

10TH LEVEL



THE DM TOOL CHEST

TEMPLE OF THE LAST TITAN

FIFTH EDITION ADVENTURE

A cult is about to free a powerful ally being kept a prisoner in a forgotten temple



ADVENTURE PRIMER

Temple of the Last Titan is a Fifth Edition adventure intended for **three to five characters of 9th to 11th level** and is optimized for **four characters with an average party level (APL) of 10**. Characters who complete this adventure should earn enough experience to reach one-quarter of the way to level 11. A hidden temple deep in the Muhar desert has been holding a powerful prisoner for centuries. A secret order has seized control of the temple and is now working to free the prisoner for their purposes. This adventure takes place in the Freelands campaign setting but is designed to fit into any existing campaign that has a desert temple with only a few modifications.

BACKGROUND

Over five hundred years ago the Titans, storm giants who wielded immense power, banded together under the banner of their influential leader, Draegan Stormrider. He led them on a brutal campaign across Astaria that lasted over fifty years until his capture by The Holy Ignis Empire. They converted an abandoned subterranean temple into a secret prison to hold the powerful giant and other prisoners of war. A holy order, the Knights of the Eastern Sun, watched over the prisoners to protect the world from the danger they represented.

Centuries passed and the prison faded from memory as the Empire focused its attention on the Great War with Z'hing Tao, the elven kingdom. The Knights of the Eastern Sun kept their vows, defending the prison and watching over their charges. Over time, only Stormrider remained and the Knight's numbers dwindled to almost nothing as the prison fell into disrepair.

They were unprepared for the attack by the Order of the Revered Rose, the underground cultist followers of the fire god Trasklyn, looking to take back their ancient temple. They wish to unleash Stormrider on the Holy Ignis Empire once more to aid them in their rebellion. After slaughtering the remaining Knights, the Order forces have taken control of the prison and are working on removing the seals to Stormrider's manacles.

ADVENTURE HOOKS

Here are a few ways to get the party started on this adventure:

Smoke Signals. As the party is traveling through the Muhar desert, a thin column of black smoke snakes through the sky in the distance. Following it leads to a hidden entrance amid a cluster of boulders. The smoke is trickling out of the entrance and the remains of a broken stone door designed to blend into the boulders lie scattered upon the ground.

A Secret Uncovered. During a previous adventure, the party discovered the plans of a secret cult called the Order of the Revered Rose. The plans detail out the Order's desire to unleash a powerful enemy upon the local populace. The map discovered with the plans leads them to the temple's secret entrance, where they learn they are too late to stop the Order's attack.

Purveyors of Historical Artifacts. The League of Explorers, a well-funded company that contracts adventuring work, has hired the party to explore a long lost ancient temple for historical artifacts. They discovered the location amidst scrolls that were hundreds of years old and determined to be deep in the Muhar desert. The League is offering a reward for any relics the party can retrieve from the temple.



TEMPLE OF THE LAST TITAN

The temple was once dedicated to Trasklyn, the god of fire and war, and hidden under the desert sands for hundreds of years. His worshippers fought a failed resistance against the Holy Ignis Empire, who invaded their lands and forced them underground. The Empire repurposed this hidden temple into a secret prison hiding the most powerful prisoners of war they came across, tasking a holy order to oversee it. The temple and its prisoners faded from the Empire's attention as it focused on the Great War. It has now been breached and reclaimed by Trasklyn's followers, the Order of the Revered Rose, who seeks to unleash its remaining prisoner to seek his vengeance upon the Empire.

GENERAL FEATURES

Unless otherwise noted in the keyed locations descriptions, the temple has these general features:

Ceilings. The cavernous areas of the complex have 30 foot high ceilings made of rough granite. The rooms and passageways of the temple have 15 foot high ceilings made of smooth mortared stone.

Floors and Walls. The temple walls comprise 2 ft. thick granite blocks and the floors are smooth stone.

Doors. All doors are made of carved stone with iron pins for hinges. Locked doors can be unlocked with a successful DC 15 Dexterity check by someone proficient with thieves' tools and stuck doors can be forced open with a successful DC 15 Strength check. Each door is a Medium object with AC 15, 30 hit points, and immunity to poison and psychic damage.

