

Return to Northmoor Session 6 - Temple of Art, Part I - General Information

Purpose: To awe the PCs with the jaw-dropping art of the Bel-Alaquan civilization and connect it to their heritage.

Tone: Amazing, Mysterious, Nostalgic

Setup: The foyer of the Temple of Art, dominated by a 20 foot high crystalline sculpture that glows and sparkles.

NPCs: N/A

Lighting

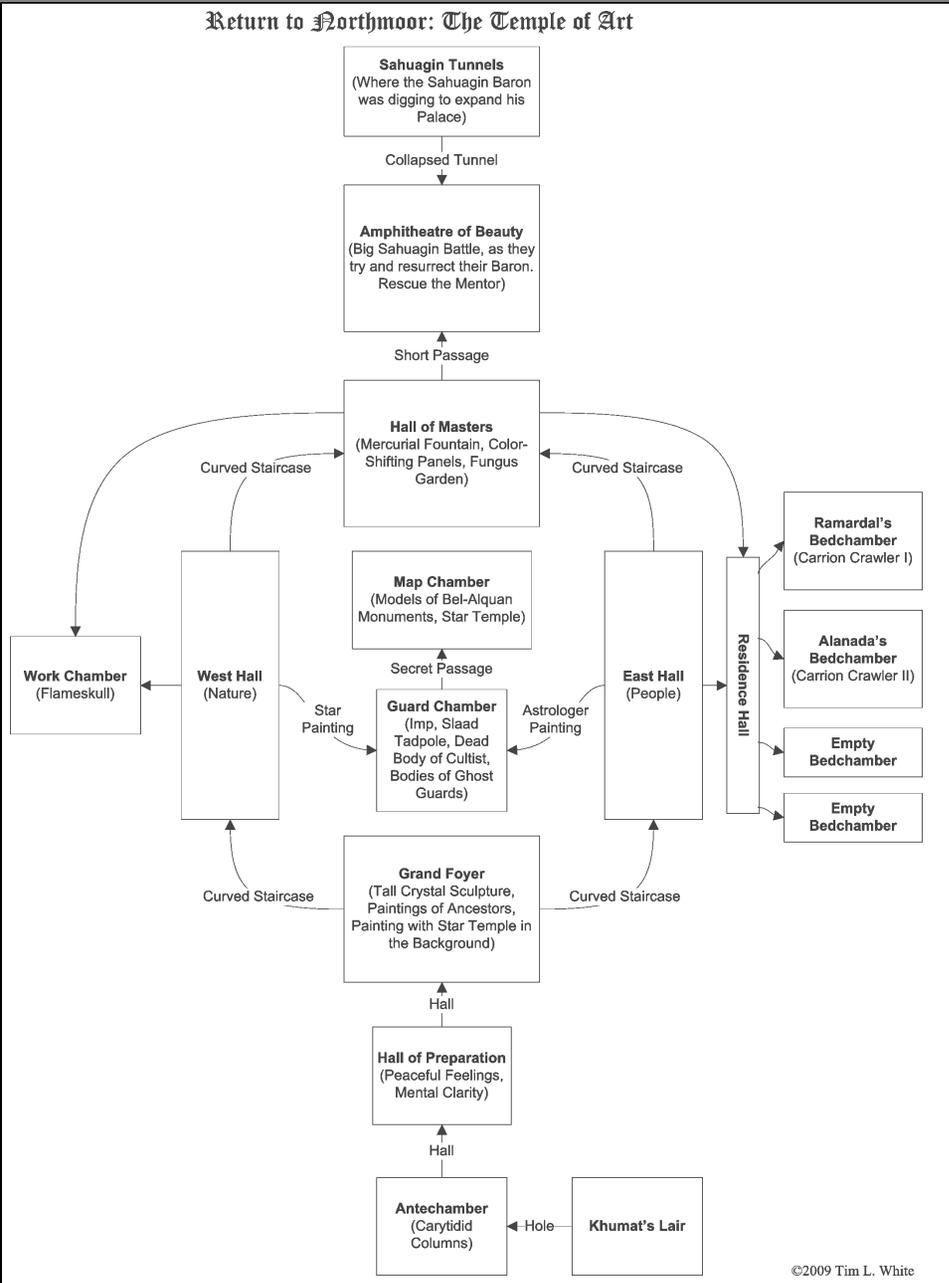
- As the characters progress through the temple, the area around them will be dimly lit, for about 2 squares in every direction.
- This lighting will continue throughout the temple, except the Guardroom.

