

## Return to Northmoor Session 4 - The Temple of Blood - Scene 1 - Next Steps

**Purpose:** To educate the party on what they need to do next to find the Mentor, and save him from the Sahuagin.

**Tone:** Urgent, frustrating. It's not so simple to get to where the Mentor is; and this may be frustrating.

**Setup:** The Bogman's Hut, or just outside it.

**NPCs:** The Bogman, the Ghosts (**Ramardal and Alanada**)

### The Blood Temple

- The Blood Temple is both a **vault and a test**.
- **Only those who prove themselves worthy** will be able to acquire a Blood Key from the temple.
- The Ghosts **cannot tell the PCs anything about the tests** inside the temple, as they cannot enter.

### What to do next?

- The Ghosts will tell the PCs that they believe that the Mentor alive and inside their home, the Temple of Art. They are unsure of his exact condition.
- Unfortunately, to enter the Temple of Art, the PCs will need a **Blood Key**.
- The Blood Keys can be found in the **Temple of Blood**, which is only a few hours journey by boat from the Bogman's Hut.
- The Bogman can guide the PCs to the Temple of Blood right away, and has a dinghy he can take them in (and will wait for them to get the Blood Key).
- The entrance to the Temple of Art is now guarded by the **Khumat**, a hideous giant crocodile-man that came through from the Feywild, attracted to the magics withing the temple. His lair is directly on top of the entrance to the temple. The PCs will likely have to defeat him to enter.
- The ghosts beg of the PCs to **burn their bodies** if they find them in the Temple of Art. Once the bodies are burned, they can be free, and no longer linger in undeath.

### The Blood Keys

- The Blood Keys are what the ancient Bel-Alaquans used to secure entrance to their major buildings **in times of emergency**.
- Since the Temple of Art **was sealed** during the events that led to the destruction of the city, a Blood Key is now required to gain entrance.
- Even with a Blood Key, noble Bel-Alaquan blood is also required for entrance.
- It's suggested that you **DO NOT tell the PCs how the Blood Keys work**.

### The Temple of Art

- The Ghosts can **answer many questions** about the Temple of Art.
- They can **sketch out a rough map** of the layout, with names for the major rooms.
- The Temple of Art is dedicated to the god **Corellon**, and was regularly visited by patrons from the Feywild.
- The Ghosts do **not know how the city was destroyed** - but they were murdered by men in wild-colored cloaks, who stank of the swamp (remember that Bel-Alaqua was not a bog at that time).
- Works of art from **around the globe and across the planes** are housed in the Temple.
- The art, for the most part, **cannot be removed** from the temple - it is magically bound there.
- Both ghosts **died in their bedrooms** (at night).

## Return to Northmoor Session 4 - The Temple of Blood - Scene 2 - Entrance

**Purpose:** A puzzle to test the characters' knowledge of the gods, and allow them to proceed into the lower level of the Temple of Blood.

**Tone:** Educational, mysterious

**Setup:** The Temple of Blood

**NPCs:** Dead Sahuagin



FROM THE SILVER ORB, CAST YOURSELF INTO THE SEA.  
FIRST FREEZE THE SEA, BUT THEN REMEMBER WHO GIVES LIFE.  
GATHER YOUR STRENGTH, AND JOIN THE PEOPLE OF GREAT BEL ALAQUA.

### The Entrance to the Temple of Blood

- The temple building is a 'Fantasy Federalist' style building - much like the Lincoln/Jefferson memorials in Washington, D.C., but with a fantasy twist.
- The building is made of an **opalescent marble**, with strong hints of red.
- There is a large dome on top of the square building, and 40' high columns across the front.
- The building is **extremely clean**, and seems to shed all muck from the bog.
- There are **5 steps leading up to the heavy, copper door**.
- The door does show some **mild verdigris**, and is **standing partially ajar**.
- The building smells heavily of copper.

### The Main Chamber of the Temple of Blood

- Past the copper door is the **main (and apparently only) chamber of the temple**.
- On the floor just inside the door is a **dead Sahuagin**.
- He seems to have been **electrocuted**, and the body is **no more than a few hours dead**.
- There are a number of **niches** around the room, with **bas reliefs of people dressed much as the Ghosts**.
- The bas reliefs are **not labeled**.

