Return to Northmoor Session 5 - Entering the Temple of Art - Scene 1 - Deeper Into the Bog

Purpose: To prepare the PCs to face the Khumat, and what lies within the temple.
Tone: Dire foreshadowing, information gathering
Setup: The Bogman's Hut, or just outside it.
NPCs: The Bogman, the Ghosts **(Ramardal and Alanada)**

Equipment Check
- Make sure that the PCs have the correct amount of magic items for a 2nd level group.
- The Bogman can give, sell, or trade items that he's collected from the bog over the years.
- The accelerated XP and lack of trips back into town can leave the group stranded in terms of equipment. Check and correct that before proceeding.

Passing the Night
- The ghosts will depart for the night.
- This is an excellent scene for intra-party RP, and RP with the Bogman.
- Much speculation can be made about the meaning of the coin and rods, the Mentor's situation, the Sahuagin, and so forth.
- Play up the dangers of the nighttime bog - the sounds of stirges, big crocs, etc.

Information The Bogman and Ghosts Know About The Khumat
- The Khumat is a semi-intelligent humanoid crocodile from the Feywild
- He is known for his love of eating the flesh of humans and elf-kind
- He is attracted to places of powe

The Journey
- It's about a 3-hour boat ride from the Bogman's hut deeper into the swamp

Final Reminders
- The Ghosts will remind the PCs to **cremate their bodies** (and any bodies they find in the temple), so that their spirits may pass on.
- The Ghosts do not know where the keyhole is in the entrance to the temple - the keys were never needed in their day, access was granted to all who loved art.

Purpose: On the way to the temple of Art, the PCs encounter a pair of ancient guards, who are also ghosts.
Tone: Mysterious and Humorous Combat
Setup: An encounter along the boggy trail leading from the last boat-navigable section to the Khumat's lair.
NPCs: Ghost Guards (**Faral and Wenti**), Bog Snake

Lost Guards
- Faral and Wenti were guards at the Temple of Art.
- This is not meant to be a combat encounter with the guards, rather with the snake.
- Not as bright as Ramardal and Alanada, they wander about, still protecting the Temple envirorns.

Lost Guards (Continued)
- They will engage the PCs in "who goes there" banter, while the bog crusher lowers down on the trailing party member and pulls them up into a huge cypress.
- They recall men in multi-colored cloaks rushing them, but think that after that they just blacked out for a while. (They were actually killed)
- The **Sahuagin** did not pass this same way.
- The guards know that the **keyhole** in the Temple entrance is hidden in the bas-relief that depicts the **symbol of Erathis**.
- A **DC 14 Diplomacy Check** will convince them to share the location of the keyhole.
- They will fight if attacked.

Phantom Guard — Level 3 Soldier

Medium shadow humanoid — XP 150

Initiative +7 **Senses** Perception +12; darkvision

HP 32; **Bloodied** 16
AC 17; **Fortitude** 15, **Reflex** 14, **Will** 15
Immune disease, poison; **Resist** insubstantial
Speed 6, fly 6 (hover); phasing

⊕ **Phantom Sword** (standard; at-will) ♦ **Necrotic**

+8 vs Reflex; 1d8+1 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.

Phantom Tactics

A phantom warrior has combat advantage against any target that has another phantom guard adjacent to it.

Alignment Unaligned   **Languages** Common
Str 14 (+3)   **Dex** 12 (+2)   **Wis** 11 (+1)
Con 12 (+2)   **Int** 10 (+1)   **Cha** 14 (+3)

Bog Crusher — Level 3 Lurker

Large natural beast (reptile) — XP 150

Initiative +7 **Senses** Perception +7; low-light vision

HP 41; **Bloodied** 20
AC 17; **Fortitude** 16, **Reflex** 15, **Will** 15
Speed 6, climb 6, swim 6

⊕ **Bite** (standard; at-will)

+8 vs Reflex; 1d6+3 damage, and the target is grabbed (until escape).

↟ **Constrict** (standard; at-will)

Affects a target the bog crusher has grabbed; +8 vs. Fortitude; 2d6+3 damage; and the target is dazed until the end of the bog crusher's next turn.

