

<Insert Name Here>

Timeline of this RPG:

25 YW:

An Orcish Settlement, Ord Dagvudh, is founded in between the two massive mountain ranges north-eastwards from Lintair Forest.

25 - 100 YW:

Having settled at a location where game was abundant, the settlement expanded unhindered, growing in size and diversity. Eventually goblins, ogres, trolls, and even some Minotaurs from the Silver Lands become residents (note Minotaurs can be opted out if it's decided not to include them). Sovereignty remains to orckind as they were the founders.

115 - 119 YW:

Despite enjoying nearly a century of peace, tranquility is disrupted when flights of Drakes attack Ord Davugh. The flights are repelled back every time but more problems arise. Hunting parties face trouble and skirmishes from the drakes cause their food supplies to slowly dwindle. The current sovereign, Varguk, sends out riders to all parts of the land to attract brave and competent fighters to gather at Ord Dagvudh and resolve the mystery of the sudden drake attacks.

120 YW:

A party of 4 Adventurers arrive at the orc settlement.

Plot details:

Scenario 1: Ord Dagvudh City

No combat here. Explore, shop, interact, look for bonuses if you find any.

The adventurers negotiate with the sovereign and it is decided that they would be willing to investigate the mystery in exchange for a hefty commission. Inside the settlement area, potion, gear, weapon shops are available. Probably a bonus somewhere hidden here. From scout reports, it is discerned that the drakes come from Firecloud Peak, a massive volcanic mountain further eastwards. A lot of interactable NPC units here, with some being hireables. Possible types of interactable NPC: merchants, interesting npcs, the orcish sovereign, maybe some elves, orcish shamans, adventurers. After exploring, the adventurers set out for Firecloud Peak.

Scenario 2 - Explore, MoveTo, Kill enemies for loot

They combat the wilderness during the sojourn east. Possible enemies: rogue orcs/ogres/goblins/trolls/saurians who have defected from Ord Dagvudh, drakes, wild monsters, wild ogres, random fauna. multiple bonuses scattered on a large map. They stumble on a cave which seems to be the entrance to underground caverns beneath the volcano.

Scenario 3 - Adryn-Na's Lair

They are beset by powerful undead, but these undead seem...friendly. Later they are escorted deep underground via winding caverns to the leader, who is none other than Addryn-Na herself, an Ancient Lich. She welcomes them to her research lair where she is investigating volcanic rocks and stuff. She sheds some light on the mystery and notifies them that the volcanic is ruled by a powerful drake and is home to thousands of drakes, probably descendents of the Flight of Gorlack. Adryn-Na explains the situation to the adventurers: these drakes have entered into some trade-partnership with a clan of dwarves some decades ago. She also shares their interest in finding out why the drakes have suddenly began aggressive attacks on the orcish city, however, she cannot intervene directly as runes have been placed which allow the dwarves and drakes to detect presence of beings outside the city area (magic radar?) and thus, she cannot even get near the city without attracting two massive armies. She further elaborates that the city which might be underground is still open to adventurers and merchants. She instructs them that they can enter the city and find out the cause of it all. They agree (having little choice in the matter). Small Hub area. potion shops, armourer and weaponsmiths are available, but goods are rather overpriced.

Note: Having read the second draft from start to finish, I think adryn-Na can even be omitted since she is just making a “cameo” now.

Scenario 4 - Drake/Dwarven City outskirts

The adventurers have arrived at the vicinity of the city and have to enter. It's possible to explore the surrounding cavern and get some nifty bonuses. Upon arriving at the gates, the adventurers are interrogated and eventually allowed in.

Scenario 5 - Drake/Dwarven Lava Cava City

Another city area. Almost all NPCs are interactable. Merchants with overpriced goods. Possible interaction with a drunk dwarven berserker who will attack if insulted enough (completely up to the party). Adventurers will have to interact with the right NPCs and visit the right place to unlock a “forbidden plateau” which seems to be the source of the mystery (discovered by eavesdropping on some conversations).

Scenario 6 - Forbidden Plateau

Medium-sized map. Has dwarven and drake allies combating hostile fire elementals.

Adventurers emerge into the volcanic plateau and see dwarves and drakes fighting an endless supply of fire elementals. The mystery is solved: Dwarves have convinced drakes to raid the nearby settlement (not just Ord Dagvudh) in order to nab supplies and even people to fund their operations and occult ritual here. The Dwarves and the drakes are trying to suppress the fire elementals in order to retrieve pieces of armour (belonging to some forgotten Rune Lord of Dwarfdom) which they need for some blood ritual (no details disclosed). The commander incharge sees the adventurers and offers them gold and jewels to help out. Options: party either retrieves the pieces and exchanges them for gold OR, they run away with the pieces. Armour pieces are just rusted pieces. The drakes and dwarves won't become hostile as they are too busy trying to manage the enemies.

Scenario 7 - Going Back to Ord Dagvudh

The Party decides to take a different route to Ord Dagvudh and enter it from the south. The scenario would be a medium-sized exploration and end with arriving at the vicinity of the city. Possible enemies: rogue orcs/ogres/goblins/trolls/saurians who have defected from Ord Dagvudh, drakes, wild monsters, wild ogres, random fauna. multiple bonuses scattered across the map.

Scenario 8 - Return to Ord Dagvudh

They eventually return to the settlement but a drake flight (a powerful one) arrives as well. Help in the defence (since you lose your paycheck if you don't).

After repelling the drake flight, the adventurers are entreated to a feast by Varguk and then paid handsomely from the vaults. If the armour pieces were stolen and not sold, a new (alternate) ending is unlocked which is Varguk only offering the party their commission if they hand over the pieces. The pieces will then be used as a bargaining asset to make the drakes cease attacking for good as their dwarven allies would be after it. Alternately, the drakes and dwarves might attack with full force now... (but that hardly concerns the adventurers...they can leave as they have been paid)

The End.

Player Party Details:

The player(s) have the freedom of choosing whatever units they want for their party, but I am willing to add hints that they should have at most one unit with healing capabilities, a tank and 2 damage roles. This is for MP so players should get the choice of playing with their preferred era/factions.