

Nexus 4 - The Battle for Amorina

Summary

The psychic scream emitted by the destruction of a Nexus gate in Amorina draws the PCs to this world (eventually after some research and some random encounters). They will come upon a city under siege where forces of Prince Lendir battle with the foul troops of Grugan. Eventually, they will find out about the two parties involved and can decide who to help and how to steal the last two parts of the staff of the Nexus from the two competing warlords.

This adventure is for 4 PCs of level 10 plus a warhost worth as least **500** points (based on the abstract combat system found on my website).

What do you need?

- The potential allies booklet for the PCs.
- Joy of Divination
- World-Book 2 Amorina

Getting There

There are many ways to get the PCs to this battle but most likely, they will be looking for the source of the psychic scream in the Nexus.

Prince Lendir's Forces

Composition

Prince Lendir has sent his son Alamir and some of his best soldiers to attack Grugan. While numerically inferior to the hordes of the beholder, they are elite warriors and highly mobile. However, they are not strong enough to quickly

decide the battle and have thus put siege to the city of Amorina.

There are 200 elven and half-elven mercenaries with simple weapons who form the bulk of the elven army.

The core troop are the elven infiltrators, 50 elven level 6 warriors with bows and elven longswords.

Aerial support is given by 20 lilends. The army is supported by 10 elven clerics of Amorax (lv 8) mounted on heavy war horses and 3 treants. The general of the army is Alamir, the son of Lendir, mounted on his holy dragon steed Lumenor.

Tactics

Alamir keeps his troops out the range of the musketeers and crossbowmen of Amorina, striking in quick raids against any who would try to leave the city, effectively negating its inhabitants access to the fields outside and therefore fresh food. The supplies are still fresh but Alamir knows that time is on his side as he has already used infiltrators to destroy the Nexus gate within the city.

Grugan's Forces

Grugan does not show his face.

His forces consist of a militia of ca. 400 normal humans and dwarves armed with improvised and regular weapons. His main force is the City Guard (100 musketeers and 100 halbardiers lv 5), the Royal Guard (50 level 5 warriors armed with muskets and halbards), and the Flesh Hooks (30 level 5 fighters, level 1 flesh hooks with spiked chains and crossbows). There are also several priests of Amorax (about 15 level 9 guys) and the reluctant mages from the academy, who will only join if hard-pressed. If cornered he will release his elite shock units which are hidden from plain sight: 80 level 4 orc barbarians who will never retreat, 10

beholder-touched trolls, 3 medusa spheres, and himself.

Subplots

Lumenor's Weakness

Lumenor has one weakness that could be used against him. Every month at full moon the connection to the forces of good is weak and he has no breath weapon and spells then. While this is not immediately obvious, he also looks weak and more yellow than golden. He will try to avoid combat at these times, a fact that has puzzled many of the followers of Alamir.

The Resistance and the Food Riots

The barbed devil Bur'Bho who runs the resistance within Amorina is more than willing to work with the PCs. Alternately, they could try to bring him down, especially after the food riots (which occur after about a week of game time) which prove his danger to the authorities. The devil hides in the sewers.

Ways To Succeed

Divination

Using divination magic is a good way to find out a bit more about the whole situation around here. **Alamir** has little protection against divination and his camp is on open book to those who would scry it. Scrying him can reveal information about his dragon steed and how powerful it is, about his general plan, and about the piece of the staff of the Nexus that he uses to close gates.

Amorina is not well protected, but the temple is (Scry DTN +4 for all inside). Gurgan's inner sanctum is even more protected (Scry DTM +8) and has a

redirect scry active which reroutes eventual spies to the dungeons under the temple. The island of the mages has a DTm modifier of +4 and most mages have *scry retaliate* active during this time of warfare.

Commune and similar spells will reveal a lot of "common knowledge" but little about the secretive Grugan, who is under the protection of his god Amora.

Gathering Info in the City

Getting into the city should be easy for somebody who has access to magic and impossible for those trying to sneak past the guards.

The people in the city are not very willing to talk to strangers and will **likely raise an alarm** if people ask funny questions. However, this might get the PCs into contact with the underground, if they are fighting against the city guard or running away from it.

Just staying in the city, however, will let the PCs eavesdrop etc. to get some information on the general situation and on the machinations of the high-ups.

However, getting in touch with leaders might be a good idea, hopefully under the pretense of being citizens of the city. None of the high ups will be willing to accept the help of the PCs to fight against the army outside (they will not ally with potential losers or traitors and are unwilling to help somebody just like that). However, the PCs can do them internal favours in return for info on the staff or help to get it (the latter only, if the PCs are very convincing about the fact that they can bring down Grugan).

