

## Return to Northmoor Session 9 - Exiting the Temple of Art - Scene 1 - Amara Strikes - Setup

**Purpose:** Waiting outside the Temple of Art are Merchant's Guild mercenaries hired by Amara, the Wizardess. They believe the PCs have found the Star Orb, and want it. When the PCs refuse (because they don't have it) a battle ensues.

**Tone:** Giant climactic battle

**Setup:** The PCs are confronted by the mercenary leader, who demands the Orb, and the rest of their treasure. When the PCs refuse, Amara appears and declares who she is, and it's on.

**NPCs:** Amara the Wizardess, Mercenary leader, Mercenary minions

### The Terrain

- Most of the terrain is swamp, there is the large hole leading down into the Temple of Art, as well as 2-3' deep muddy water.
- The mercenaries have a small boat pushed up on the shore with the Bogman hogtied in it.
- When the battle begins, be sure to draw the PCs into the water, have the edge of the hole attack Reflex (+10) to have them fall into the hole (1d10).

### The Mercenaries

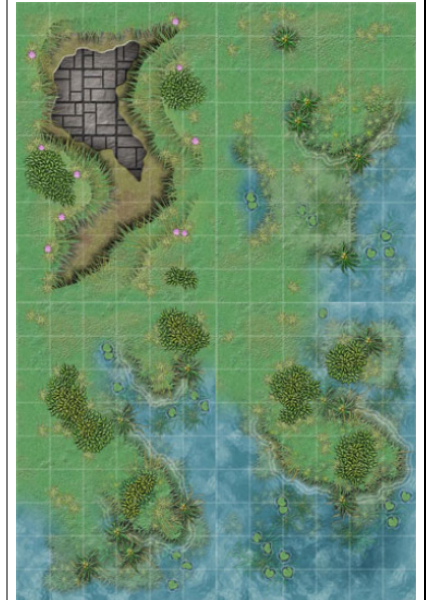
- There is a single mercenary leader who will take on the biggest fighter type in the group.
- There are at least 6 Mercenary minions (likely more, especially if you have a Wizard in the group).
- The mercenaries are being paid quite well and have been promised all of the PCs booty except for the orb, and will fight to the death.

### Amara

- Amara was part of the original adventuring group with the Mentor, the Bogman, and Rennar.
- She went insane (and evil) when she tried to remove the Rod from their other member, and it destroyed his soul.
- She is working directly for the King, who's life is slipping away, and desperately seeks magic items (the Orb) to restore his life.
- Amara will reveal herself as a 'friend' of the Mentor, and when the PCs still claim not to have the Orb, she will become enraged, and attack.
- She may try to set herself up as not being allied with the mercenaries to 'good cop/bad cop' the PCs.
- Amara is behind the homonculi, and the murder of the Raftmaster.

### Rescue from Without

- The PCs will likely be pretty hurt, and in need of rescue.
- The Hole on the Water Inn will arrive, and scoop up the PCs for a quick getaway.
- You may have Amara prepare for a 'big windup', and get knocked over by the Inn.
- It's 'amazing' how smoothly and easily the big raft glides through the swamp.
- Be careful to let the PCs feel like the 'almost' did it.
- You may choose to have the mercenaries' boat be destroyed by a Scorching Burst in the battle, let the PCs win on their own. Then the Inn can arrive to take them home.



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*This map uses: Wilderness Dungeon Entrances and Swamp Shoreline*