### The Tiles of the Gods

- **Not too far inside the Main Chamber are nine 5'x5' tiles, set into the floor.**
- There is a larger **handout** of these tiles and the clue at the **end of this document**.
- A PC must walk the tiles in a **particular order**, which will trigger the entire set of tiles to slowly descend into the floor.
- The correct path is Sehanine (lower left), Melora (lower middle), Avandra (center), Pelor (upper middle), Kord (upper right), Erathis (middle right).
- The PCs can step on **two wrong tiles** after stepping on the second correct tile. On the third, the floor attacks at **+10 vs. Ref for 2d8 + 6 damage**.

### Help from Skills

- **Religion** Check: DC **10**:
  - Sehanine is the goddess of the moon
  - Melora is the goddess of the sea
  - Kord is the god of strength
  - Pelor, the sun, is the giver of life
- **Arcana** Check: DC **13**:
  - The moon is sometimes called the **silver orb**
  - Freezing is a **change of state**
- **Religion** Check: DC **15**:
  - Avandra is the god of change
- **Religion** Check: DC **17**:
  - Bel-Alaqua was a great city and part of a great civilization, Erathis is the god of civilization
  - The moon is sometimes called the silver orb
  - Freezing is a **change of state**

## Return to Northmoor Session 4 - The Temple of Blood - Scene 3 - The Balance of Knowledge

**Purpose:** A puzzle that must be solved to gain entrance to the Chamber of Keys.

**Tone:** Head-scratching, possibly combat.

**Setup:** The elevator from above has lowered the PCs into a strange chamber that must be navigated to get the PCs further into the temple.

**NPCs:** A dead Sahuagin, an Ochre Jelly (possibly)

### **Describing the Chamber**

- There is a **full-size image of the chamber** at the end of this document.
- The PCs are standing a **ledge overlooking a water-filled pit**.
- The walls of the chamber glow with phosphorescent moss, **dimly illuminating the entire chamber**.
- The pit is **20' (5 squares) across**, and **15' (3 squares) deep** from the ledge to the top of the water.
- The clear water looks like it's about **5' (1 square) deep**.
- In the water is the **skeleton of a Sahuagin**.
- There appear to be **two niches** on the far wall. They are **10' wide, 15' high**, and the left one looks to be **10' deep**, the **right** one appears to be **covered by a stone door**.
- The left niche is open, and has an **short stone column**, partially covered by a **copper pan** hanging by a chain.
- On the far right side of the ledge the PCs are standing on is a **18" diameter post with a 3" deep indent 6" from the top**.
- The **ceiling is 40' high**, and appears to be the **stone floor** of the main **chamber above**.
- The wall is inscribed with three symbols.
- **Arcana DC 17** and/or **Religion DC 15**:
  - The symbols on the wall are meant to indicate that **Fire (Pelor)** will bring **Knowledge (Ioun)** of **Civilization (Erathis)**.
  - The top of the column in the left niche **seems to be a symbol of Pelor**

### **Opening the Door**

- The PCs need to **get into the hallway** that is hidden behind the door covering the **niche on the right side**.
- To do this, they need to **raise the copper pan in the left niche**, which will lower the door covering the right niche.
- The easiest way to do this is to **set the column below the pan on fire** - there is a build up of swamp gas in the hollow column that will burn for a minute or so.
- The pan is being **continuously (but slowly) filled by a drip of mercury** from a magical vessel above, keeping it perfectly balanced with the door covering the right niche.
- The fire from the column below the pan will **evaporate the mercury faster than it can refill**, causing the pan to raise up and consequently lower the door on the right.
- Once the door is down, the PCs can see a **notched column matching the one on their ledge behind the door**, and a hallway leading on.
- Once the door drops, a **chunk of Sahuagin foot will fall from the top of the door** (pinched between the door and ceiling), and **into the water** (where it will slowly be eaten by the Ooze).
- The **fire will go out after a minute or so**, and the pan will refill with mercury and start to lower again, **raising the door to re-close the niche**. This can be very exciting.