Gathering Info in Alamir's Camp

Infiltrating Alamir's camp is hard due to the guards he has posted. However, invisibility or divination magic combined with listening to conversations might do the trick. There is little intrigue and deception in this

camp - however, some key infos on the elf's army might be recovered this way.

Coup in the City

One way to weaken Grugan is to help with the fall of the city. This can be achieved with a powerful army assaulting from the other side of the city, helping the resistance forces within the city or by assassinating several key people there. Also, it might be a good strategy to instigate conflict between the various powerful priests and wizards within the city.

Double-Cross

There might be ways to play off Alamir vs. Grugan but these are tough. If the PCs come up with a good plan, let them pursue it to success.

Waiting it Out

A bad idea as Alamir will quickly return to his father after the battle, thus putting the staff fragment out of the reach of the PCs. Grugan will also try to flee once everything ends. However, if the PCs anticipate this, they might be able to get both pieces of the staff rather easily.

Striking Lendir or Grugan

Due to the powerful forces involved on both sides, this has to be done very carefully, possibly weakening the sides beforehand.

Joining Good

Alamir has never seen the PCs before and even under the most favourable circumstances will be unwilling to join forces with them as he does not have the magical support to check on their background stories. If they seem friendly, he will turn them away. If he has reasons to mistrust them (e.g. they are evil), he will have them watched by one of his Lilends (with track, magic

etc.). If he genuinely thinks that they are lying to him, he will try to capture them and keep them imprisoned until he has finished his mission.

Joining Evil

The world book on Amorina offers enough hooks for the PCs to spin intrigues and gain allies within the city to further their causes. In the end though, they will have to find a way to topple Grugan and pry the staff fragment from him. Note that most people will want the PCs to do something before they will trust them, usually against their internal enemies. Only then will they feel it is a good idea to cast their lot with these new people (as they are powerful and trustworthy).

Magic Item Quests

There are several anti-dragon items to be found in the city which the PCs might get if they promise to help Amorina.

Info Checklist

Make sure that the PCs have most of the following information after their various scouting and encounters.

- There is tension within the ranks of the city defenders (the mages hate the temple etc.)
- the mysterious king is never seen in public
- There is an underground of lawful priests within the city
- Alamir is a Paladin who rides on a holy dragon whose breath weapon is pure good.
- Alamir has a staff fragment that allows him to close Nexus gates
- Both sides have a piece of the staff and the Grand Sensualist has used it to counter the piece Alamir has.
- Lumenor has personally slain the powerful champion of Amorina, Ocularion, a duke of sensory

overload (one of the most powerful outsiders serving Amora).

- Lumenor has panicked only once - during the great thunderstorm.
- Lumenor is extremely vulnerable to lightning (the "special characters" in Alamir's camp know this but will not willingly part with this knowledge)
- The priests within the city are currently working on magic items to slay dragons
- The Treants will leave should their forest be threatened (they constantly talk about their worries)

NPCs

Alamir

The son of prince Lendir is a powerful paladin fighting evil but troubled by his failures on a social level.

Elf, Pal10

Hit Dice: (10d10)
Hit Points: 69
Initiative: +2
Speed: Walk 20'
AC: 23 (25 vs. humans)
Attacks: Epus Celestia
+15/[+15 oath]/+10;
Longbow +13/+8
Damage: Longsword 1d8+1d6
electricity+4;
Longbow 1d8+3;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Aura of Courage,
Automatic Search
check if within 5' of
secret/concealed door,
Detect Evil, Divine
Grace, Divine Health,
Immunity to sleep,
Lay on Hands 40
hp/day, Remove
Disease 3/week, save
+2 vs enchantment
spells, Smite Evil

1/day, Special Mount,
Turn Undead 7/day

Saves:

Fortitude: +12,
Reflex: +10, Will:
+11 (+2 vs. *humans*)

Abilities:

Str 16 (+3), Dex 14
(+2), Con 10 (+0), Int
11 (+0), Wis 15 (+2),
Cha 19 (+4)

Skills:

Concentration 5;
Diplomacy 6; Heal 6;
Knowledge
(Religion) 4; Ride 12

Feats:

Swear an Oath, **Oath
of Combat**, Weapon
Focus (Langsword),
Mounted Combat
10

Challenge

Rating:

Alignment:

Lawful Good

Possessions: Epus Celestia, +1 **Human
Bane** Full Plate (+2 luck bonus to AC
and saving throws when fighting
humans); +1 Large Steel Shield;
Masterwork Mighty +3 Composite
Longbow; Wand (Cure Light Wounds,

Epus Celestia

Epus Celestia is the silver magical sword of Alamir, a fine blade etched with stormy clouds and lightning bolts inlaid with gold.