Pristine Condition

- The Temple of Art has been sealed for at least 500 years (maybe more like 1000 depending on your PC backgrounds).
- The Temple was breached about a week ago by the Sahuagin Baron's digging.
- Once breached, time started passing normally again inside the temple.
- The temple looks as though it has been abandoned for about a week, not hundreds of years.
- There is various detritus from the Sahuagin tromping through, but it's otherwise amazingly clean.
- There is vandalism from the Chaos Cult on some of the paintings in the Hall of Nature (see below).

Overall Map

- To the right is an overall map that lays out all the rooms and where they are located in relationship to each other.



Return to Northmoor Session 6 - Temple of Art, Part I - Scene 1 - The Hall of Entry

Purpose: To prepare the PCs for entry into the Temple, and to introduce them to the basic architecture and lighting of the Temple of Art.

Tone: Intriguing, Perhaps Paranoid

Setup: The **passage** between the entryway with the Caryatid Columns (from Session 5) and the Grand Foyer (below) has been **imbued with magics** to assist visitors in better appreciating the works of art within.

NPCs: N/A

The Vestibule

- There is a small (10 x 10') vestibule between the door from the Entrance Chamber with the Caryatid Columns, and the Passage.
- The PCs can rest and recover here before proceeding further.

The Passage

- Roughly hemispherical, and tiled with cool blue and green tiles.
- 10' wide, 40' long, and 15' high at the peak.
- Will try and calm those who pass through it, and improve their perception (see right).
- The passage isn't harmful, but is presented with stats in case your players are suspicious.

Control Panel

- There is a control panel just inside the entrance that is well hidden (see right).
- The panel is hidden behind four tiles that when pushed in sequence, open.

Calming Passage

Level 2 Warder

Hazard

XP 125

The passage ahead of you is very inviting. The cool colors of the tiled walls produce a relaxing effect that draws you in, and opens your mind.

Hazard: Magics in the walls of the tunnel seek to calm those who enter, and increase their appreciation of beauty and art.

Perception

- DC 15: The tiled walls are actually changing color slowly, and the effect is somewhat hypnotic.
- DC 20: The character notices the control panel.

Additional Skill: Arcana

- DC 15: The passage is imbued with magic that attempts to alter the mind.
- DC 20: The passage does not seek to harm those who enter.
- DC 22: The magic seems to be Fey in origin.

Trigger

The passage attacks when a creature proceeds more than one square into the passage, and for every round they spend in the passage thereafter. Once successfully affected, the trap will not attack that character again.

Attack

Opportunity Action **Close burst 1**

Targets: All creatures in burst

Attack: +10 vs. Will

Hit: Target is dazed (save ends), but feels considerably calmer. They will be at +2 to Insight and Perception checks until their next extended rest. These effects are not cumulative if the target is hit more than once.

Countermeasures

- A character can engage in a skill challenge to deactivate the control panel. DC 20 Thievery. Complexity 1 (4 successes before 2 failures). Success disables the hazard. Failure causes the bonus to Insight and Perception checks to be lost from future targets of the hazard.
- A character can attack the control panel (AC 12, other defenses 10; hp 30; resist 5 all). Destroying it disables the hazard.
- A character who makes a successful Athletics check (DC 12 or DC 17 without a running start) can run through the passage fast enough to not be affected by the hazard.

Return to Northmoor Session 6 - Temple of Art, Part I - Scene 2 - The Grand Foyer

Purpose: To awe the PCs with the jaw-dropping art of the Bel-Alaquan civilization and connect it to their heritage.

