

# Return to Northmoor Session 8 - Temple of Art, Part III - General Information

**Purpose:** General Information About The Temple of Art.

## Lighting

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

## Pristine Condition

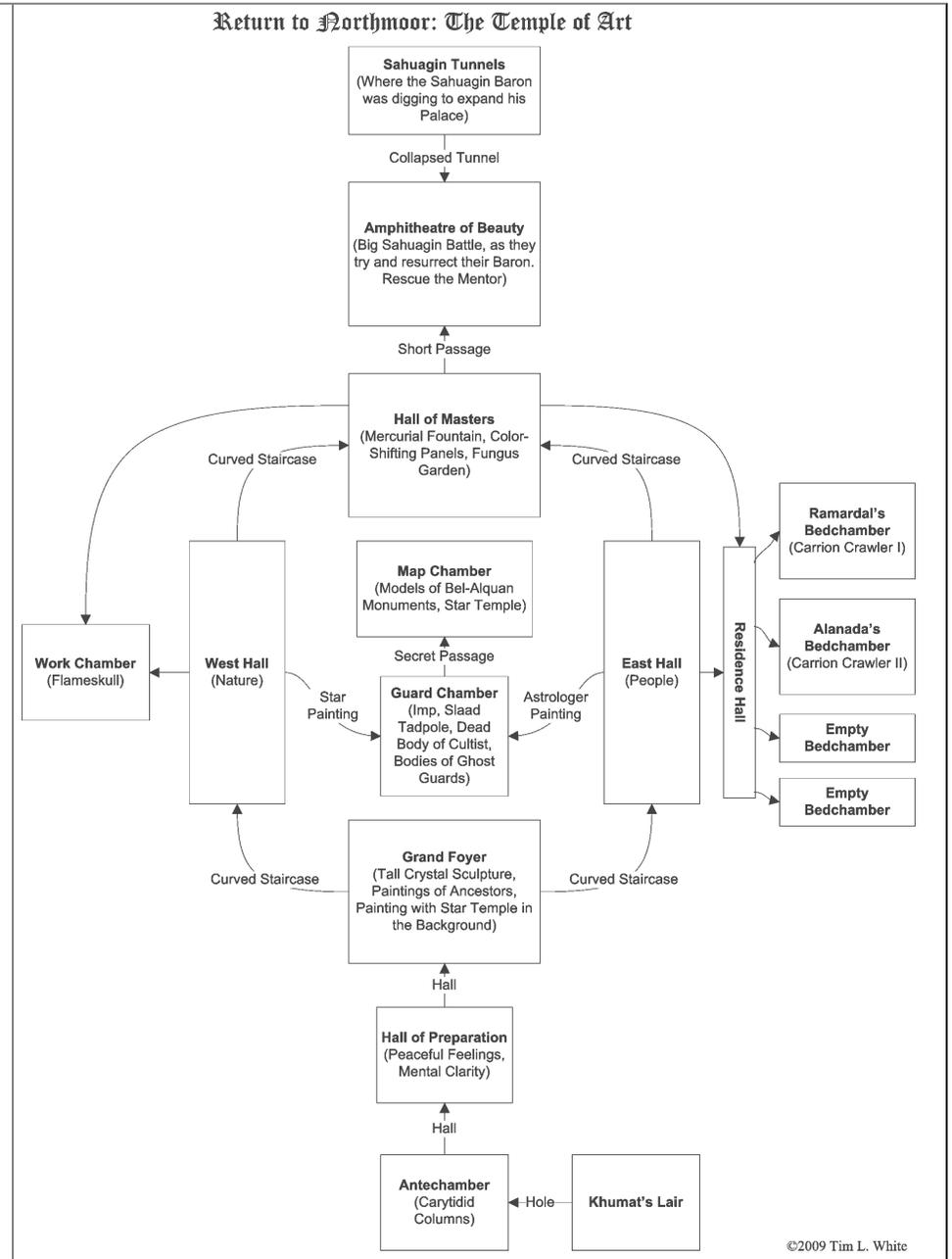
- The Temple of Art has been sealed for at least 500 years (maybe more like 1000 depending on your PC backgrounds).
- The Temple was breached about a week ago by the Sahuagin Baron's digging.
- Once breached, time started passing normally again inside the temple.
- The temple looks as though it has been 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 8 - Temple of Art, Part III - Scene 1 - The Amphitheater of Beauty - Setup I

**Purpose:** The Sahuagin have reached the body of their fallen Baron, and are conducting a hideous ritual to try and bring him back to life.

**Tone:** Giant climactic battle

**Setup:** The Sahuagin priest and his bodyguard stand behind the fallen Baron. The priest chants the words of the ritual to revive his lord, while swarms of Sahuagin guard them.