The sword is not intelligent but heavily imbued with the forces of good. Those using it that are not of good alignment must make a will save vs. DC 13 each day (15 if evil). If they fail, their past deeds will weigh heavily on their conscience for that day (treat as *fatigued*).

Epus Celestia is a +1 *shocking longsword*, i.e. it deals an additional 1d6 electricity damage. The shock quality is not visible until a person is struck - at that point a blue-white electrical arc crossed over from the blade.

50 chrages); Scroll (Cure Moderate Wounds); Scroll (Cure Serious Wounds)

Spells(2/1): 1-Bless, Bless Water, Bless Weapon, Create Water, Create Wine, Cure Light Wounds, Detect Poison, Detect Undead, Divine Favor, Endure Elements, Magic Weapon, Protection from Evil, Read Magic, Resistance, Virtue

2-Delay Poison, Remove Paralysis, Resist Elements, Shield Other, Undetectable Alignment

Oath Feat Effects: Lendir can make an instant oath which gives him +1 luck bonus to all saves and skill checks involving the upholding of the oath. Also, he will get an additional attack at highest bonus when fighting to uphold the oath. He will most likely swear to avenge a fallen friend. Alamir is the son of Prince Lendir and was born only after the fall of the great elven nation on Vivine. He is a tall and handsome elf with dark blue hair and amber eyes. His skin has the colour of ivory and shimmers pleasantly under moonlight. Lendir usually wears a shining silver armour engraved with elven runes, a helm with dragon wings and a amber gem, and a shield with a celtic dragon heraldic symbol. Lendir's cape is a deep green and has the dragon crest as a small white pattern.

The young paladin is a solitary knight errant, doing the bidding of his father but finding little in common with his chaotic relatives. While he worships Amora just as they do, he has little patience with their lack of order and free spirits and thus stays apart from them. His lack of social integration is getting to him and he is a sad and discontent person, drowning his feelings of inadequacy in work.

Lendir does not trust humans, which is probably an inferiority complex due to the decline of his race. He sees the dark

fey as a disgrace to be eradicated. In fact his fury towards his enemies makes him seem not so good at all but those who get to know him find him a polite and compassionate man.

Lumenor

The dragon steed of Alamir is a holy dragon breathing positive energy light cones. Currently, the dragon has the shape of an old sage but will take his true shape once attacked.

Young Adult Holy Gold Dragon (Huge)

Hit Dice: 20d12+100
Hit Points: 230 8[buffered: 250]
Initiative:
Speed: 60 feet, fly 200 ft (poor), swim 60 feet
AC: 27 (-2 size, +19 natural) [buffered: 29 vs. evil]
Attacks: 2 claws +28, tail swipe +23
Damage: claws 2d6+10, tail 2d10+5
Face/Reach: 10x20/10
Special Qualities: **SR 21, DR 5/+1, cause fear, spells, fire immunity, lightning vulnerability, blindsight 150'**
Saves: Fort +17 Ref +14 Will +18 [buffered: +19/+16/+20 vs. evil]
Abilities: Str 31, Dex 10, Con 21, Int 18, Wis 19, Cha 18
Skills: Spellcraft +24, Jump +30, Spot +24, Listen +24, Search +24, Sense Motive +24, Bluff +24
Feats: **Flyby Attack, Snatch, Wingover, Lightning Reflexes, Iron Will, Power Attack**

Challenge 13

Rating:

Alignment: Lawful Good

Supernatural Abilities: Water breathing, 3/day - polymorph self, bless

Breath Weapon (su): The breath weapon of this dragon is a 50 feet cone of searing light imbued with holy energy with a length of . It deals 10d10 points of damage to evil creatures and 6d10 to neutral ones, save DC is 27 for evil creatures and 25 for neutral ones. Good creatures are unharmed by it. Undead take an additional 3d10 damage.

Cause Fear (su): DC 24, DC 26 for evil ones, no fear caused for good creatures. Range 150 feet, creatures with 4 or less HD become panicked others become shaken for 4d6 rounds. Only one save per day is needed.

