power, but also set him on a dark path.
5. **Training Grounds**: Depending on the chosen mentor, Durok's character evolves in terms of abilities, worldviews, and relationships. Each mentor offers him a unique mission that aligns with their character's strengths, aiding in their bond formation.
6. (optional) **Council of Shadows**: Kalgor engages in a heated argument with Durok's father at an orc council meeting. Their ideological differences highlight the divide among orcish clans, and Kalgor's manipulation and persuasive abilities come to the fore. This scenario sets the stage for the power struggle and treachery to come.
7. **Shadow of the Past**: Durok experiences flashbacks about his tribe, increasing his determination. He also learns about Kalgor's hand in the massacre, fueling his thirst for revenge. Durok’s character further evolves all aspects.
8. (optional) **Whispers in the Dark**: Experience the critical moment when Kalgor encounters the enigmatic Voldur. Discover the allure of forbidden magic that tempts Kalgor and the promise of power that sets him on a path of destruction.
9. **Unexpected Alliance**: Durok crosses paths with Voldur, who offers a quicker path to power through forbidden magic. The player has to decide whether to accept this risky deal or stick with the chosen mentor. This decision shapes Durok's moral compass and character development.
10. (optional) **Bloody Betrayal**: Witness Kalgor's chilling massacre of Durok's tribe under the influence of Voldur. This scenario reveals the extent of his corruption, also hinting at unseen machinations and the dark magic involved in this tragic event.
11. **Darker Deeds**: Upon choosing Voldur, Durok starts training in necromancy, developing powerful abilities but becomes increasingly ruthless. If he stays with his mentor, he becomes more skilled and diplomatic, leading missions against Kalgor's forces.
12. **Bitter Truths**: Revelations about the mentors' pasts complicate Durok's relationships with them. This further deepens the narrative and provides new layers to the characters.
13. **The Deceiver's Grip**: Durok, now well-trained, challenges Kalgor. However, he discovers Voldur's manipulation of Kalgor. The player has to decide whether to spare Kalgor, showing him the truth, or slay him, completing his revenge. This decision determines the final path of Durok's character development.
14. **Endgame**: Durok confronts Voldur. Depending on Durok's path, he can either embrace Voldur's teachings and join him or reject his path and battle him. The player's decision here will lead to two drastically different endings.
15. **Epilogue**: If Durok chose the path of wisdom and diplomacy, he becomes the leader of a united front against future threats, creating a peaceful coexistence among different races. If he chose the path of vengeance and power, he takes Voldur's place as the new master of forbidden magic, ruling with an iron fist but ensuring his tribe's safety. Each choice reflects on the character's growth and the impact of the player's decisions throughout the campaign.

Each scenario provides a unique platform for character and narrative development. Choices made by the player within these scenarios affect both immediate and long-term outcomes, ensuring a rich and dynamic gameplay experience. The campaign also has multiple possible endings, making the story's conclusion unique to each player's decisions.