**NPCs:** Sahuagin priest, trident expert, and young guards (minions)

### Dimensions and Layout

- The room is 60' in diameter, and 30' high at the peak of the dome.
- The stained glass window opposite the main entrance has been broken open, and water is slowly pouring into the room from a huge crack.
- A short hallway leads from the Hall of Masters to the main chamber of the Amphitheater.
  - Sound does not pass from the Amphitheater to the Hall of Masters.
  - **Perception DC 10** (in short hallway): Chanting in Strange Language can be heard coming from the Amphitheater.

### The Room

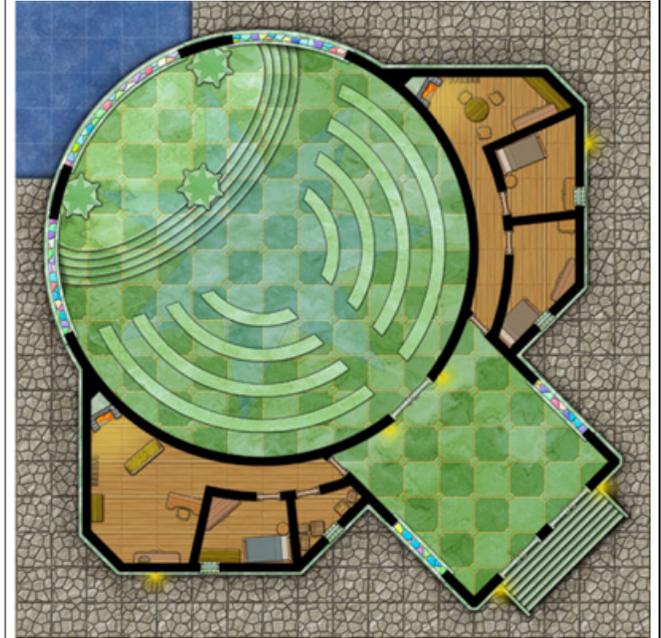
- Sahuagin Minions are spread throughout the main chamber and side chambers, guarding the entrance from intruders.
- The painted wooden benches are about 2' high.

### The Side Chambers

- Are filled with props, cosmetics, and Sahuagin doing their best not to be seen (Stealth +0).

### Pincers

- Ideally, the PCs will be caught between the Sahuagin in the Amphitheater and the ones that sneak out of the side chambers.



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This map uses: *Cartophile*, Vol. 5

# Return to Northmoor Session 8 - Temple of Art, Part III - Scene 1 - The Amphitheater of Beauty - Setup II

## The Stage

- The stage is about 5' higher than the main floor.
- **The Baron:** On the stage is the corpse of an enormous Sahuagin Baron.
  - It looks like he broke through the stained glass but got his throat cut open on the way through.
  - One of the Crystal Keys, drained of blood, appears to have been jammed into the Baron's chest.
    - **Arcana/Religion DC 15:** The Key was put there post-mortem, likely as part of ritual to bring him back to life.
    - **Arcana/Religion DC 17:** There is a symbol that looks similar to the Chaos Cult squiggles scarred into the Baron's arm.
      - The difference is a sickening green gem embedded in his arm above the squiggles.
- An enormous trident has been jammed into the wooden stage, and from it's points hangs the limp but alive body of **the Mentor**.
- Behind the Baron is a large Sahuagin priest, clad in kelp robes, and a skilled-looking Sahuagin bodyguard.
  - Spread out on the body is a large shell-shaped fan inscribed with strange writing.
  - The priest is chanting a ritual to resurrect the Baron.
- The stage is made of **tile-covered wood**, and there are a number of trapdoors used for stagework that were destabilized with the Baron's crashing entrance.
  - The trapdoors could unexpectedly open if stepped on, leading to a 10' drop to the dug out understage.
  - A stout wooden ladder can be found under the stage allowing a return to the stage.

## The Ritual

- If the PCs can bloody the priest, or if they defeat the trident expert, he will stop the ritual to deal with them.
- Otherwise, 10 rounds in, the Baron will rise, and the PCs will need to run.
  - **Arcana/Religion DC 12:** The Ritual is reaching it's end, and they need to stop the priest.