Alignment Unaligned   **Languages** Common
Skills Stealth +7
Str 17 (+3)   **Dex** 14 (+4)   **Wis** 14 (+4)
Con 18 (+4)   **Int** 14 (+4)   **Cha** 14 (+3)

Purpose: A "boss" battle with a powerful foe that can test the PCs ability to work together.
Tone: Tactical combat, with a good possibility for pre-planning.
Setup: The PCs approach the island in the bog that holds the entrance to the Temple of Art, as well as
NPCs: The Khumat, Dead Outpost Soldiers

Recent Events
- The Khumat has been bribed by the Sahuagin with the bodies of the soldiers from the outpost, other than the Mentor.
- Finding the Mentor to be of noble blood, they no longer needed the rest.
- Wanting to make sure they could get back out, the Sahuagin packed the bodies with eel poison, which will slowly kill the Khumat.
- You can choose how much poison the Khumat has consumed to help balance the encounter for larger and smaller groups.

Setting the Scene
- The **foliage** on the map are tall but narrow **trees**.
- **Hanging** from the trees are the poisoned, half-chewed **bodies** of the soldiers.
- Among the moss and trees, it will take a **DC 20 Perception check** to **recognize them as bodies** unless the PCs are up close. **DC 15 Heal check** to realize they are **poisoned**.
- The PCs should **recognize some of the soldiers** from their time at the **outpost**.
- The **Mentor** is not among the bodies.
- A **large hole** leads down into the stone hallway leading to the **entrance** to the **Temple of Art**.
- The Sahuagin tied a **rope** to a tree and dropped it down the **hole** - it's still in place.
- Falling into the hole is **1d10 damage**. It's a **DC 10 Climb check** to climb back out on the rope.
- The **ground** is mostly **solid**, but sections look as if they could **collapse**, or become a quagmire (at your discretion).
- There are **no dead Sahuagin** anywhere in the visible area.

Placing the Combatants
- You should decide based on your group's grasp of tactics, where to place the Khumat.
- He may be hidden at the start down in the cavern, or chewing on a hanging body.
- For stronger groups, place the Khumat in a dark faerie ring in the center of the island, which will give him +1 to all rolls while he remains in the ring (this letting the PCs lure him out to gain an advantage)
- If the PCs observe from afar long enough, they should gain some tactical advantage. (Perhaps they see treacherous sections he avoids).
- You can choose any direction for the PCs to arrive from, and with enough walking, they can circle around widely.

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Find out more at
http://www.skeletonkeygames.com
This map uses: Wilderness Dungeon Entrances and Swamp Shoreline

- The Khumat does not leave the island.

Return to Northmoor Session 5 - Entering the Temple of Art - Scene 3 - The Khumat - Combat Reference

Khumat	Level 2 Solo Brute
Large fey humanoid	XP 625

Initiative +3 **Senses** Perception +4; tremorsense 10

Aura of Fear (Fear) aura 5; enemies in the aura take a −2 penalty to attack rolls.

HP 164; **Bloodied** 82
AC 16; **Fortitude** 17, **Reflex** 16, **Will** 14
Saving Throws +5
Speed 5, Swim 7
Action Points 2

⊕ **Bite** (standard; at-will)

Reach 2; +10 vs. AC; 1d10+3 damage. and the target is grabbed (until escape). The khumat cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

✝ **Clamping Jaws** (standard; at-will)

If a khumat begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +8 vs. AC; 2d10+3 damage. Miss: Half damage.

✝ **Tail Slash** (immediate reaction, when a melee attack misses the khumat; at-will)

The khumat uses its tail to attack the enemy that missed it: reach 2; +8 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square

◁ **Tail Sweep** (standard; encounter; recharges when first bloodied)

Close burst 1; +10 vs. Reflex; 1d10+3 damage, and the target is knocked prone if it is Medium size or smaller. Secondary Attack: +10 vs. Fortitude; the target is pushed 2 squares.

Alignment Evil	**Languages** Common, elven

Skills Athletics +7 , Perception +4

Str 17 (+4)	**Dex** 14 (+3)	**Wis** 14 (+3)
Con 17 (+4)	**Int** 8 (-1)	**Cha** 14 (+3)

Khumat Tactics
- You must decide before the **how many of the poisoned prisoners** from the outpost that the Khumat has eaten. For each prisoner eaten, it will take 5hp of damage per round (save ends). He must save against each consumed prisoner separately. For larger groups, eat fewer, for smaller groups, eat more.
- The Khumat will try and **bite an opponent from 2 squares away**, and then use **Clamping Jaws** as often as possible until that target escapes. If he gets surrounded, he will use Tail Sweep.
- For stronger groups, place the Khumat in a dark faerie ring in the center of the island, which will give him +1 to all rolls while he remains in the ring (this letting the PCs lure him out to gain an advantage)

Purpose: The PCs must find the keyhole in which to place their blood key and gain entry into the Temple of Art.

