

Legends  
Of  
Shadow World®  
Chapter 5: The Conclave of Orhan



**The Ice Vault of Nynaku**

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**Special Contributions:**

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**Chapter 5: The The Conclave of Orhan.** Regrouping after Chapter 4, the group once again finds themselves in the Temple of Kuor in Eidolon in front of the Elder Scion. A Conclave had been called; a rare summoning of the High Priests of Orhan. After much discussion it is decided that Nynaku must be kept imprisoned or else risk his pent-up wrath on the peoples of Kulthea. The group is tasked with the final confrontation: they must travel to the North Pole and subdue a Dark God.

### Notes:

This Chapter is the fourth part to a 5-part high level adventure in Shadow World®. While it can be a stand-alone adventure it is meant to be part of an ongoing adventure; we recommend that a GM is familiar with the other parts of the series.

### Adjustments to the PCs:

The final Chapter entails a significant battle with a Dark God of Charon and his followers. Due to the “politics” of the Navigator Guilds, the GM may want to replace Sumendar with another character. In that event, a GM may want to choose a PC from the list of alternative Priest PCs; specifically, Jerrel of Cay or Sacriel D’esti. However, “in for a pound”, Sumendar has already been involved with the adventure so far, is a powerful character and the nature of the threat requires the cooperation of all the powerful organizations in Kulthea.

Once they return to Sel-Kai, the players will be fully healed and have time to rest before the last encounter. Nynaku is powerful, perhaps the most dangerous of the Dark Gods. Although diminished, he has regained much of his strength while his prison has slowly degraded. The Elder Scion and others have opened their vaults to equip the players with powerful artifacts to aid them in their battle.

### GM Narrative to group:

The group is led by a young attendant down a side hallway from the main hall. Dark rich paneling, subtle artwork and thick carpeting subtly speak of the wealth and power of the Temple of Kuor. Here, economic power is synonymous with political and religious supremacy. The clerk or aspirant Priest, a young Laan, likely of noble birth, stops and opens double doors that lead into a large airy meeting room. The center is dominated by a massive table of XXX surrounded by high back chairs. Floor to ceiling shelves holds hundreds or thousands of books, tomes and ledgers carefully ordered and straightened. Light shines through a skylight of thick glass in lead

panes. The attendant makes a subtle nod to a server featuring crystal decanters of wines and spirits—undoubtedly the finest spirits Kulthea has to offer.

{Allow a few minutes for the players to discuss, explore the room and/or roleplay. The books are all rare or important tomes. Within 10 minutes the Elder Scion will arrive}

The doors opened and the Elder Scion of Kuor strides into the room, followed by 2 scribes. Unlike the first visit at the start of the mission the Scion is wearing a practical business suit of expensive cloth and cut in an understated manner. Each of the scribes look harried and tired, their robes wrinkled, and they each carry a pile of scrolls, ledgers and papers. Both scribes scurry to low chairs in the corners of the room and begin to unpack various writing tools.

The Scion takes his place at the head of the table and surveys the group.

{While the players are rested they may also show some signs of the adventures they just experienced}.

*“First, I want to extend my gratitude for your bravery and efforts during the crisis. The Seers of Strok, and even perhaps all the peoples of Kulthea owe you a debt of gratitude. However, your work is not done; you have uncovered a plot more sinister and dangerous than perhaps any we have faced in our lifetimes. Nynaku is nearing his freedom.”*

{If any party member was lost, or the Lense was not recovered or destroyed, adjust the reading accordingly}.

*“For some background, Nynaku was one of the most powerful Gods of Charon, His imprisonment, at the hands of XXXX during the Wars of Dominion. I’m sure you are all aware of these basic facts. What you do not know was that the Dark God was interred in a special prison hidden in the northern artic circle of Kulthea. Not only has his prison been discovered by his followers, but they are slowly weakening it to allow his escape. Part of these efforts was the theft of the Lense of Strok and the gathering of forces you encountered on the Demon Planes. A Conclave was called, and the highest of the Priests Orhan met yesterday. Without the functioning Lense we were still able to ascertain much through spell and augury. Nynaku’s freedom is*

*nigh and we need to stop him. We would ask one last boon from you, to go north, stop Nynaku and his followers and re-imprison him for another millennium.”*

{Allow the players to talk and/or ask questions.}

The Scion pulls a small silver pyramid from his pocket and places it on the table in front of him. With a small gesture, a beam of light projects from the apex of the object and an illuminated picture of Kulthea appears, floating in the air and rotating slowly. The map has many small points of lights in different colors and notably the East is left blank. A stronger pulsing light emits from the top of the globe. The Scion indicates this as the location of Nynaku’s prison. {The Navigator will know this as Althan tech}