## 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.

**Alignment** Chaotic Evil **Languages** Abyssal

**Str** 16 (+4)      **Dex** 14 (+3)      **Wis** 12 (+2)

**Con** 14 (+3)      **Int** 10 (+1)      **Cha** 10 (+1)

## Return to Northmoor Session 8 - Temple of Art, Part III - Scene 1 - The Amphitheater of Beauty - Combat Reference I

<b>Sahuagin Trident Expert</b> <b>Level 4 Soldier</b> <b>Medium Natural Humanoid (aquatic)</b> <b>XP 37</b>	<b>Sahuagin Priest</b> <b>Level 4 Artillery</b> <b>Medium Natural Humanoid (aquatic)</b> <b>XP 175</b>
<b>Initiative</b> +6 <b>Senses</b> Perception +3; low-light vision <b>HP</b> 54; <b>Bloodied</b> 27 <b>AC</b> 18; <b>Fortitude</b> 17, <b>Reflex</b> 14, <b>Will</b> 13 <b>Speed</b> 6, swim 6	<b>Initiative</b> +6 <b>Senses</b> Perception +7; low-light vision <b>HP</b> 46; <b>Bloodied</b> 23 <b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 17 <b>Speed</b> 6, swim 8
<b>☪ Trident</b> (Standard; at-will) ♦ <b>Weapon</b>	<b>☪ Trident</b> (Standard; at-will) ♦ <b>Weapon</b>
Reach 3; +10 vs. AC; 1d8+5 damage, and the target is marked until the end of the sahuagin trident expert's next turn.	+8 vs Armor Class; 1d8+1 damage.
<b>☪ Trident</b> (Standard; at-will) ♦ <b>Weapon</b>	<b>☪ Trident</b> (Standard; at-will) ♦ <b>Weapon</b>
Ranged 3/6; +10 vs. AC; 1d8+5 damage. The sahuagin trident expert must retrieve its trident before it can throw it again.	Ranged 3/6; +8 vs. AC; 1d8+1 damage. The sahuagin priest must retrieve its trident before it can throw it again.
<b>† Threatening Reach</b>	<b>☪ Water Bolt</b> (Standard; at-will)
The sahuagin trident expert can make opportunity attacks against all enemies within its reach (3 squares).	Ranged 20 (10 out of water); +10 vs Armor Class; 2d8+3 damage (1d8 + 3 out of water).
<b>Blood Frenzy</b>	<b>☪ Spectral Jaws</b> (Standard, encounter; recharges when a target saves against this effect)
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	Ranged 20; spectral shark jaws appear and bite the target; +10 vs Will; 3d6+3 damage, and the target takes ongoing 5 damage and takes a -2 penalty to all defenses (save ends both).
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal	<b>Blood Frenzy</b>
<b>Str</b> 20 (+7) <b>Dex</b> 14 (+4) <b>Wis</b> 12 (+3) <b>Con</b> 14 (+4) <b>Int</b> 10 (+2) <b>Cha</b> 10 (+2)	The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.
Equipment: Extending Trident +1 (Can extend or collapse magically to allow close use or reach use up to 3 squares, Level 4, 840gp).	<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common <b>Skills</b> Intimidate +10 <b>Str</b> 16 (+5) <b>Dex</b> 18 (+6) <b>Wis</b> 20 (+7) <b>Con</b> 16 (+5) <b>Int</b> 12 (+3) <b>Cha</b> 16 (+5)
	Equipment: trident, kelp robe, holy symbol

## Return to Northmoor Session 8 - Temple of Art, Part III - Scene 2 - The Workroom - Setup

**Purpose:** An investigation and treasure gathering encounter that may turn into a combat with the flameskull vault guardian.

**Tone:** Investigative, funny.

**Setup:** The workroom is where workers prepared art for display, performed repairs and restoration, and built props and items for the theater. It was where the chaos cultists were delivered inside crates, which they broke out of to slay the inhabitants of the temple. A vault in this area is where restoration materials and art that is getting ready to be put on display is kept.

