

Chapter IX – The Guardian Temple

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Synopsis

At the end of their trek through the Undermoor the party has discovered the Sea Spawn City with at its center the Agelong's prison-temple.

The party will have to sneak through the city, possibly aided by a diversion from new-found allies.

Once inside the Guardian Temple they will have to find their way into Agelong's resting place and bind the creature once more.

To discover the different pieces of the ritual needed, they will have to visit the original Guardians Four most of which have long since passed away.

The Sea Spawn City

From the sheltering stems of the Shroom Wood you can observe a sprawling shanty town.

Most dwellings are no more than huts, clinging together like clams on a sunken barge. The few ramshackle buildings you see, never exceed two stories and are few and far in between.

Beyond the Sea Spawn City at the shore of the subterranean sea, you can see a great rock formation. From its face an old temple was carved.

Even from a distance there is no mistaking the symbols of the guardian gods, engraved in the frieze above the entrance.

There are three possible approaches to reach the Guardian Temple:

- The party can sneak through, which is not that easy to do. Unless the party reverts to the use of invisibility or teleportation spells.
- The party can create a diversion or have someone else create a diversion. This would mean sneaking through becomes a lot easier.
- The party can try to fight their way through (or is caught when sneaking). In this case they will be locked up in the temple and will have to break free.

In each of the scenario's the party ends up in the Guardian Temple. The following section deals with the mechanics of reaching the temple.

Note: Crossing the Sea Spawn City is a footnote in this adventure. It has very little importance. If the players avoid sneaking through by using spells such as mass invisibility or teleport, award them experience points as if they snuck through.

Note: The players can't see the entrance to the temple or the area around it. They only see the upper part of its front from where they are standing. If the players want to cast a spell requiring the caster to see the entrance, they will need to get creative: Using a familiar, climbing a mushroom, ...

Creating a diversion

There are three more or less obvious ways to create a diversion. The effect of a diversion is described in the following section: **Crossing Sea Spawn City**.

Possible diversion 1 - Elomyr's Crystal

Elomyr, the ghost from Imla d'Are still has an outstanding debt with the adventurers.

If they break the crystal and ask him to create a diversion, he will singlehandedly attack the Sea Spawn City from an alternate direction. Being a ghost, he will do this with impunity, drawing scores of Sea Spawn to his location.

Possible diversion 2 – Lorifal

Lorifal the flumph druid has a soft spot for the original Guardians Four, which may extend to their successors, provided the adventurers are on their best behavior when visiting the grove.

If the party asks Lorifal for help; **Charisma (diplomacy) DC10:** Lorifal will rally his shrent and head for Sea Spawn City. At the agreed moment he will have the shrent attack, creating a diversion for the players.

Possible diversion 3 – Mayhem

Another scenario could entail things like setting fire to some buildings, having summoned monsters attack or have illusionary dangers threaten the city.

If the party comes up with a creative way to fool the sea spawn, reward them with success.

Sneaking through

Quest xp: If the players manage to reach the temple without being discovered: 25000 xp to be divided among the party.

Handout R – Sea Spawn City

The city is divided into sections. Each time the players enter one of the sections, they will encounter a situation where they will need to get out of sight quickly by succeeding at a **dexterity (stealth) check**.

Quickly! Hide!!

These situations are randomly generated using the table below. Roll once on this table to determine the situation the players find themselves in.

Each situation in the table shows the **dexterity (stealth) DC** for hiding successfully.

If the players fail at their check, they will have a certain number of rounds before the alarm will sound. If the sea spawn sound the alarm, the area will be crawling with enemies in no time.

(1d6)	Situation	Dexterity (stealth) DC	# Rounds before alarm
1	Sea spawn child	12	1d2+1
2-3	Sea spawn commoner	10	1d2
4-5	Sea spawn workers	12	1d4+1
6	Sea spawn patrol	15	1d4+1

What's Happening?

Sea spawn child

A sea spawn child appears. It could be playing, running. It could be crying over a broken toy.

If the child sees the adventurers, it will be frozen in terror.

Once the listed rounds pass by it will start screaming and will run towards nearby sea spawn.