Tone: Amazing, Mysterious, Nostalgic

Setup: The foyer of the Temple of Art, dominated by a 20 foot high crystalline sculpture that glows and sparkles.

NPCs: N/A

Dimensions and Layout

- The room is 60' wide, 60' deep, and 20' high.
- At the far end of the room from where the PCs enter (from the Hall of Entry), there are a pair of curving staircases that rise up to archways.
- The left (west) archway leads to the Hall of Nature.
- The right (east) archway leads to the Hall of People.
- Between the staircases is the Crystal Sculpture (see below).
- The ceiling is **ever** so slightly domed.

The Crystal Sculpture

- Dominating the room is an enormous crystal sculpture that runs the full height of the room.
- It seems to have been carved from a single enormous piece of crystal.
- It glows softly from within (and more brightly if characters are within two squares of it).
- Small motes of light seem to cascade from the delicate curves and fade out as they fall away from the sculpture.
- Some parts are thick and faceted, while others are delicate threads that almost seem woven.
- The sculpture has a **hypnotic** effect, and will attack at **+4 vs. Will. Hit: Dazed (save ends)** if gazed at for a full round.

The Star Temple

- Several paintings feature a **glossy black rounded-off pyramid** among the opalescent marble buildings of Bel-Alaqua.
- A **DC 15 Arcana check** will identify this as one of the Star Temples that Rennar spoke of in Session 3 (Ranger's Tale of Star Temples).
- The temple seems huge, and to be constructed of glossy black boulders in a rough pile.

Behold, the Art of Bel-Alaqua

- Beautiful paintings, frescoes, mosaics, statues, carvings everywhere.
- Art of every type is present.
- Even the smallest items are impossibly delicate, or impossibly heavy.
- The most detailed items are closest to ground level, while grander items are placed higher up the walls.
- In general, the art **cannot be removed** without being destroyed, but you can let PCs take a few small statuettes or smaller paintings if you wish as part of the **Level 2 Treasure Parcels**.

Art from Many Worlds

- If any characters have been to the Feywild, or any other planes, they will note that there is art here that is clearly from other planes, but especially the Feywild.
- Some of the art pieces feature strange vistas, and odd creatures.
- Some of the paintings feature what are clearly demons and devils at war.
- This is a good chance to foreshadow other things that may be coming up in your side adventures.

Getting Personal

- Since all the PCs are descended from the noble families of Bel-Alaqua, they will likely note familial resemblance in one or more of the pieces of art.
- Some of the art may strike chords in their deepest memories, perhaps of trinkets in a grandmother's house, or a medallion passed down from father to son.
- It's possible that particular faces in paintings may **be** of the relatives of long-lived races like Eladrin.
 - In these cases, you will need to work with the PC to determine why or how they did not know of their heritage previously.
- Since the PCs are all of "uncertain parentage", it may be possible that people in the paintings remind them of stories told in orphanages, or by foster parents.
- There should be a general feeling of "coming home".

Return to Northmoor Session 6 - Temple of Art, Part I - Scene 3 - The Hall of Nature

Purpose: To showcase more Bel-Alaquan art, and the damage cause by the chaos cult.

Tone: Amazing, Shocking

Setup: The Hall of Nature is the western hall of the temple, accessed by the left-hand curving staircase from the Grand Foyer. The Hall of Nature was defaced by the Chaos Cult before the Temple was sealed, and it's shocking to see the damage to the beautiful works of art.

NPCs: N/A

Dimensions and Layout

- The hall is 20' wide, 100' long, and 15' high.
- The walls of the hall are lined with **richly-colored wooden panels**.
- A **Nature check DC 15** reveals that the wooden panels seem to have come from trees that had been felled by lightning.
 - There are burned streaks here and there, artfully worked into the overall patterns of the walls.
- The **north** end of the hall **exits** through an **archway** into the **Hall of Masters** (described in Session 7).