**NPCs:** Flameskull guardian, dead bodies in Barracks.

### Dimensions and Layout

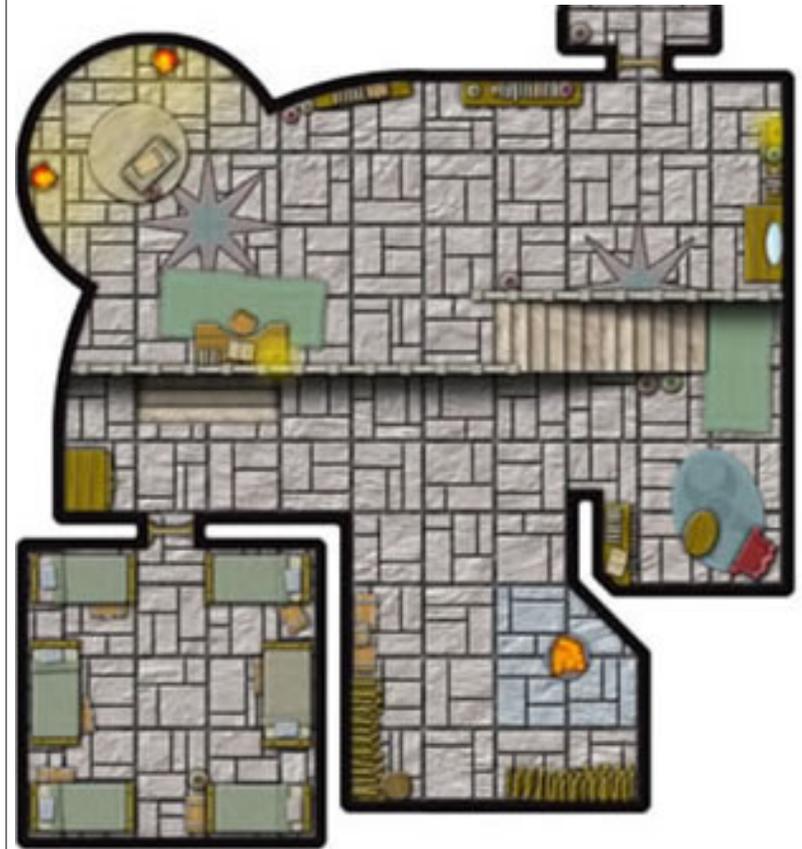
- This is a complex area with 10' - 20' high ceilings, see the map at right.
  - The entrance from the Hall of Nature is the small hallway at the top right of the map.
- Stairs lead down from the loft area (the top 20' of the map) to the lower area (10' down).
- Stairs lead down from the lower area to the vault (10' down).
  - A heavy iron door with a large lock blocks the entrance to the vault.

### The Barracks

- In the lower-left of the map is a small barracks room for the lower-ranking workers.
- Each bunk contains a male Bel-Alaquan with his throat slit.

### The Storage Area

- In the lower-right corner of the map is a storage area
- There is a brazier in this area that flares to life when anyone approaches within 10' of it or the door to the vault.
- There are some small crates here that have their tops broken open - chaos cultists were hiding inside.



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This map uses: *Dungeon Details, Vol. 2*

## Return to Northmoor Session 8 - Temple of Art, Part III - Scene 2 - The Workroom - Combat Reference

### Flameskull Guardian Level 7 Artillery Small Natural Animate (undead) XP 300

**Initiative** +6 **Senses** Perception +10

**HP** 64; **Bloodied** 32

**Regeneration** 5

**AC** 20; **Fortitude** 17, **Reflex** 22, **Will** 20

**Immune** disease, poison; **Resist** 10 fire, 5 necrotic;

**Vulnerable** 5 radiant

**Speed** fly 10 (hover)

⚔ **Fiery Bite** (Standard; at-will) ♦ **Fire**

Reach 0; +9 vs. Armor Class; 1 damage, plus 1d8 fire damage

☞ **Flame Ray** (Standard; at-will) ♦ **Fire**

Ranged 10; +9 vs Reflex; 2d6+5 fire damage.

☞ **Fireball** (Standard; encounter) ♦ **Fire**

Area burst 3 within 20; +11 vs Reflex; 3d6+5 fire damage.

Miss: Half damage. The flameskull can exclude two allies from the effect.

✋ **Mage Hand** (Minor, at-will) ♦ **Conjuration**

As the wizard power mage hand.

**Illumination**

The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

**Alignment** Unaligned **Languages** Abyssal, Common

**Skills** Intimidate +13, Stealth +11

**Str** 5 (0)    **Dex** 16 (+6)    **Wis** 14 (+5)

**Con** 16 (+6)    **Int** 22 (+9)    **Cha** 20 (+8)

### The Flameskull Guardian

- If anyone approaches the stairs to the Vault, the flameskull rises out of the burning brazier, and growls "The vault is closed, you have been warned!"
  - The PCs may be able to convince him to let them pass by claiming noble blood, and perhaps showing him a key.
- The second time, he will use Intimidate to get them to leave.
- If they try and go down the stairs anyway he will attack with Fireball or Flame Ray.
- If the PCs can convince him somehow that it's day, he will allow them to enter.
- He cannot leave the area above the brazier, unless it gets knocked over by a PC, in which case he goes insane and attacks.

### The Vault

- Stairs lead down from the lower area to the vault.
- At the top of the stairs is a greasy burn mark (a cultist that got on the wrong side of a flameskull fireball).
- The door to the vault is locked
  - **Thievery DC 20:** The lock can be opened, it is not trapped.
  - **Strength DC 20:** The door can be battered down.
- The vault contains the rest of the Level 2 Treasure Parcels and some Level 3 treasure parcels.