

Legends
Of
Shadow World®
Chapter 4: The Plains of Despair



Written & Designed by Brian D. Hanson

Proofreaders:

Special Contributions:

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Uxurat, High-Lord of the Sixth Pale stood at the edge of the balcony overlooking the fiery plains far below. His horde, the largest Demonic Host amassed for millennia, milled far below his lofty peak. Lowly drones mingled with imps flitting between towering warriors, while attended by the slave-herds from the mortal realms. Engineers from the Fifth Realm worked on monstrous war engines billowing steam and black smoke. Warlords in bloodred armor strode between thousands of Gūthūraxx Shock Troops standing with rigid discipline. At the far edge of the plateau towered two narrow spires of black stone: the Magma Gateway. Arcs of power and lightning sparked from the pillars as Nynaku's prison weakened. Soon, Nynaku would open the portal to the mortal realm and his horde would riven the unprepared world. Uxurat cared little for the plans and scheming's of the Dark God; the invasion of Kulthea would allow him to give boons to his Captains and Warriors and further cement his power as High Lord. But Uxurat also had deeper plans; his brethren had made the mortal realm their home and he intended to take what was theirs and be Master of both worlds. Susymog, Aztaur and even Morloch would bend their knee to Uxurat's will.

Uxurat's skin pebbled with power emanating a will-force. Behind him, his advisors and Captains arguing over petty details felt the wave and all bent or cowered in obeisance. Few of Uxurat's kind had ever attained his level of power and his will-force was a physical manifestation of his ability. His pleasure at their reactions was disturbed as a strobe of scintillating light flashed in the far corner of his command room. The Geode, dormant now for months, was active and a handful of figures spilled forth from the light.

Uxurat could smell them and see the power waves rolling from their bodies and possessions. Powerful beings, but no match for him, the highest Prince of the Realm. His commanders were slower to assess this new threat, but they too turned with hisses and cries of surprise. The soft-fleshes of the mortal realm had dare trespass! Uxurat could now see the Dyar, a liege of Nynaku, but another carried the stink of an ancient foe Phaon. He knew this warrior, a Paladin who had killed many of his lesser brethren. Uxurat's fear-wave peaked and washed over the mortals, bathing them in his might but the soft-fleshes neither wavered nor fled.

Uxurat felt the battle-lust come upon him and he slowly unlimbered his weapon Groth. The mightiest artifact of the Pales, Groth was crafted from the black thigh bone of an ancient Ordainer and bound in Eog and Power Runes. Palpable power washed over it and bathed the room in writhing shadows. Uxurat's commanders shrunk from the weapon, for it was rare that Groth was ever unleashed. The weapon could shred the souls and minds from foes and flatten whole areas with wanton destruction. Before Uxurat could level the artifact at the Paladin, an even smaller soft-flesh stepped from behind the golden warrior. Uxurat could not place his scent, although he too emanated power. Puzzled, he hesitated. The mortal simply raised his hand and uttered a short incantation in a calm quiet voice. In response, Groth quieted and the flickering shadows dissipated. The artifact in his hand was powerless. Uxurat stood stunned and a small trickle of fear ran through his body.

Chapter 4: The Plains of Despair. In Chapter 4, the group flees Charon through a portal but find themselves in the Sixth Pale. Here they discover that a vast Demon army is being amassed to attack Emer! Battle ensues!

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.

Introduction:

After escaping Charon (with or without Jan Jo'drin), the group stumbles through the Geode Portal into the Fortress of a Demon Lord: Uxurat the Firefang. His castle is built on a high peak overlooking a vast plain of magma rivers. Upon this plain is a vast horde of Demons from every Pale—a force unseen since the Wars of Dominion! Uxurat's Generals, Captains and Battle-Lords have gathered for a strategy session and to coordinate with several of Nynaku's High Priests. Nynaku is now days away from escaping his prison and can open the Magma Gate to Kulthea (the gate will open via the volcanic eruption at the Observatory in Chapter 1), unleashing the Demons upon central Emer.

The Geode Gate will flash scintillating colors as someone enters, but the gate itself does not allow someone to look through to the other destination. The group will go in blind but find themselves emerging from the other half of the bisected geode they entered.

The Environment of the Sixth Pale

Environment. The Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see and drop hundreds of feet to brilliant lava rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning. High upon towering spire cliffs, overlooking plains of lava are the Holds and Fortresses of the Demon-Lords, the mightiest beings in the Pales.

Air. Choking fumes and gasses. High combustibility. -25 to activities without breathing aids, +25 to combustibility resolutions. Use heat environment rules from RMU.

Gravity. 1.2z normal. -10 to all actions.

Time. Kulthea normal.

Geography. A hellish landscape of flame. High upon sheer, vertical cliffs are fortresses of dark stone.

Magic. Powerful. ½ pp needed. x2 magical effect and PP recovery is 20% faster.

Druxx'ush Kaar (D. The Eyrie of Fire Domination)

Uxurat's fortress is built thousands of feet high on a slender peak overlooking the Plains of Despair. Round, spiked towers of black stone overlook broad balconies and parapets. Uxurat's command room is open to the sky and fronted by a huge, paved stone balcony that juts out into the void. It is a commanding position that allows him to oversee the forces below.

The Demon Prince Uxurat and the Host Demonic.

Uxurat has become one of the most powerful Demon Lords in the Sixth Pale. Now, with his alliance with Nynaku he has the chance to become the ruler of the entire realm and gain power in Kulthea as well. He has promised much to gain the loyalty of new forces and spend considerable power bringing in forces from the other Pales. If his gambit succeeds, he will become the most powerful Demon in the Pales in eons, but failure will certainly result in his destruction and civil war as the lesser lords vie for power.

The horde consists of Demons from all the other realms (except for the Second Pale). The Fifth Pale

Demons have provided war machines, weapons and armor to outfit many of the other Demons

The Plains of Despair and the Magma Gate

There are approximately 10,000 Demons of varying types plus several thousand Human slaves. While chaotic there is some order necessary for a military encampment. The bulk of the army is under the thrall of Uxurat and his commanders—they will not interfere with a battle or power struggle that occurs in the fortress above until there is a clear outcome.

The Battle

Uxurat

(4) Pale VI Battle-Lords

(6) Pale V Engineer-Generals

(2) High Priests of Nynaku

(6) *Güthüraxx Guardians (spec op troops)*

{*Battle Map*}

Aftermath

If the party can defeat Uxurat, his death will immediately be felt by the horde and his followers. An all-out war will ensue on the plains below and less powerful (but still potent) Demons will fly or climb to the fortress to establish dominance. If the group does not vacate the realm, they will be forced to fight a multitude of Demonic foes!

However, now that they are in the Pales, the Navigator or Loremaster should be able to create a Gate back to Kulthea. (There should be a chance of Demons following them through the Gate, so they should carefully select their destination on Kulthea!).

Chapter 5: The Conclave of Orhan. Chapter 5 Returning to Kulthea, healing and regrouping after Chapter 4, the group is tasked with the final confrontation in the North Pole against Nynaku as he frees himself from his Laen Sphere prison. The players will need Nynaku to break free of the Laen Sphere before they can re-imprison him. They will need to battle and subdue a Dark God.