

<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 expands unhindered, growing in size and diversity. Eventually goblins, ogres, trolls, and even some Minotaurs from the Silver Lands become residents. 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:

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.

Scenario 1 - 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.

They are beset by powerful undead, but these undead seem...friendly. Later they are escorted to the leader, who is none other than Addryn-Na herself, an Ancient Lich. She welcomes 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 dragon and thousands of Drakes. She informs them that she has something which can stop the drakes from harassing the settlement but she would only give them the artifact if they do an errand for her. They agree (having little choice in the matter). Small Hub area. potion shops, armourer and weaponsmiths are available, but goods are rather overpriced.

Scenario 2 - Steal rocks, avoid killing hatchlings (unless you are evil)

With the help of Addryn-Na's minions they assault a hatchery to steal...some rocks...yes...special rocks. Enemies: multiple drakes, fire guardians, fire wraiths, wyverns and cave wyrms spawning from unreachable places and harassing the adventurers and their AI allies.

Underground, but a lot of lit braziers, and light sources to make it manageable for lawful units. Map is also made friendly for units which do not do so well on caves. This is done to not force a bias in adventurer-type selection.

After completing the job, the Ancient Lich enchants some of the magic-attuned rocks with her cold magic and creates a drake repellent. Rest, she keeps as her research materials.

Before leaving, the Ancient Lich invites them for another quest if they are willing: an expedition into an abandoned Dwarven Kingdom - Kal Gur Dorum, not far from her lair.

Scenario 3 - Escort, explore (if you can), fight

Same map as scenario 1 but they have to escort the caravan, drawn by Soulless/Corpses to the settlement and ensure it reaches the destination with enough repellent. The caravan will occasionally be attacked by random enemies so players will have to stay vigilant.

Scenario 4 - Defend, Survival

They eventually reach the settlement with drake repellent, but a drake flight (a powerful one) arrives as well. Help in the defence.

Allied defenders will gain *cold* damage but their upkeep cost would be +1. Number of units with this buff varies with how many rocks the adventurers stole in Scenario 2.

After repelling the drake flight, the adventurers are entreated to a feast by Varguk and then paid handsomely from the vaults. 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.

Intermission:

Players are given the choice. End the campaign or...take up Addryn Na's offer and assist her research in the Dwarven ruins expedition. Possible sequel hint.

(Note, if the campaign should end at scenario 4, then this part can be omitted)

Scenario 1/5 - Expedition Scenario (Sequel, or continuable from part I)

Massive cave system scenario with abundant "dwarven runic light sources" for a neutral time area. Adventurers must gather pieces of the former Rune Lord's armour from various segments, solving puzzles, fighting monsters and maybe bargaining with cave denizens. Once gathered, they return to Addryn-Na and she uses her magic to...Well...

(if starting as a stand-alone, players will receive 65 XP each.)

Scenario 2/6 - Boss fight finale (Sequel, or continuable from part I)

The Rune Lord is revived as an uncontrollable Undead Rune Lord Lich boss (who summons minions) and the adventurers must assist Addryn-Na combat this threat. Addryn-Na will also summon level 3 Undead. Ending is ambiguous. The party either survives or perishes.