Lights. The cavern and temple rooms and passageways are dimly lit with torches and braziers.

Order of the Revered Rose. The knights and clerics of the Order wear distinctive uniforms of robes and tunics of dark red with a burning rose emblem over the left breast over their armor. They are fanatic followers of their god and believe it to be a privilege to die in battle, always fighting to the death.

Only One Way Out. The temple is under the effects of a permanent *forbiddance* spell with protection against undead.

KEYED LOCATIONS

The following location descriptions correspond to the provided map:

1 - ENTRANCE

The entrance tunnel winds from the stone doorway and spirals down into the cavern below. Strands of old cobwebs hang in the dusty air. The Order has splashed the rough rock walls with the blood of the broken bodies of the temple guardians littered across the floor; their once pristine white tunics now stained crimson.

Trap: The Penitent Man. With a successful DC 15 Wisdom (Perception) check, an adventurer will notice a body dressed in dark red robes that is missing its head. An additional DC 20 Intelligence (Investigation) check will result in them finding the pressure plate (see provided map) that activates two spring blade traps. The pressure plate will trigger the traps if over 10 pounds is placed upon it, causing steel blades to sweep from either side of the tunnel with both blades making a melee weapon attack against all creatures within 5 feet at +6 to hit. A successful hit deals 13 (2d10+2) slashing damage. The

pressure plate cannot be disarmed and the trap resets after being triggered.

2 - CHASM

A 20-foot wide and 60-foot deep chasm separates splits this massive cavern. A rickety ancient-looking wooden rope bridge spans the black hole. Two massive braziers light either side of a set of engraved stone doors carved into the rock wall. A successful DC 15 Intelligence (Religion) check will determine the carvings to be regarding the god Trasklyn.

Trap: Leap of Faith. There is an invisible *wall of force* set across the span as a bridge (see provided map) that can be noticed with a successful DC 25 Wisdom (Perception) check. The rope bridge is a decoy and will collapse once anyone reaches the center. The trick boards can be noticed with a successful DC 15 Wisdom (Perception) check. If triggered, anyone on the bridge must make a DC 17 Dexterity check, grabbing onto the chain rope on success, and taking 21 (6d6) bludgeoning damage from the fall on a failure.

Encounter: Burning Rose Cultists. There are four **cult fanatics** and two **priests** guarding the entrance to the temple. The cult fanatics are armed with short bows and one priest has a *counterspell* spell prepared instead of a *spirit guardians* spell. The fanatics will attack at range with the priests supporting them.

3 - TEMPLE ENTRANCE

A pair of bodies in red robes are suspended midair by spear traps on opposite walls. The doors to the Main Hall are stuck (see General Features). A failed attempt to open the doors will alert the cultists in area 4 who will respond.

4 - MAIN HALL

Rows of pillars flank the sides of the room, bearing torches that light the hall. Snow white banners edged in gold and bearing the symbol of a rising sun line the walls. The bodies of acolytes wearing that symbol lie on the floor in pools of blood.

Encounter: Knights of the Burning Rose. There is a **mage**, a **priest**, and two **knights** in this room. They are busy looting the room and can be taken by surprise unless someone fails at opening the door from area 3. In that case, the knights will move to open the door while the mage will prepare to cast a *fireball* spell at the door to leading area 2.

5 - JUNCTION ROOM

Two large and elaborate doors guard opposing walls in this small room. A wooden desk lies shattered against one wall bearing the broken body of Tiberius Betucius, a Knight of the Eastern Sun (LG, male human **knight** with 1 hp and bleeding out). Blood is leaking from his lips as he paws at the longsword impaling him. He will implore the adventurers to stop the invaders and save the high priest, pointing to the southern doorway, before passing out. If healed of his wounds, Tiberius will join them in the fight, explaining that Stormrider's cell has been breached and that only the high priest has the key to reopen it. Otherwise, he will expire from his wounds.

