

Return to Northmoor Session 7 - Temple of Art, Part II - General Information

Purpose: General Information About The Temple of Art.

Lighting

- The lighting is a dim glow, similar to 'emergency' lighting.

Pristine Condition

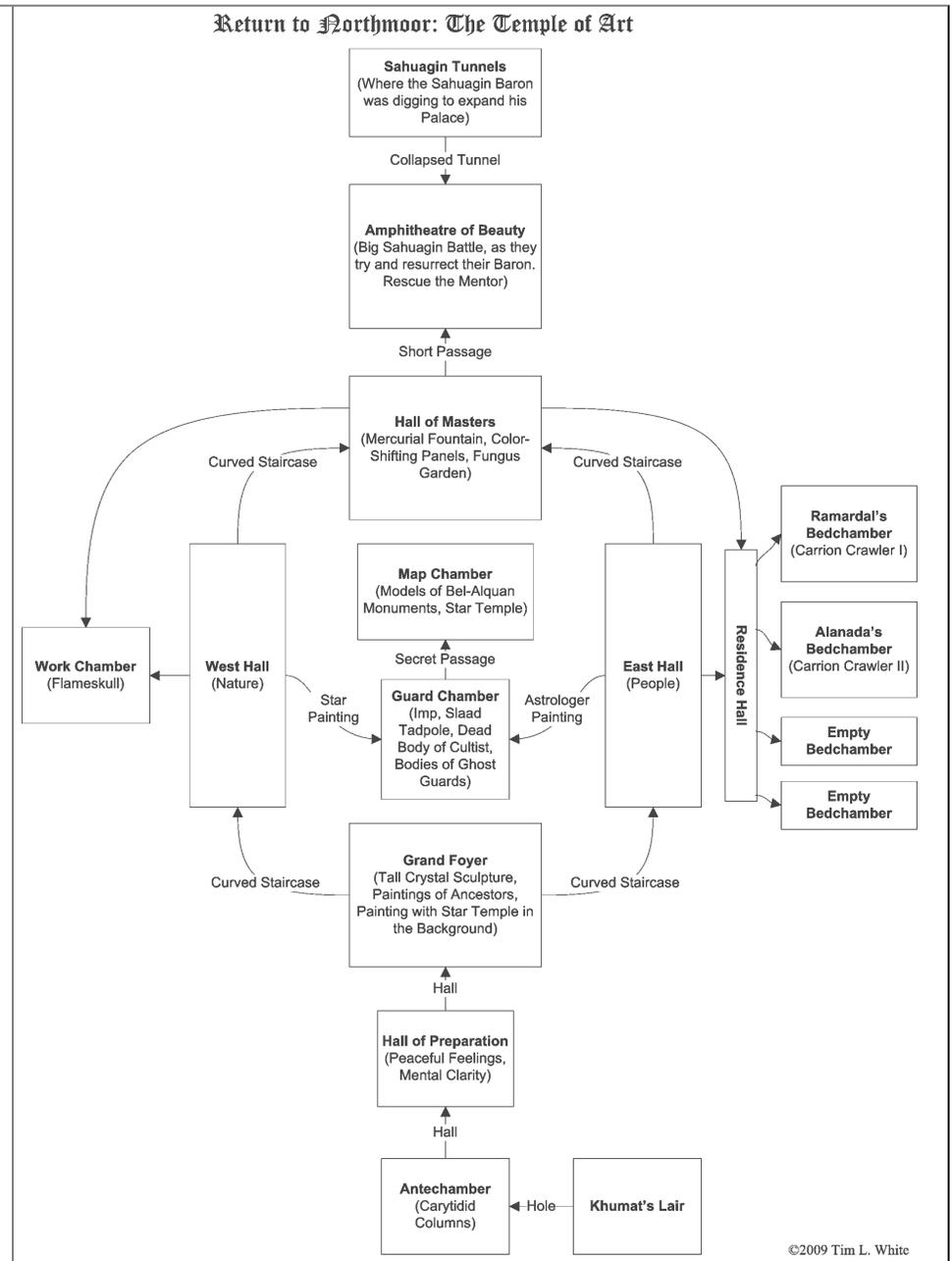
- The Temple of Art has been sealed for at least 500 years (maybe more like 1000 depending on your PC backgrounds).
- The Temple was breached about a week ago by the Sahuagin Baron's digging.
- Once breached, time started passing normally again inside the temple.
- The temple looks as though it has been 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.

Elevations

- The West Hall, East Hall, Guard Chamber and Map Chamber are all about 15' higher up in the building than the rest of the rooms.