Tone: Head-scratching, possibly combat.

Setup: The entrance chamber to the Temple of Art is guarded by a set of animated statue columns (Caryatid Columns).

NPCs: 4 Caryatid Columns
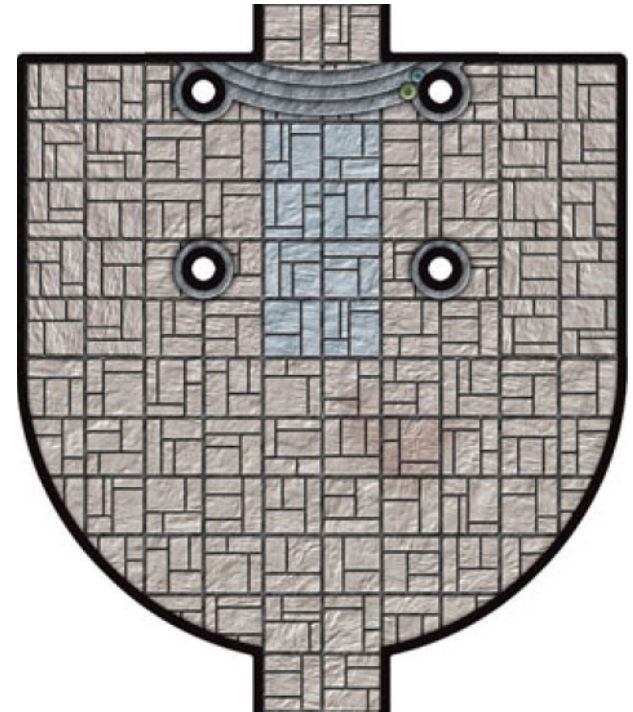
Describing the Scene
- There is a large room, ringed with bas-relief scenes of Bel-Alaquan life.
- Four columns guard the door to continue, which is set in the wall beyond three steps up.
- The door is utterly smooth and featureless.
- The columns are beautiful women, whose gold-tinged marble features are strikingly noble and graceful.

Dance of the Columns
- **Two rounds** after the PCs enter the room, the columns will **animate**, and slowly unfold.
- They will leave their **swords sheathed**.
- They will **slowly** begin to **dance**, moving out further and further from their starting positions each round.
- After **6 rounds**, they will be dancing throughout the **entire room**.
- If **attacked**, they will unsheathe their swords and **attack back**.
- The purpose of the dance is to make the PCs nervous, and lend an element of time pressure to finding the keyhole.
- Once the key has been inserted and turned, the columns will return to their pedestals and de-animate.
- The columns are decorative, the roof will not fall in.

Finding the Keyhole
- The **keyhole** that the PCs need to find is hidden behind a bas-relief featuring the **symbol of Erathis**.
- There is a **hole** in the '**sun**' area of the symbol into which the **blood key can be inserted** and turned.
- Finding the correct bas-relief:
  - If they know what they are looking for (from the ghost guards): Perception DC 12
  - If they do not know what they are looking for: Perception DC 19
- Once the key is turned, the door opens
- The door remains open for 15 minutes even after the key is removed.

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Find out more at http://www.skeletonkeygames.com
This map uses: Dungeons Vol. 2 & 3, and Dungeon Details Vol. 2

Caryatid Column — Level 3 Soldier

Large natural animate (construct) — XP 150

Initiative +5 **Senses** Perception +8, darkvision

HP 49; **Bloodied** 24
AC 19; **Fortitude** 16, **Reflex** 15, **Will** 15
Immune petrification, disease, poison, sleep
Speed 4

⊕ **Stone Long Sword (standard; at-will)**

Reach 2; +10 vs. AC; 1d10+4 damage.

✝ **Awesome Blow (standard; at-will)**

The caryatid column makes a stone long sword attack. If the attack hits, it makes a secondary attack against the same target. Secondary Attack: +8 vs. Fortitude; the target is pushed 2 squares and knocked prone.

◁ **Death Burst (when reduced to 0 hit points)**

The caryatid column explodes in a burst of jagged stones. Close burst 1; +10 vs. AC; 1d10 + 4 damage, and the space it occupied is difficult terrain until cleared.

Alignment Unaligned   **Languages** Common, elven

Skills Perception +8

Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 17 (+4)	Int 14 (+3)	Cha 14 (+3)

Caryatid Column Tactics:
The columns will attack without disrupting their dance, and concentrate only on those who attacked them.