*“Here is your destination, roughly a 4 day journey in a Sky Ship.”* {The players may ask about Jumping their directly, an impossibility while carrying the new Prison}

*“We know that the Vault has been breached by Nynaku’s priests and many of his devout followers are there to witness his release. Your task is to secure entry into the Vault but timing is critical” You will be given a new prison, a small Lean pearl that can entrap Nynaku again but only after his current Prison is dispelled. This small moment will be the time of your gravest danger: Nynaku will be free and perhaps have most of his powers but you must imprison him. You go not only as powerful and potent representatives of your peoples and organization, but with the backing of Orhan itself. Each of the High Priests has provided potent gifts and artifacts towards your success.”*

{The GM should then introduce the items described below}

**Items:** The High Priests of each Lord of Orhan has provided an item to aid in the group’s success. Each is unique to the particular god and may be essential in the group’s success.

**From Valris. Hourglass.** 12” tall platinum hourglass of clear laen. Black laen dust is flowing from one sphere to the other at a constant pace no matter the orientation of the device. This Hourglass is tied to the deterioration of Nynaku’s prison. When the time expires, he will be freed. There might be some variations in the accuracy of the device.

**From Kuor. The Laen Imprisonment Pearl.** While seemingly an innocuous black “pearl” measuring 4” diameter, when radiates power and mass (treat as though it weights 50lbs!). The Pearl generates a significant *Reality Distortion* that will conflict with any Jump/Teleport/Leaving, Dimensional or Time spells within 500’. {Treat as +100 to Spell Failure}. This will preclude the group from simply Jumping to the Ice Vault—they will need to journey there by sky ship. (Sumendar’s if it was not destroyed in Chapter 1}

Activation of the Pearl is simple, and the device is keyed to Nynaku. The object needs to be within 10’ of the target, the previous prison needs to be **fully dissolved** and inactive, and it needs to be activated via a simple SCR by the wielder.

When all 3 conditions are met, the Pearl will instantly expand to a 30’ diameter, trapping Nynaku within. It should be noted, that if the bearer of the Pearl is within 15’ of Nynaku, they will likely get trapped in the prison with him....

**From Reann. Nightsky Cloak.** Soft cloak & hood of the deepest black. When worn outside at night or darkness the wearer is completely undetectable (Absurd Perception Roll, treat as True Invisibility).

**From Eissa. Soul Transference Crystal.** 6” multi-faceted Essaence Crystal. Once attuned, the wielder can capture another soul, which is stored in the gem and transfer their soul to the target’s body. User needs to have physical contact with target and targete must make an RR vs 50<sup>th</sup> lvl.

**From Phaon. Belt of Immunity.** Wearer is completely immune to heat/fire, plasma and even dragonfire. No RR.

**From Oriana. Pendant of Absorption.** Yellow cabochon pendant. Will absorb 200 hits of fire/heat damage from wearer.

**From Cay. Gauntlets of Lightning.** Grey chainmail gloves that crackle with lightning and will inflict lightning crits of equal severity. Can cast Lightning Bolt (300’ 5x hits) 2x day.

**From Jaysek. Ring of Projection.** Wearer can project an image of themselves that can move, speak

(but not interact physically with the environment). Concentration required or projection can be given simple instructions.

**From Kieron. Horn of Disruption.** An ivory horn banded with platinum. When blown it will create a “cone of impact” 200’ long, 50’ wide at end. All within must make an RR. Failure results in an impact critical based on distance from horn. 10’ – E, 20-40’ – D, 40-100 – C, 100-150 – B, 150-200 A. Horn can be blown 1/day.

**From Iloura. Bag of Flora.** Simple canvas sack with the following priceless herbs:

**From Shaal. “Quencher”.** An orb, it is malleable and appears and feels like jelly. When held it can form into any weapon shape. +25 and will deliver a Slaying critical to any fire-based creature. When used against fire it will quench the flames. Treat as 50<sup>th</sup> lvl.

**From Teris. Anklet of Blinding Speed.** 1 Charge wearer is hasted at 10x action for 1 round! Wearer takes an “E” stress critical the following round.

**From Iorak. Stave of UnTremor.** A 4’ gnarled spike of black metal. When driven into the ground it provides a 20’ radius area that is immune to tremors, unbalancing effects etc.

### The Journey:

From Sel-kai, the Sky Ship journey will take 4-6 days depending on weather, Essaence Flows and encounters. The players will be at full power, and they should spare no effort in a speedy journey.