Immunities: Sleep paralysis

Spellcasting: Casts spells like a 5th level sorcerer, however divine rather than arcane spells are cast.

Spells per day: 6,7,5

0 - Cure Minor Wounds, Detect Magic, Light, Mending, Read Magic, Virtue

1 - Shield of Faith, Entropic Shield, Protection From Evil, Bless

2 - Endurance, Cure Moderate Wounds

Typical Buffs:

Endurance (+2 con, 5 hrs.)

Spells left: 6/7/4 , 6/7/3 in the afternoon

Combat-Ready Buffs:

Bless (+1 on attacks, +1 saves vs. fear, 5 minutes)

Endurance (+2 con, 5 hrs.)

Protection From Evil (+2 deflection AC, +2 resistance saves vs. evil, 5 minutes)

Entropic Shield (20% miss chance on any ranged attack, 5 minutes)

Spells left: 6/4/4, or 6/4/3

Elite Elven Warrior

Elf Warrior 6

Hit Dice: 6d8

Hit Points: 41

Initiative: +1

Speed: Walk 20'

AC: 17

Mighty (+3)

Attacks:

Composite Longbow +8/+3; Longsword +11/+6

Damage:

Longbow 1d8+3; Longsword 1d8+3;

Face/Reach:

5 ft. by 5 ft./ 10 feet

Special

Qualities:

immune to sleep,

Saves:

Fortitude: +6, Reflex: +4, Will: +2 (+4 vs. enchantment)

Abilities:

Str 17 (+3), Dex 13 (+1), Con 11 (+0), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Skills:

Climb 9; Intimidate 9; Jump 5; Ride 2; Listen 2; Search 2; Spot 2

Feats:

Lightning Reflexes, Weapon Focus (Longbow, Longsword)

Challenge

Rating:

5

Alignment:

Chaotic Neutral

Possessions:

Breastplate; Buckler; Mighty (+3) Masterwork Longbow; Masterwork Longsword; Potion of Cure Moderate Wounds (2); Potion of Levitate

Elven Priest of Amoraꝥ

Elven Cleric 9

Hit Dice: 9d8

Hit Points: 47 (*buffed:* 56)

Initiative: +1

Speed: Walk 20'

AC: 20 (*buffed:* 23, 20%

miss for ranged

weapons, 25 vs. law)

Attacks:

+1 Longsword +9/+4

(*buffed*: +10/+5),
 Masterwork Bow
 +8/+3

Damage: Mave 1d8+3 (*buffed*:
 1d8+4);
 Longbow 1d8

Face/Reach: 5 ft. by 5 ft./5

Special Turn Undead 5/day,

Qualities: Spontaneous casting

Saves: Fortitude: +8, Reflex:
 +4, Will: +11 (*buffed*:
 +10/+6/+11 vs. law)

Abilities: Str 15 (+2) (*buffed*:
 17 (+3)), Dex 12 (+1),
 Con 10 (+0), Int 14
 (+2), Wis 20 (+5),
 Cha 15 (+2)

Skills: Concentration 13;
 Heal 19; Knowledge
 (Religion) 14;
 Profession (pick one)
 16; Scry 7;

Feats: Spell Focus
 (Evocation), Great
 Fortitude, Spell
 Focus
 (Entchantment), Spell
 Penetration

Challenge 9

Rating:

Alignment: Chaotic Good

Possessions: +1 Longsword; +1 Full
 Plate; Wand (Cure Light Wounds);
 Scroll (Cure Serious Wounds) x2; Scroll
 (Dispel Magic); Scroll (Divine Power);
 Scroll (Hold Person); Scroll (Lesser
 Planar Ally); Scroll (Plane Shift)

Domains: Chaos, Forbidden Pleasure

Case 1: Prepared for battle

Spells active:
 Protection from Law
 Shield of Faith (9 minutes, +3 deflection
 bonus to AC)
 Bull's Strength (+2 Str)
 Endurance (+3 Con)

Protection from Elements (one at
 random, 108 points of elemental damage
 absorbed)

Spells memorized (6/ 6+1/ 5+1/ 4+1/
 3+1/ 2+1):
 0 - Light, Cure Minor Wounds (5)
 1 - Bless, Cure Light Wounds (2),
 Divine Favour, Endure Elements, *Shield
 of Faith*, *Protection from Law* (D)
 2 - Visions of Pleasure (Will DC: 17),
Bull's Strength, *Endurance*, Silence,
 Hold Person (Will DC: 19) (2)
 3 - Convulsion of Lust (Will DC: 20),
 Dispel Magic (2), *Protection from
 Elements*, Daylight
 4 - Symphony of hell (Will DC: 19) (D),
 Dismissal, Spell Immunity (x2)
 5 - Dispel Law (D), Greater Command
 (Will DC: 22), Flame Strike