Behold, the Art of Bel-Alaqua

- Beautiful paintings, frescoes, mosaics, statues, carvings everywhere.
- Most of the art depicts scenes from nature.
 - Landscapes, animals, magical beasts, dryads, treants, druids, and more.
- There are a number of carvings from shells, large hunks of wood, and even bone.
 - One carving in particular is the from what appears the thighbone of some enormous creature, and features an inset carving of over 200 individual figures, all apparently engaged in various fishing activities. It's almost like moment in the life of a whole village.

Concealed Doors

- About two-thirds down the passage on the left is a **concealed door (Perception check DC 13** to notice) that leads into the **Workroom** (described in in a future episode).
 - The door is concealed behind a large painting of Bel-Alaquans lovingly framing, restoring and repairing works of art.
 - The damage to the Hall seems to have started from this area of the Hall.
- About one-third down the passage on the right is a concealed door (Perception check DC 10 to notice) that leads into the Guardroom (see below).
 - This door is particularly **easy to notice** because the smell of **decaying flesh** comes through strongly from behind it.
 - The door is concealed behind a large painting of a **field of heather, with mountains and stars** dominating the top two-thirds of the painting.
 - Scrawled in red across the painting in crude common: "**Chaos Shall Free Us From the Shackles of Erathis's Order**".
 - One of the stars glows faintly, and is actually a small crystal set into the painting.
 - When the crystal is pressed, the whole painting swings open, to reveal the hallway leading into the Guardroom (see below).

Damage from the Chaos Cult

- In addition to the writing on the painting leading to the Guardroom (see left), several other paintings have been vandalized.
- Most have just had blood splashed on them.
- Some have been ripped with blades.
- One carving from a huge abalone shell lies in a hundred pieces on the floor.
- A bloodstained multi-colored cloak lies in the center of the hall, near the entrance to the Guardroom (see left).

Return to Northmoor Session 6 - Temple of Art, Part I - Scene 4 - Guardroom - Setup

Purpose: To prepare the PCs for entry into the Temple, and to introduce them to the basic architecture and lighting of the Temple of Art.

Tone: Horror, Investigation, Frightening Off and On Combat

Setup: The Guardroom was where the guards for the Temple of Art lived. It's also where the controls that sealed the temple are stored. The final battle for the Temple of Art during the Chaos Uprising happened here.

NPCs: 2-3 Imps, 1-2 Slaad Tadpoles, Dead bodies of Chaos Cultists, Dead Bodies of Ghost Guards

Dimensions and Layout

- The room is 30' wide, 50' long, and 15' high.
- A 35' passage leads from the Hall of Nature into this room.
- A secret door in the north wall leads to the maproom.
 - A Perception check DC 17 will reveal it.
 - One of the bunks has to be pushed aside to open it (faint tracks are visible on the floor where this has been done before).
- On the west wall is an altar to Erathis (see below for details).
- Bunks line the walls.
- A small table is in the center of the room, with week-old food on it.
- There is a map of this room on the Maproom scene entry (Scene 5)

The Invisible Body

- Just inside the 35' passage leading into this room is the body of a dead Chaos Cultist.
- A **Perception check DC 12** will **identify** the thing the PCs trip over while entering the passage as a **human body**.
- The back of his head has been blown out (Slaad tadpole emerging a few days ago).
- He feels human.

The Altar to Erathis

- The altar is a carefully crafted and worked grey brick altar, with a symbol of Erathis engraved in the top and inlaid with gold.
- **Socketed** into the **top** of the altar is a **blood key with a thin film of blood inside it**.
 - It looks like the blood drained into the altar.
- An **Arcana check DC 15** reveals that this key is **likely what sealed the temple** and froze it in time.

The Dead Guards

- The bodies of the two guards that the PCs met on the way to the Khumat's lair in Session 5 are lying in the middle of the floor.
- One has his throat slit, the other a grievous gut wound, both look dead for about a week.
- Ideally, the PCs should burn their bodies to set their souls free.