### **Getting Across the Pit**

- Once the door is open, the PCs will need to **get across the pit** in order to continue.
- The easiest way to do this is to tie a rope between the two notched columns.
- The far notched column is **AC 8** to be lassoed.
- There is a **lever on the back of the column** inside the right niche that will push out a **5'-wide bridge** from the ledge to the right niche.
- **Timing is very important** here - the door will only stay **uncovered for about a minute**, and the bridge will **only stay extended for about a minute** as well.
- If a PC gets **stuck in the door** as it's closing, it will be attacked for **+10 vs. REF** for **1d6+3** hp. They will need to make a **DC 12 Acrobatics** check or be knocked back into the pit (if successful, they end up in the hallway instead).

## Return to Northmoor Session 4 - The Temple of Blood - Scene 3 - The Balance of Knowledge - Combat Reference

### Transparent Bog Ooze

Large natural beast (blind,    Level 3 Elite BruteXP 300

ooze)

**Initiative** +0 **Senses** Perception +2; blindsight 10, tremorsense 10

**HP** 90; **Bloodied** 45; see also *split* below

**AC** 17; **Fortitude** 15, **Reflex** 13, **Will** 13

Immune gaze; Resist 5 acid

**Saving Throws** +2

**Speed** 4; see also *flowing form*

Action Points 1

⚔ **Slam** (standard, at-will) ♦ Acid

+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).

**Flowing Form (move; at-will)**

**The ooze shifts 4 squares.**

**Split** (when first bloodied; encounter)

The bog ooze splits into two, each with hit points equal to one-half its current hit points. Effects applied to the original bog ooze do not apply to the second one. A bog ooze can't split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.

**Alignment** Unaligned **Languages** -

**Str** 13 (+2) **Dex** 8 (+3) **Wis** 12 (+2)

**Con** 11 (+1) **Int** 1 (-4) **Cha** 1 (-4)

**Description:** A formless and colorless ooze that devours its prey with its acidic protoplasm.

### The Creature in the Pit

- In the pit is a **Transparent Bog Ooze**, which will **attack anything** fleshy that **falls into the pit**, and is responsible for eating the flesh off of the Sahuagin.

### Transparent Bog Ooze Tactics

- For larger groups, the ooze will try and reach up out of the pit and trip one of the PCs (either on the ledge or the extended bridge) to fall into the pit.
- For smaller groups, the water will start to thrash once anyone is above the pit, especially if hanging from a rope.

## Return to Northmoor Session 4 - The Temple of Blood - Scene 4 - Shark Alley

**Purpose:** A combat encounter to remind the PCs that the Sahuagin are still one step ahead of them.

**Tone:** Dark, tense, claustrophobic battle

**Setup:** The hallway between the Testing Chamber and the Chamber of Keys is blocked by a Sahuagin rear guard, left to prevent anyone else from getting a Blood Key. **The hallway is only very dimly lit by torches from the Chamber of Keys beyond once the door to the testing chamber closes.**

**NPCs:** Sahuagin

### 7 Young Sahuagin Guards: (259xp)

Young Sahuagin Guard

Level 3 Minion

Medium Natural Humanoid (aquatic)

XP 37

**Initiative** +1

**Senses** Perception: +4; low-light vision

**HP** 1; a missed attack never damages a minion.

**AC** 17; **Fortitude** 15, **Reflex** 13, **Will** 12

**Speed** 6, swim 6

⚔ **Trident** (Standard; at-will) ♦ **Weapon**

+6 vs. AC; 5 damage

🗡 **Trident** (Standard; at-will) ♦ **Weapon**

Ranged 3/6; +6 vs. AC; 5 damage. The young sahuagin guard must retrieve its trident before it can throw it again.