Sulthon Ni’shaang. The GM can elect to provide 1 significant encounter—the Dragon Lord will try and waylay the group as they travel across Northern Jaiman. His reasoning is that Nynaku is also a Lord of Fire and his release will create a civil war among the Charon pantheons. It is his hope that he can use that chaos to his advantage. Depending on game style, the Dragon Lord can parley with the group or attack the ship hoping to delay them long enough for Nynaku to escape. A full battle with the Sulthon could cost the party valuation resources, but the encounter could add a layer of world geo-politics.

### The Ice Vault:

The Ice Vault is a massive stone cube that sits alone on a seemingly endless desolate ice field. Fashioned of grey stone inscribed with swirling patterns and runes, the structure is 200’ cubed. On one side are 50’ tall double doors of black metal.

Surrounding the Vault is a circle of black-robed figures turned inwards and watching in silent vigil.

The circle is 50’ from the building and the figures stand 4’ apart. There is a total of 360 Sacrificers, devoted of Nynaku who have pledged their lives and souls for their God. They are of all races and lands of Kulthea and have followed the silent call of their Lord.

The inside of the Vault is a single space, unadorned. Resting in the middle of the floor is a 30’ black sphere that is glowing with a reddish light. Surrounding the globe are Nynaku’s most faithful (and powerful) of his servants: The High Priest and his entourage and Nynaku’s Champions.

### The Faithful of Nynaku:

**Sacrificers (5<sup>th</sup> lvl).** While ordinary followers, each Sacrificer has been invested with the burning fire of their God. If one were to see under their hoods, the figures would seem as if burning from within, their skin pale with veins of fiery red. They emanate a palpable heat. Most are from humble or ordinary backgrounds few have the talent or skills of a warrior. However, at will, they can self-immolate destroying themselves and proximate foe in a fiery explosion. {Takes 1 rnd and the figure will begin to visibly burn and expand 10’r +50 Fireball that does 2x damage and inflicts Plasma criticals. Sacrificer is killed of course}. Their task is to keep anyone from interfering in the Ritual of Escape!

**The High Priest (50<sup>th</sup> lvl).** Exeron is an ancient and powerful being, offspring of a Dyari Sorcerer and a Fifth Pale Demon. He is the architect of his master’s escape and for a millennium has harvested the power to slowly erode the Prison, gather followers and raise an army for Nynaku. His focus will be solely on eroding the last remnant of power in the Prison spell. He will allow his Priests and Champions to defend him while doing so.

**The Bespoken of Nynaku (30<sup>th</sup> lvl).** There are 6 Bespoken; the most powerful of Nynaku's clergy. Each are wearing rich ceremonial robes of crushed velvet and are wrapped in chains of black steel. The Priests will immediately engage the group or any incursion into the Vault to allow the High Priest to finish the ceremony. Due to the proximity to Nynaku and the weakening of the prison the Priests are gaining access to higher level spells. {They have been limited to 20<sup>th</sup> lvl due to Nynaku being suppressed by his prison} Throughout the battle these powers will increase. The Priests have access to all Evil Cleric Lists to 20<sup>th</sup> lvl, some Open and Closed to 20<sup>th</sup> lvl and Nynaku Base List.

**Champions Carnate (20<sup>th</sup> lvl).** There are 10 Champions, each possessing a small potency of their God. All are identical faceless warriors in black and red plate mail wielding War Mattocks. The War Mattocks are +25, deliver and extra unbalancing critical and can be struck against the ground to deliver a *Tremor Wave*. All within 20' of spot struck must make a RR vs 10<sup>th</sup> lvl or take a "B" Unbalancing Crit. Like the Sacrificers, the Carnate can also immolate and explode. However, they will only do so at the very last, if facing imminent defeat in combat. {Takes 1 rnd and the figure will begin to visibly burn and expand 30'r +100 Fireball that does 4x damage and inflicts Plasma criticals}

**The Battle:** {*Insert Battle Map*}

**The Sacrificer Perimeter.** Figures are spaced 3-4' apart, creating a 1200' perimeter that is roughly 50' from the Vault. There is a haze of steam from melting snow and the area 75' from the vault is bare rock and pools of meltwater.

The figures will remain unmoving, but if anyone approaches within 20' they will burst into action, *Sprinting* to the intruder. They will attempt to grapple the target but will immolate/explode if they are within 10'. Depending on the approach, multiple Sacrificers may move to attack and the circle will shift slightly to fill in any gaps.

**Entering the Vault.** If the group or players reaches the Vault doors they will be closed. They are magically sealed (25<sup>th</sup> lvl) and have Runes of Firewall placed on them by Exeron. Anyone that

approached within 10' of the doors will trigger the runes and a sheet of black flames will envelop the entrance. Anyone passing through the flames will receive a "D" Heat Critical. No rr.