Return to Northmoor Session 6 - Temple of Art, Part I - Scene 4 - Guardroom - Combat Reference

<p>The Imps and Slaad Tadpoles</p> <ul style="list-style-type: none"> Accompanying the Chaos Cultists were 2-3 Imps. One of the cultists had a Slaad tadpole growing in his head, and it burst out, and implanted the guard on the altar with another which just burst out today. For a group of 4, 2 Imps and 1 Tadpole. For a group of 5+ 3 Imps and 2 Tadpoles. 	<p>Imp Tactics The Imps will try hit and run tactics, trying to poison as many of the characters as possible, and not being afraid to wait and hide, invisible until one of the characters is alone.</p> <p>Slaad Tadpole Tactics The tadpole will try bite several characters, but once it's bloodied, it will try and escape the room as soon as it can. The key is to highlight it's Chaos Shift power.</p>																																																																		
<table border="1"> <tr> <td>Imp Lurker</td> <td>Level 3</td> </tr> <tr> <td>Tiny immortal humanoid</td> <td>XP 150</td> </tr> <tr> <td colspan="2">Initiative +8 Senses Perception +8; darkvision</td> </tr> <tr> <td colspan="2">HP 40; Bloodied 20</td> </tr> <tr> <td colspan="2">AC 17; Fortitude 15, Reflex 15, Will 15</td> </tr> <tr> <td colspan="2">Resist 15 fire</td> </tr> <tr> <td colspan="2">Speed 4, fly 6 (hover)</td> </tr> <tr> <td colspan="2">☉ Bite (standard; at-will)</td> </tr> <tr> <td colspan="2">Reach 0; +7 vs Armor Class; 1d6+1 damage.</td> </tr> <tr> <td colspan="2">Tail Sting (standard; recharges when the Imp uses vanish) ♦</td> </tr> <tr> <td colspan="2">Poison</td> </tr> <tr> <td colspan="2">Reach 0; +8 vs Armor Class; 1d8+3 damage, and the imp makes a secondary attack against the same target.</td> </tr> <tr> <td colspan="2"><i>Secondary Attack</i></td> </tr> <tr> <td colspan="2">+5 vs Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).</td> </tr> <tr> <td colspan="2">Vanish (standard; at-will) ♦ Illusion</td> </tr> <tr> <td colspan="2">The imp becomes invisible until the end of its next turn or until it attacks.</td> </tr> <tr> <td colspan="2">Alignment Evil Languages Common, Supernal</td> </tr> <tr> <td>Str 12 (+2)</td> <td>Dex 17 (+4) Wis 14 (+3)</td> </tr> <tr> <td>Con 16 (+4)</td> <td>Int 16 (+4) Cha 16 (+4)</td> </tr> </table>	Imp Lurker	Level 3	Tiny immortal humanoid	XP 150	Initiative +8 Senses Perception +8; darkvision		HP 40; Bloodied 20		AC 17; Fortitude 15, Reflex 15, Will 15		Resist 15 fire		Speed 4, fly 6 (hover)		☉ Bite (standard; at-will)		Reach 0; +7 vs Armor Class; 1d6+1 damage.		Tail Sting (standard; recharges when the Imp uses vanish) ♦		Poison		Reach 0; +8 vs Armor Class; 1d8+3 damage, and the imp makes a secondary attack against the same target.		<i>Secondary Attack</i>		+5 vs Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).		Vanish (standard; at-will) ♦ Illusion		The imp becomes invisible until the end of its next turn or until it attacks.		Alignment Evil Languages Common, Supernal		Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)	Con 16 (+4)	Int 16 (+4) Cha 16 (+4)	<table border="1"> <tr> <td>Slaad Tadpole Lurker</td> <td>Level 5</td> </tr> <tr> <td>Small elemental beast</td> <td>XP 200</td> </tr> <tr> <td colspan="2">Initiative +7 Senses Perception +6; low-light vision</td> </tr> <tr> <td colspan="2">HP 44; Bloodied 22</td> </tr> <tr> <td colspan="2">AC 21; Fortitude 18, Reflex 20, Will 18</td> </tr> <tr> <td colspan="2">Speed 4</td> </tr> <tr> <td colspan="2">☉ Bite (standard; at-will)</td> </tr> <tr> <td colspan="2">+10 vs Armor Class; 1d8 damage, and the slaad tadpole becomes insubstantial until the start of its next turn.</td> </tr> <tr> <td colspan="2">Chaos Shift (immediate interrupt, when attacked by a melee attack, at-will)</td> </tr> <tr> <td colspan="2">The slaad tadpole shifts 2 squares.</td> </tr> <tr> <td colspan="2">Alignment Chaotic evil Languages Primordial</td> </tr> <tr> <td colspan="2">Skills Stealth +8</td> </tr> <tr> <td>Str 6 (0)</td> <td>Dex 12 (+3) Wis 9 (+1)</td> </tr> <tr> <td>Con 8 (+1)</td> <td>Int 3 (-2) Cha 7 (0)</td> </tr> </table>	Slaad Tadpole Lurker	Level 5	Small elemental beast	XP 200	Initiative +7 Senses Perception +6; low-light vision		HP 44; Bloodied 22		AC 21; Fortitude 18, Reflex 20, Will 18		Speed 4		☉ Bite (standard; at-will)		+10 vs Armor Class; 1d8 damage, and the slaad tadpole becomes insubstantial until the start of its next turn.		Chaos Shift (immediate interrupt, when attacked by a melee attack, at-will)		The slaad tadpole shifts 2 squares.		Alignment Chaotic evil Languages Primordial		Skills Stealth +8		Str 6 (0)	Dex 12 (+3) Wis 9 (+1)	Con 8 (+1)	Int 3 (-2) Cha 7 (0)
