**Scenario 9: Nature’s Will**

**Scenario 1 – 8 summary:**

Beginning as a young orc striving for revenge, Kalgor's journey has led him to become a powerful chieftain, a tactical war leader, an explorer of mysterious caves, and even a necromancer under the mentorship of Voldur. As his power grew, so did his fear and paranoia, fueled by the disturbing truth that he was a puppet in the hands of his mentor. Confronted with the dire reality of his nightmares, Kalgor is compelled to take a decisive stand against Voldur. In the dawn of "Shattered Requiem", Kalgor finds himself in a familiar yet expanded landscape, north of the forest he dreamt of, now revealing two islands offering a flaming sword and holy water. However, at the heart of the forest lies Voldur, protected by his legion of undead. Kalgor's destiny hangs in balance as he marches with his men, ready to face whatever Voldur has in store. This confrontation, a power play between the puppet and his puppeteer, is a desperate attempt to break free from Voldur's oppressive control and regain his sovereignty. Voldur awaits in the south, his army of the undead assembled. As Kalgor approaches Voldur, the forest of nightmares responds, manifesting woses to fight alongside Kalgor against the impending doom. The stage is set for the clash of powers, the struggle for control, and the unwinding of Voldur's sinister plans. Eventually Kalgor manages to defeat Voldur, with his corporeal form dissolving in the surrounding swamps, and his ethereal form escaping with a spectacular play of otherworldly dark magic.

**Story:**