**Blood Frenzy**

The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment** Chaotic Evil

**Languages** Abyssal

**Skills** Athletics +6

**Str** 16 (+4)

**Dex** 14 (+3)

**Wis** 12 (+2)

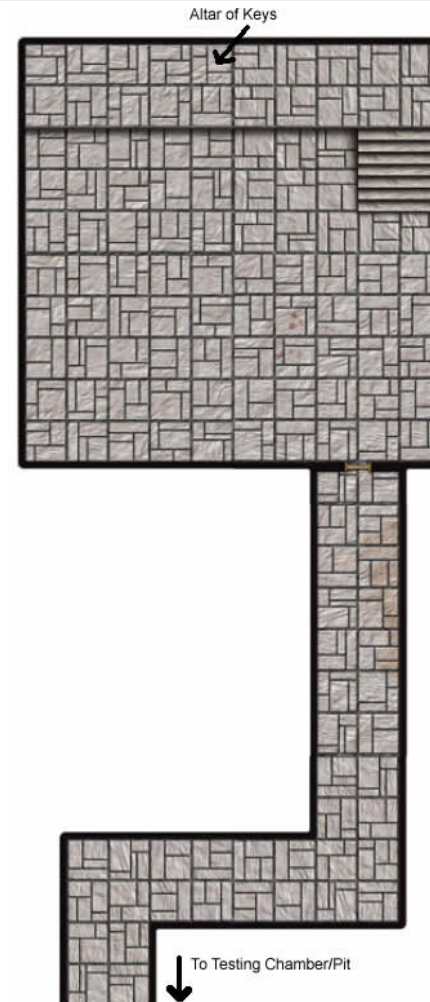
**Con** 14 (+3)

**Int** 10 (+1)

**Cha** 10 (+1)

### Sahuagin Tactics:

- The Sahuagin will fight to the death to prevent the PCs from entering the Chamber of Keys.
- Arrange them so that there are quite a few in the hallway, but some remaining in the room to flow back into the hall.
- Choose your starting positions carefully; if you have a wizard, don't clump them together.



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This map uses: Dungeons 1, 2, and Multi-Level Dungeons*

## Return to Northmoor Session 4 - The Temple of Blood - Scene 5 - Chamber of Keys

**Purpose:** A puzzle that when solved allows the PCs to retrieve one of the blood keys.

**Tone:** Challenging puzzle-solving and intra-party role-playing.

**Setup:** Having defeated the Sahuagin, the PCs find themselves in the chamber of keys, but must discover how to retrieve a key from the altar.

**NPCs:** None.

### Describing the Chamber

- The room is **50' x 50'**, (**10sq x 10sq**), with a **30' high ceiling**.
- There are a number of **large (10'x10'x10')** stone blocks **suspended from the ceiling**.
- There is a **squashed-looking dead Sahuagin** in the center of the room.
- There is a **10' wide raised area** running the length of the **back of the room**.
- In the center of the raised area is an altar-like fireplace.
- The fireplace is 10' (2sq) wide and 5' deep.
- The **mantel** of the fireplace is a **thick iron bar**, set deep into the stone of the wall.
- Hanging from the iron bar are **9 crystal keys**, shaped roughly like eyebolts.
- The loops of the keys are threaded onto the iron bar; there is **no apparent way to remove them**.
- Apparently, a **fire has never been set in the fireplace**.
- **Looking up from inside the fireplace**, daylight can be seen.

### The Crystal Keys

- In order to remove a key from the bar, the hollow sharpened point of the key must be plunged into the body of someone with noble Bel-Alaquian blood (e.g. one of the PCs). The **key will fill with blood**, and then **phase through the iron bar**.
- After **filling a key with blood**, a **PC will be Dazed** until they eat and take an extended rest.
- If the keys are **pulled on hard** before they are filled with blood, the **blocks from the ceiling** will fall into the room, **+10 vs. Ref for 2d6+10**.

### Exiting the Chamber

- **Inside the fireplace**, there is a **small slot** that a filled **Blood Key** will fit into.
- If a **key** is placed into the **slot and turned**, the **floor** of the fireplace will **rise, lifting** anyone inside up through hidden doors at the back of the temple.
- They key **can be removed after they arrive**, the floor will sink back down after a minute or so.
- At the rear of the Temple, they can see a **large number of Sahuagin tracks**, and marks where a **boat had been pulled up**.

### Congratulations

- The **Bogman, Ramardal, and Alandada will be waiting** for the group in the Bogman's boat in front of the temple.
- They will **congratulate the group** on getting the key(s).

### Treasure

- Among all the dead Sahuagin, the PCs find level 2 **treasure parcel 5** (290 gp, **or** two 100 gp gems + 90 gp, **or** two potions of healing + 190 gp)

### Experience

- **Story award of 200xp (50 each for 4)** for successfully retrieving a Blood Key from the Temple of Blood.
- If they defeated **7 Sahuagin: 259xp** ( $259/4 = 65\text{xp}$  each)
- If they defeated the **Ooze: 300xp** ( $300/4 = 75\text{xp}$  each,  $300/5 = 60\text{xp}$  each)
- So if a **group of 4** defeated everything: 190xp each (if you are doing **double XP** like we recommended, that will be **380xp each**).

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