Return to Northmoor Session 7 - Temple of Art, Part II - Scene 1 - The Hall of Masters

Purpose: A sobering reminder that as far as the temple is concerned, people were living and creating here only a week ago.

Tone: Somber, awe-inspiring, mysterious.

Setup: The Hall of Masters is where Master Artists came to personally share their craft with students, both with teaching and small group performance. Signs exist both of the Sahuagin passage through here, as well as...something else...but mainly it's a chance to be reminded of how the people of Bel-Alaqua disappeared very very suddenly.

NPCs: N/A

Dimensions and Layout

- The room is 40' wide, 60' long, and 30' high.
- Twin curving staircases lead up from the floor to high up on the south wall, each one leading into a large archway.
 - The western archway leads to the Hall of Nature (whence the PCs likely came).
 - The eastern archway leads to the Hall of People.
- A large tunnel-like hallway leads out of the room to the north, and looks quite similar to the Calming Passage the PCs entered the temple through.
- A smaller archway in the eastern wall is partially closed by a pair of oaken doors, and leads to the Residence Hall.
- A smaller archway in the western wall is fully closed by a pair of oaken doors, and leads to the Work Chamber.

Tracks and Signs

- A muddy trail leads from the archway to the north to the archway to the east.
 - It's mostly dried, but encrusted with weeds and bog plants.
 - *Nature DC 15:* The trail was made by one or more large, multi-legged creatures.
 - *Dungeoneering DC 20:* The trail was made by a pair of Carrion Crawlers.
- *Perception DC 17:* Sahuagin tracks lead through the archway to the north.

Mercurial Fountain

- An amazing floor-to-ceiling fountain of mercury-like silvery liquid musically tinkles down a crystalline substructure.
- There are pillows arranged in front of it, and near one of them is a hastily-discarded sketchbook with a half-finished drawing of the fountain.
- A small pool at the base never seems to overflow.
- The liquid can be gathered, and is not dangerous.

Fungus Garden

- In the northwest corner of the room is a small, carefully-tended fungus garden.
- A wild array of mushrooms and logs are artfully arranged into an aesthetic whole.
- A color-shifting, ethereal curtain hangs from the ceiling by delicate threads, and partitions off the garden from the rest of the room.
 - Even the sound of the fountain is mostly muted.
- Discarded pots and gardening tools tell the story of work interrupted.

Return to Northmoor Session 7 - Temple of Art, Part II - Scene 2 - The Residence Hall - Setup

Purpose: To show that while advanced, the Bel-Alaquans still had to cook, eat, and relax just like everyone else.

Tone: Suspense (scuttling bugs), Discovery (discarded items), Sympathy (lives left behind)

Setup: The Residence Hall is where food was prepared, games were played, and the staff came to socialize. Once the temple was unfrozen in time, the smell of rotting food here has attracted large bugs from outside the temple.

NPCs: Carrion Crawlers (scuttling away) - stats in Scene 3

Dimensions and Layout

- The room is 15' wide, 60' long, and 10' high.
- A kitchen is in the northeast corner of this area.
 - A large, wood-burning hearth is in the north wall of the kitchen area, with firewood stacked on both sides.
 - Pots, Pans, and Dishes still full of just-rotting food on the counters and tables tell the tale of a hasty abandonment.
- A storage room is in the northwest corner of this area.
 - A large dumbwaiter is set into the north wall of the storage room, with small doors partially obscuring it.
 - Stout ropes inside it appear to allow it to travel up.
 - *Perception 15:* It looks as though it originally traveled down as well, but the shaft below has completely filled with bog silt and water.
- A partially-open curtain in on the west side of the area near the entrance leads to a privy.
 - The privy is quite nicely decorated with frescoes of nature.
- A curtain in the eastern part of the south wall leads to Ramardal's chambers.
- A curtain in the western part of the south wall leads to Alanada's chambers.
- A small hall to the east leads to the guest chambers.
 - All the guest rooms, are essentially empty, except for hastily abandoned bedding.

Scuttling from the Light

- When the PCs enter this room, they will catch a brief glimpse of dozens of tiny bugs scuttling away from them.
- They scuttle into cupboards, down the privy, and into the bedrooms.
- A larger form is glimpsed dodging back into Alanada's bedroom.