Imp Lurker	Level 3																																																																		
Tiny immortal humanoid	XP 150																																																																		
Initiative +8 Senses Perception +8; darkvision																																																																			
HP 40; Bloodied 20																																																																			
AC 17; Fortitude 15, Reflex 15, Will 15																																																																			
Resist 15 fire																																																																			
Speed 4, fly 6 (hover)																																																																			
☉ Bite (standard; at-will)																																																																			
Reach 0; +7 vs Armor Class; 1d6+1 damage.																																																																			
Tail Sting (standard; recharges when the Imp uses vanish) ♦																																																																			
Poison																																																																			
Reach 0; +8 vs Armor Class; 1d8+3 damage, and the imp makes a secondary attack against the same target.																																																																			
<i>Secondary Attack</i>																																																																			
+5 vs Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to Will defense (save ends both).																																																																			
Vanish (standard; at-will) ♦ Illusion																																																																			
The imp becomes invisible until the end of its next turn or until it attacks.																																																																			
Alignment Evil Languages Common, Supernal																																																																			
Str 12 (+2)	Dex 17 (+4) Wis 14 (+3)																																																																		
Con 16 (+4)	Int 16 (+4) Cha 16 (+4)																																																																		
Slaad Tadpole Lurker	Level 5																																																																		
Small elemental beast	XP 200																																																																		
Initiative +7 Senses Perception +6; low-light vision																																																																			
HP 44; Bloodied 22																																																																			
AC 21; Fortitude 18, Reflex 20, Will 18																																																																			
Speed 4																																																																			
☉ Bite (standard; at-will)																																																																			
+10 vs Armor Class; 1d8 damage, and the slaad tadpole becomes insubstantial until the start of its next turn.																																																																			
Chaos Shift (immediate interrupt, when attacked by a melee attack, at-will)																																																																			
The slaad tadpole shifts 2 squares.																																																																			
Alignment Chaotic evil Languages Primordial																																																																			
Skills Stealth +8																																																																			
Str 6 (0)	Dex 12 (+3) Wis 9 (+1)																																																																		
Con 8 (+1)	Int 3 (-2) Cha 7 (0)																																																																		

Return to Northmoor Session 6 - Temple of Art, Part I - Scene 5 - The Map Room

Purpose: To give the PCs an overview of the extent of Bel-Alaqua, and make it clear that the Star Temple was the center of the city.