6 - PRISON CELLS

The cells of the prison have been empty for decades, the last prisoner having perished of old age over thirty years ago. The Knights of the Rising Sun repurposed the prison as a library with reading rooms. Bookcases stuffed with rare scrolls and tomes line the walls and have been ransacked by the cultists who scattered papers everywhere.

Treasure: *Something Useful.* Someone searching the bookcases with a successful DC 15 Intelligence (Investigation) check will find a *spell scroll of hold monster* at 5th level.

Encounter: *Quiet in the Library.* A **knight**, a **priest**, and two **veterans** of the Order of the Burning Rose are tearing up the library here. If half the Order members are killed, the other half attempt to escape through the armory (area 7) to link up with the group in area 8.

7 - ARMORY

Racks of swords, shields, and banners bearing the golden sun of the Knights of the Eastern Sun line the walls. There are empty spots where some Knights grabbed weapons during the attack. A collection of simple martial weapons can be scavenged here.

8 - LIVING QUARTERS

Rows of bunk beds and foot lockers flank either side of the room. There is a distinct monastic and military feel to the spartan living quarters. The bodies of the slain monks show clear signs of being crushed to death. Once the adventurers enter the room, read the following aloud:

Standing at the far end of the room, past the rows of beds decorated with the bodies of slain monks, a dusky skinned woman in white robes hangs suspended in midair. Two beings made of shifting stones hold each wrist, trapping her in place. Standing before her is a grinning man wearing red armor adorned with the crest of a flaming rose who is pressing a dagger to her cheek. The woman glares at him, giving him only a slight widening of the eyes as he drags the tip of the dagger across her cheek, slicing it open and painting her face with red.

The man glares at her defiance and strikes her hard in the face with his gauntleted hand, knocking her unconscious before turning around and smiling.

Encounter: *Master of Earth.* Zaim Hassen (CN, male human **knight**) is a commander in the Order of the Burning Rose. Cocky and smug, he takes joy in causing others pain. He carries a *Ring of Earth Elemental Control* that grants him resistance to acid damage but has all charges spent. He controls two **earth elementals**.

Saimah Salman (NG, female human **priest**) is the high priest of the Knights of the Eastern Sun. She has already used up all of her spells and is unconscious. If rescued, she will use an amulet in her possession to remove the *wall of force* that is blocking the door that leads to Stormrider's cell. She will be too weak to fight with the party and, if he is still alive, Tiberius will stay with her to guard her while the adventurers carry onward.

9 - STORMRIDER'S CELL

The door to this massive cell is blocked by a *wall of force* that can be removed by an amulet that is in the possession of Saimah Salman in area 8. The walls of this room glow from runes that build a protective barrier that makes spells that would normally allow travel through or transmutation of stone have no effect.

A giant pair of rune engraved manacles are bolted to the floor and lying in a heap under a 20-foot wide crackling blue dome of magic in the center of the room.

Encounter: *Prison Escape.* The adventurers arrive just in time to see the **storm giant** (AC of 14 for natural armor) Draegan Stormrider, once shackled to the floor under a still active *antimagic field* spell, stand and stretch his limbs. He proceeds to then crush the life out of the remaining knight of the Order of the Burning Rose; the bodies of Order priests are scattered across the room. He picks up the knight's greatsword and turns to the adventurers with a grim smile and a crack of his neck.



AFTERMATH

If the adventurers clear the temple of the Order of the Burning Rose and defeat the Draegan Stormrider, they will have spoiled the Order's plans and now have a new enemy to contend with. If either Saimah or Tiberius survive, they thank the party profusely, giving them a generous reward. They no longer are bound by their oaths to the shattered Knights and will venture out into a world they've never known.

If the adventurers fail to defeat the rebels, the Order uses the chaos created by Stormrider to begin an insurrection in the Holy Ignis Empire. Cities burn and many people are hurt or killed in the conflict between the empire and the rebels.

ADVENTURE HOOK RESOLUTION

Purveyors of Historical Artifacts. The League of Explorers will reward the adventurers for securing the now empty temple. Giving them a hefty lump sum of gold, their teams of excavators work to remove the historical artifacts, carvings, and tomes from the temple for display where they belong — in a museum.

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