*e-Adventure Tiles Property of Skeleton Key Games
Find out more at <http://www.skeletonkeygames.com>
This map uses: Dungeons Vol. 1, and Dungeon Details Vol. 1 & 2
(Text, Certain Walls, and Curtains added by Tim White)*

Return to Northmoor Session 7 - Temple of Art, Part II - Scene 2 - The Residence Hall - Combat Reference

<p>Carrion Crawlers and their Spawn</p> <ul style="list-style-type: none"> • A pair of Carrion Crawlers came in through the hole that the Sahuagin Baron broke through in the back of the Amphitheater of Beauty about a week ago. • They are responsible of the muddy trail back in the Hall of Masters. • They laid eggs in both Ramardal and Alanada's bodies. • The larvae in Ramardal's body burst out this morning, and the Carrion Spawn Swarm has been running around between the Residence Hall rooms all day. <ul style="list-style-type: none"> ◦ They will not swarm and attack until their 'parents' attack, rather they will try and run away. 	<p>Carrion Crawler Tactics</p> <ul style="list-style-type: none"> • One of the Carrion Crawlers hides on the ceiling of the guest bedroom, and the other in Alandada's bedroom. • The bugs will try and lure the PCs into Alanada's bedroom, where the other Carrion Crawler hides on the ceiling. • They will try and catch the PCs between them. 												
<table border="1"> <tr> <td>Carrion Crawler Controller</td> <td>Level 4</td> </tr> <tr> <td>Large aberrant beast</td> <td>XP 175</td> </tr> </table> <p>Initiative +5 Senses Perception +4; darkvision HP 57; Bloodied 28 AC 17; Fortitude 16, Reflex 15, Will 14 Speed 6, climb 6 (spider climb)</p> <p>⚡ Tentacles (Standard; at-will) ♦ Poison</p> <p>Reach 2; +7 vs Fortitude; 1d4+4 damage, and the target takes ongoing 5 poison damage (save ends both). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler's paralytic tentacles take a -2 penalty.</p> <p>† Bite (Standard; at-will)</p> <p>+9 vs Armor Class; 1d10+4 damage.</p> <p>Alignment Unaligned Languages --- Str 20 (+7) Dex 16 (+5) Wis 14 (+4) Con 17 (+5) Int 2 (-2) Cha 16 (+5)</p>	Carrion Crawler Controller	Level 4	Large aberrant beast	XP 175	<table border="1"> <tr> <td>Carrion Larva Swarm</td> <td>Level</td> </tr> <tr> <td>2 Skirmisher</td> <td></td> </tr> <tr> <td>Medium aberrant beast (swarm)</td> <td>XP</td> </tr> <tr> <td>125</td> <td></td> </tr> </table> <p>Initiative +6 Senses Perception +6; low-light vision Swarm Attack aura 1; the carrion larva swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.</p> <p>HP 36; Bloodied 18 AC 15; Fortitude 12, Reflex 14, Will 11 Immune fear; Resist half damage from melee and ranged attacks; Vulnerable 5 damage from close and area attacks Speed 4, climb 2 (spider climb)</p> <p>⚡ Swarm of Teeth (Standard; at-will)</p> <p>+6 vs Armor Class; 1d6+3 damage, and ongoing 3 damage (5 damage vs prone targets) (save ends).</p> <p>† Overwhelm (Minor; at-will)</p> <p>+7 vs Fortitude; the target is knocked prone.</p> <p>Alignment Unaligned Languages --- Str 12 (+2) Dex 17 (+3) Wis 10 (+1) Con 12 (+2) Int 2 (-3) Cha 9 (0)</p>	Carrion Larva Swarm	Level	2 Skirmisher		Medium aberrant beast (swarm)	XP	125	
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Return to Northmoor Session 7 - Temple of Art, Part II - Scene 3 - Ramardal's Chambers

Purpose: To allow the PCs to lay him to rest by burning it (likely in the hearth in the kitchen area), after dealing with his defiled body.

Tone: Horror (defiled body), concern, nostalgia.

Setup: Ramardal, the curator and high priest of the Temple, had a small suite of rooms serving as his office and bedchamber. The Carrion Crawlers laid their eggs in his body several days ago, and they burst out this morning. They are now one of the swarms of Carrion Larva that roams between his rooms, Alanada's rooms, and the Residence Hall.

NPCs: Ramardal's body, possible Carrion Crawlers.

Dimensions and Layout

- The outer chamber is odd-shaped, and about 15' wide, 35' long, and 10' high. (See Map in Scene 2).
- The outer chamber is guarded by a heavy velvet curtain.
- The outer chamber is office-like, with a desk, and many books cataloging the items in the Temple, as well as certain donors.
- A small shrine to Corellon in one corner makes it clear that this is a holy place.
- There are a few guest chairs that are nicely appointed.
- A door in the east wall of the outer chamber leads to a dormitory room for Ramardal's assistants.
 - The dormitory room, along with all the guest rooms, are essentially empty, except for hastily abandoned bedding.