Tone: Awe-Inspiring

Setup: To the north of the guardroom is an amazing maproom that shows the majority of the city of Bel-Alaqua as it was.

NPCs: Perhaps left over Imps and Slaad Tadpoles from the Guardroom.

Dimensions and Layout

- The room is 30' wide, 50' long, and 15' high.
- A door in the south wall leads to the guardroom.
- The floor of the room is a detailed birds-eye painting of the city.
- In the center of the room is a small pile of sharp, glassy black stones carefully stacked in a rounded pyramid.
 - This is the Star Temple - it looks nothing like the rest of the Bel-Alaquan buildings.
 - It is the only non-painted part of the room.
- The ceiling is a night-sky painting, with carefully laid out stars. The stars all glow faintly with iridescent paint.

What's on the Map

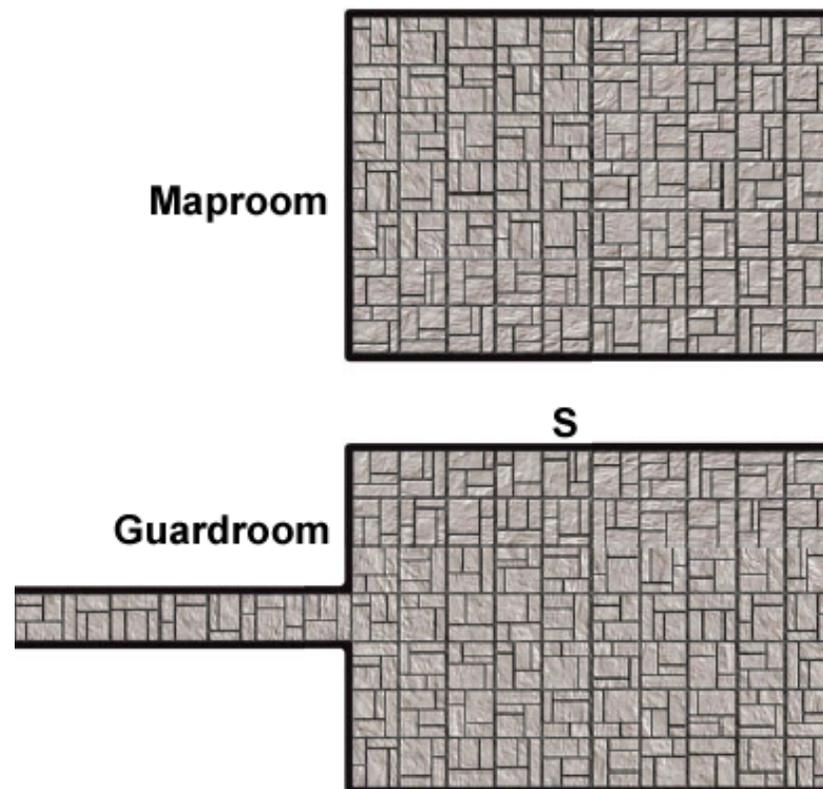
- The extent of the city is large.
- The buildings are not labeled.
- Some buildings are obvious, like a colesseum, a temple of magic, and a harbor on the sea.
- There were apparently several buildings of indeterminate purpose where the outposts lie today.

The Star Temple

- A small pile of sharp, glassy black stones carefully stacked in a rounded pyramid.
- It is the only non-painted part of the room.
- The stones can be moved.
- If all the stones are removed, a hole is revealed below them.

The Guard-Incubator

- A Slaad Tadpole is about to emerge from the head of a dead guard in the northwest corner of this room.
 - As the PCs approach, the body will move a little, leading them to believe it may be still alive.



*e-Adventure Tiles Property of Skeleton Key Games
Find out more at <http://www.skeletonkeygames.com>
This map uses: Dungeons 1, 2, and 5 - Narrow Passages*