## Return to Northmoor Session 9 - Exiting the Temple of Art - Scene 1 - Amara Strikes - Combat Reference

<b>Amara</b> Medium aberrant humanoid (human) <b>Initiative</b> +3 <b>HP</b> 66; <b>Bloodied</b> 33 <b>AC</b> 20; <b>Fortitude</b> 17; <b>Reflex</b> 19; <b>Will</b> 18 <b>Speed</b> 6 <b>Action Points</b> 2 <b>R Magic Missile Wand</b> (standard; at-will) • <b>Arcane, Force, Implement</b> +10 vs. Reflex; 2d4 + 8 <b>R Flame Wand</b> (standard; at-will) • <b>Arcane, Fire, Implement</b> Area burst 1 within 10 squares; Scorching Burst; +10 vs. Reflex; 1d6 + 10 <b>Shield</b> (immediate interrupt; encounter) • <b>Arcane, Force</b> When Hit By Attack; +4 power bonus to AC and Reflex defense until the end of her next turn. <b>Damage Rejection</b> (immediate interrupt; encounter) Whenever hit by an attack that deals acid, cold, fire, lightning, or thunder damage, Amara gains resist 20 against that damage type until the end of her next turn. <b>Escape</b> (immediate reaction; daily) Immediately upon being reduced to 0 or fewer hp, Amara's Phoenix Sash, Ring of Invisibility, and Ring of Retreat kick in, undetectably teleporting her to a place of safety far away. <b>Alignment</b> Evil <b>Skills</b> Acrobatics +1, Arcana +15, Athletics +0, Diplomacy +10, Dungeoneering +5, Endurance +5, Heal +4, History +10, Insight +8, Intimidate +6, Nature +2, Religion +10, Stealth +2, Thievery +0 <b>Str</b> 8 (+2) <b>Con</b> 10 (+3)	<b>Level 6 Controller</b> XP 1,200 <b>Senses</b> Perception +10 <b>Wis</b> 11 (+3) <b>Dex</b> 10 (+3) <b>Int</b> 20 (+8) <b>Cha</b> 14 (+5)	<b>Human Mercenary</b> Medium natural humanoid (human) <b>Initiative</b> +5 <b>HP</b> 47; <b>Bloodied</b> 23 <b>AC</b> 18; <b>Fortitude</b> 17; <b>Reflex</b> 16; <b>Will</b> 14 <b>Speed</b> 5 <b>M Longsword</b> (standard; at-will) • <b>Weapon</b> +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human mercenary's next turn <b>M Press the Advantage</b> (standard; recharge 5/6) • <b>Weapon</b> Requires longsword; +10 vs. AC; 1d10 + 7 damage, and the target is pushed 1 square and dazed (save ends) <b>R Crossbow</b> (standard; at-will) • <b>Weapon</b> Ranged 15/30; +9 vs. AC; 1d8 + 2 damage <b>Alignment</b> Evil <b>Skills</b> Streetwise +7 <b>Str</b> 16 (+4) <b>Con</b> 15 (+3) <b>Equipment</b> Chainmail, Longsword, Crossbow	<b>Level 3 Soldier</b> XP 150 <b>Senses</b> Perception +6 <b>Wis</b> 11 (+1) <b>Dex</b> 14 (+3) <b>Int</b> 10 (+1) <b>Cha</b> 12 (+2)
		<b>Mercenary Minion</b> Medium natural humanoid (human) <b>Initiative</b> +1 <b>HP</b> 1; a missed attack never damages a minion. <b>AC</b> 18; <b>Fortitude</b> 17; <b>Reflex</b> 13; <b>Will</b> 14 <b>Speed</b> 5 <b>M Longsword</b> (standard; at-will) • <b>Weapon</b> +8 vs. AC; 4 damage <b>Alignment</b> Evil <b>Str</b> 16 (+4) <b>Con</b> 12 (+2) <b>Equipment</b> Chainmail, Heavy Shield, Longsword	<b>Level 2 Minion</b> XP 31 <b>Senses</b> Perception +2 <b>Wis</b> 12 (+2) <b>Dex</b> 11 (+1) <b>Int</b> 10 (+1) <b>Cha</b> 10 (+1)

**Equipment** Flame Wand + 3, Master's Wand of Magic Missile +3, Abyssal Adornment, Ring of Invisibility, Ring of Retreat, Phoenix Sash, Spellbook

## Return to Northmoor Session 9 - Exiting the Temple of Art - Return to the Lost Village

**Purpose:** Kick off the Next Chapter of Return to Northmoor!

### Options

- From this point, there are any number of options as to where to take the story.
- Adventures within the lost village and bog.
- Travel to the big city to try and find Amara.
- Return to the Outpost to ensure Sgt. Rose is safe.
- Below is the option we picked...

### Nolar's Law

- Former sword-teacher to the King, Nolar was in charge of the 'other' two smaller outposts up the coast from the main outpost where our heroes and their Mentor had been stationed.
- He has marched from his Outposts to the Lost Village with all his troops and declared Martial Law.
- He is seeking the Mentor, the Bogman, and Rennar for treason against the King.
- He has 'evidence' proving that they were responsible for letting the Sahuagin into the main outpost, leading to the death of dozens of soldiers.
- Anyone who has 'aided and abetted' them is also being sought for questioning (i.e. the PCs)
- The Lost Village is crawling with soliders, including the very competent Nolar and his cronies.

### A Friendly Warning

- Someone the PCs have been friendly with, or a friend of Rennar's is waiting for their return from the bog, and stops them.
- They warn them of Nolar's takeover, and indicate that the village is not safe.
- They say that the only way to defuse Nolar would be to gather evidence from the Outpost of who really did let the Sahuagin in.

### Changes

- This is a good time to introduce new PCs - they can be refugees from Nolar's law, or the friend who gave the warning.