Case 2: Everyday

*Note: Many slots are left open to fill
 according to need*

Spells memorized (6/ 6+1/ 5+1/ 4+1/
 3+1/ 2+1):
 0 - none
 1 - Bless, Cure Light Wounds (2), Shield
 of Faith
 2 - Visions of Pleasure (Will DC: 17),
 Cure Moderate Wounds (2)
 3 - Dispel Magic, Protection from
 Elements
 4 - Symphony of hell (Will DC: 19) (D),
 Cure Critical Wounds,
 5 - Dispel Law (D), Greater Command
 (Will DC: 22)

Lesser Treat

Huge Plant

Hit Dice: 7d8+35
Hit Points: 66
Initiative: -1 (dex)
Speed: Walk 30'
AC: 20 (-2 size, -1 dex,
 +13 natural)
Attacks: 2 slams +12
Damage: 2d6+9
Face/Reach: 10 ft. by 10 ft./ 15 ft.

Special Qualities: **trample**, double damage against objects, fire vulnerability

Saves: Fortitude: +10, Reflex: +1, Will: +6
Str 29 (+9), Dex 8 (-1), Con 21 (+5), Int 12 (+1), Wis 15 (+2), Cha 12 (+1)

Abilities: Hide -9 (forest +8), Intimidate +8, Knowledge (Nature) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

Skills: Iron Will, **Power Attack**

Feats:

Challenge Rating: 7

Alignment: Chaotic Good

Trample: medium or smaller for 2d12+5, those not wishing to make an attack of opportunity can make a ref save (DC:20) to halve damage.

Plant: immune to mind influencing, sleep, poison, paralysis, stunning, polymorphing

Lilend

Large Outsider (Chaotic, Good)

Hit Dice: 7d8+14

Hit Points: 45

Initiative: +3

Speed: Walk 20', fly 70' (av.)
17 (-1 size, +3 dex, +5 natural) (buffed: 22, 24 vs. evil guys)

AC:

Attacks: sword +11/+6, tail slap +6

Damage: Longsword 1d8+5;
Tail Slap 2d6+2

Face/Reach: 5 ft. by 5 ft./ 10 feet

Special Qualities: improved grab, constrict 2d6+5, spells, spell-like abilities, poison

immunity, fire resistance 20

Saves: Fortitude: +7, Reflex: +8, Will: +8 (buffed: +9/+10/+10 vs. evil)
Str 20 (+5), Dex 17 (+3), Con 15 (+2), Int 14 (+2), Wis 16 (+3), Cha 18 (+4)

Abilities: Appraise 12, Concentration 12, Knowledge (Arcana) 12, Listen 13, Perform 14, Spellcraft 12, Wilderness Lore 17

Skills: Combat Casting, Track

Feats:

Challenge Rating: 7

Alignment: Chaotic Good

Spell-like Abilities: 3/day - darkness, hallucinatory terrain, knock, light, 1/day - charm person, speak with animals, speak with plants (DC 14 + level)

Constrict: can still attack with sword

Spells (bard level 6, save Dc 14 + level, 3/4/3):

0 - Ghost Sound, Mage Hand, Open/Close, Daze, Mending, Prestidigitstion

1 - Expeditious Retreat, Mage Armour, Protection from Evil, Cure Light Wounds

2 - Cat's Grace, See Invisibility, Hold Person

Typical buffs for combat preparation:

Mage Armour
Cat's Grace (+2)
Protection from Evil
Spells left: 3/2/2

Magical Items

The following items might be made for the PCs or bought by them. There are some which have been designed

especially to be of use against holy dragons.

Unholy Equipment

- **Doomshield:** This +1 large metal shield is made of steel tempered in demonic blood and using a special artefact of Amorax to bless them (thus they cannot normally be made). It grants *holy resistance* (treat as fire resistance but against holy damage), thus reducing all holy damage by a total of 10 per round. (16,170 gp)
- **3 greater arrows of dragon slaying** (worth 4,057 gp each)
- **Potions of Unholy Shielding:** These are just like potions of protection from elements but work against holy damage. Making these is not normally possible without an artefact but the priests of Amorina can produce a few. 750 gp each
- **Javelins of Lightning**