The Outer Chamber

- A painting of Ramardal, Alanada, and what appears to be Ramardal's wife (whose name is not given) is on one wall of the outer chamber.
 - His wife is a beautiful woman, but does not seem to be dressed in the same manner as Ramardal or Alanada - she seems a more...practical woman.
 - One gets the impression upon studying the painting that it was perhaps Ramardal's wife who ventured across the planes finding the most exquisite art to bring back for the glory of Corellon.

The Inner Chamber

- The inner chamber contains effects from both Ramardal and his wife, although his wife has much fewer effects, as she was a regular traveler.
- There are a few pieces of particularly exquisite art inside this chamber.

Ramardal's Body

- Ramardal's body is on his bed, where his throat was slit by the chaos cult.
- The Carrion Crawlers have laid eggs in his body which burst out as a Carrion Larva Swarm earlier today (and is hiding, spread out, in the kitchen area).
- His body looks to be about a week dead.

Return to Northmoor Session 7 - Temple of Art, Part II - Scene 4 - Alanada's Chambers

Purpose: To allow the PCs to lay her body to rest by burning it (likely in the hearth in the kitchen area), after dealing with what laid its eggs in her.

Tone: Sad (to see her body defiled), Investigation (reading journal)

Setup: Alanada was Ramardal's daughter, and the senior priestess of the Temple of Art. She led daily worship of Corellon, and coordinated many of the special events at the temple. Her body lies in her bed, where she was murdered by the Chaos Cult.

NPCs: Alanada's body, Carrion Crawlers

Dimensions and Layout

- The outer chamber is 35' x 15' x 10' high. (See Map in Scene 2).
- The outer chamber is guarded by a heavy velvet curtain.
- The outer chamber contains a small bookshelf, desk, and a number of seating pillows.
- The inner chamber is 20' x 20' x 10' high.

Shrine to Corellon

- There is a magnificent shrine to Corellon in the northeast corner of the inner chamber.
- The shrine is decorated with many tiny pieces of exquisite art from all over the planes (gifts from her mother's travels).
 - This is a good place to plant treasure parcels.

Painting of Her Mother

- On the south wall over the dry sink is a painting of Alanada's mother.
- She is dressed in light armor and carrying an elaborate silver torch, which seems to be illuminating a dark passage ahead of her.

Alanada's Body

- Alanada's body is on her bed, where her throat was slit by the chaos cult.
- The Carrion Crawlers have laid eggs in her body which will burst out as a Carrion Larva Swarm at a dramatically appropriate moment.
- Her body looks to be about a week dead.
- *Perception DC 14:* Under her pillow is a Journal.
 - The journal tells the tale of the increasing brightness of the "ugly green star", the chaos cult gaining power, as well as the priests from the Temple of Magic clamoring to once again try and gain entrance to the Star Temple (the last time they tried, a strange uprising among the lower classes ended up burning most of the city).

Return to Northmoor Session 7 - Temple of Art, Part II - Scene 5 - The Hall of People

Purpose: To show the PCs more scenes of Bel-Alaquan life. *Note: This room was not visited during the Actual Play sessions.*

Tone: Awe-Inspiring

Setup: This hall showcases art from Bel-Alaqua and around the planes featuring people. People working, playing, and worshipping are showcased in art of every type.

NPCs: N/A (perhaps Carrion Crawler via the dumbwaiter)

Dimensions and Layout

- The hall is 20' wide, 100' long, and 15' high.
- A curving spiral staircase on the south end of the hall leads down into the Grand Foyer.
- A curving spiral staircase on the north end of the hall leads down into the Hall of Masters.
- A pair of concealed doors (see below) lead into the guardroom and the dumbwaiter from the Residence Hall.

Concealed Doors

- *Perception DC 10:* About one-third down the passage on the west wall is a concealed door 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.
 - The painting features a number of Bel-Alaquans standing in the field using astronomical instruments to observe the stars (astrolabes, sextants, simple-looking telescopes).
 - 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).
- *Perception DC 13:* About two-thirds down the passage on the left is a **concealed door** that leads into the **dumbwaiter** (described in in Scene 2).
 - One of the Carrion Crawlers from the Residence hall may be hiding in the dumbwaiter, and attack if the PCs use the ropes to bring it up to this level.

Behold, the Art of Bel-Alaqua

- Beautiful paintings, frescoes, mosaics, statues, carvings everywhere.
- Most of the art depicts scenes from Bel-Alaquan life, and the life of Eladrin in the Feywild.
 - Eating, playing, working, worshipping, building, every aspect of life you can imagine.
- There are a number of stands featuring (non-magical) clothing of the finest quality and the height of Bel-Alaquan fashion.