**Inside the Vault.** Upon entering the Vault, the player(s) will see a huge open space, 180' x 180', the ceiling lost in darkness high above. The walls are plain and smooth. In the center of the Vault is a 30'd black sphere with red cracks and fissures that are radiating a smoky red illumination. This provides enough illumination to bath the chamber is a dull glow. There are 1-2 dozen figures scattered loosely around the sphere. A single cloaked figure stands next to the sphere, magical illuminance is crackling from their hands to the sphere a few feet away. There is a high whining sound that ebbs and flows and the ground is shaking slightly. Many of the figures turn to the door and raise weapons or begin casting!

From when they enter the Vault, it will take Nynaku 18 rounds to break from his prison. {The Hourglass is down so low that it will be impossible to time exactly—the players should be aware that the prison will fail at any time.} As time progresses the Priests will gain additionally spell powers and the environmental effects will be more pronounced.

#### Rounds 1-3

Bespoken (6). At the start they will have access to 20<sup>th</sup> lvl spells. All will have Protection IV (Nynaku Base List) active. 3 will cast Fire Elemental III, 2 will cast Immolation IV on themselves and 1 will cast Tremor III on the group, near the door.

Champions Carnate. (10) Will form a semicircle blocking the group from the Sphere/Exeron and engage in melee.

Environmental. Noise will add +5 to spellcasting failure with a verbal component. Ground shaking is -5 to MM.

Fire Elementals (3, Very Large, 15' tall) will form and attack group/players on rnd 3.

#### Rounds 4-6

Bespoken (6). Gain access to 25<sup>th</sup> lvl spells. Possible spells they will cast: Immolation IV (Nynaku Base), Dark Channels (Spell Law) or will melee if engaged.

Champions Carnate. (10) Combat

Environmental. Noise will add +20 to spellcasting failure with a verbal component. Ground shaking is -10 to MM.

Fire Elementals (3, Very Large) will continue to attack group/players.

#### Rounds 7-9

Bespoken (6). Gain access to 25<sup>th</sup> lvl spells. Dark Channels and melee.

Champions Carnate. (10) Combat

Environmental. Noise will add +10 to spellcasting failure with a verbal component. Ground shaking is -20 to MM.

Fire Elementals (3, Very Large) will attack group/players.

#### Rounds 10-12

Bespoken (6). Gain access to 30<sup>th</sup> lvl spells.

Champions Carnate. (10) Combat

Environmental. Noise will add +15 to spellcasting failure with a verbal component. Players must make an RR vs 5<sup>th</sup> lvl each round from sonic attack or be stunned. Ground shaking is -25 to MM.

Fire Elementals (3, Very Large) will attack group/players.

#### Rounds 13-15

Bespoken (6). Gain access to 35<sup>th</sup> lvl spells.

Champion Carnate. (10) Combat

Environmental. Piercing noise will add +20 to spellcasting failure with a verbal component. Players must make an RR vs 10<sup>th</sup> lvl each round from sonic attack or be stunned. Ground shaking is -25 to MM.

Fire Elementals (3, Very Large) will attack group/players.

#### Rounds 16-18

Exeron. Gains access to 50<sup>th</sup> lvl spells.

Bespoken (6).

Champions Carnate. (10) Combat

Environmental. Piercing noise will add +15 to spellcasting failure with a verbal component. Players must make an RR vs 15<sup>th</sup> lvl each round from sonic attack or be stunned. Ground shaking is -30 to MM.

Fire Elementals (3, Very Large) will attack group/players.

Round 19. Noise and shaking stops and a “calm” descends in the vault. The black sphere flickers and then disappears. Nynaku is freed.

Nynaku will be at ½ level, PPs and Hits for 6 rounds and will then regain his full powers. He does not have the strength to travel to Charon, so his preferred options are defeat the PCs, find a gate back to Charon or be “killed” rather than be imprisoned again. He fears returning to Charon defeated and virtually defenseless against the other Gods but will do so rather than risk imprisonment. Keep in mind that in the Canon timeline, Nynaku is freed.

Exeron, depending on the situation may cast Inferno (50<sup>th</sup> lvl Nynaku Base List) to give Nynaku time to recover (or escape) or

#### Aftermath:

Victory...or Defeat?? If the players win their battle with Nynaku then he will be re-imprisoned, and the status quo will continue. Of course, Nynaku’s powers will be constrained once again and his followers will only have access up to 20<sup>th</sup> lvl spells. They will be demoralized and flee into hiding; hoping one day to rise again. It is possible that Nynaku triumphs...but that’s another story!