Any kind of diplomacy will be out of the question, since the child is too terrified of outsiders.

Sea spawn child (1), AC 10, 1d4 hp. Saves are made at +0 on each ability.

Needless to say, that killing it, is not a goodly act.

Sea spawn commoner

A sea spawn commoner enters the area. Like so many others, this commoner is changing into a sea spawn but isn't quite there yet. The sea spawn has no memories of a past life, except some of the mundane skills needed for basic living and survival.

She could be out there to hang up the laundry. He could be there to tend a small garden.

Sea spawn (1), VG p. 189 or NPC's & Mobs.

Sea spawn workers

A group of workers appear, or the players run into a group of workers.

They might be repairing the roof of a building, digging a well, transporting building materials, driving a herd of rothé, building a brickwork oven, or mending tools.

Sea spawn (1d3+1), VG p. 189 or NPC's & Mobs.

Sea spawn patrol

A patrol crosses the area the players are in.

Sea spawn (8), VG p. 189 or NPC's & Mobs.

Sea spawn trident (2), NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Sea spawn juggernaut (2), NPC's & Mobs

Where can we hide?

Before describing the predicament to your players, you will first need to **roll twice** on the table below to determine available hiding spots.

The table below describes the different hiding spots and the number of people that can hide there.

The players will need to **choose their hiding spot individually and in order of initiative**. They will do this based on your description.

If a single player occupies a hiding spot, he will roll a normal **dexterity (stealth) check** versus the listed DC. If more than one player occupies a hiding spot, the check becomes a group ability check versus the listed DC.

Note: If the players managed to create a diversion as described earlier, **every dexterity (stealth) check** made to cross Sea Spawn City is **at advantage**.

Note: These spots are only suited as a hiding place for a limited number of people. Exceeding this number will result in disadvantage on the group ability check to hide.

Note: If you need to brush up on rules concerning group ability checks, you should visit PHB p. 175.

(1d12)	Hiding spot	Safely hides #
1	Barrel	1
2	Well	2
3	Anvil	1
4	Empty hut	6
5	Mushroom bushes	3
6	Midden heap	4
7	Cart	4
8	Wheelbarrow	2
9	Rothé herd	6
10	Low wall	3
11	Pond	6
12	Shadowy doorway	2

Alarm!

If the players are discovered and don't prevent the sea spawn discovering them from raising the alarm, the players will be overrun by arriving sea spawn.

Make this a fight of attrition. If you notice the players are fighting their way through, don't hesitate to add more sea spawn than suggested below. At this point the adventurers may be powerful heroes, but no hero can stand against an entire town. Nor should they be able to.

If they are knocked out, **see 'captured'**, below.

Encounter

During the first round a patrol of sea spawn arrive.

Sea spawn (8), VG p. 189 or NPC's & Mobs.

Sea spawn trident (2), NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Sea spawn juggernaut (2), NPC's & Mobs

Every 1d3 rounds after that, add the following wave

Sea spawn (2d6+2), VG p. 189 or NPC's & Mobs.

Sea spawn trident (1d4), NPC's & Mobs

Sea spawn task master (1), NPC's & Mobs

Sea spawn juggernaut (1d3), NPC's & Mobs

The Guardian Temple

Dungeon 16 – The Guardian Temple

General Notes

Lighting

The entire Guardian Temple is brightly lit unless noted otherwise. In every hallway or room is illuminated with ever-burning braziers. These braziers symbolize the unfaltering dedication of the four gods to their duty.

Architecture

The building is dwarven crafted, but also infused with divine magic, making it nigh impervious to damage.

If anyone examines the structure, while expressing an interest in the craftsmanship;

Intelligence (history) DC 15: The temple was most certainly built by dwarves. From the style you would wager it must be 6000 years old. **Dwarves may use their stonecunning trait when performing this check.**

Intelligence (arcana) DC 15: For anyone schooled in the arcane arts, it is obvious strong magic was included in the building of this temple. You can almost taste it in the air.

Standard doors

Unless noted otherwise, doors in the Guardian Temple are stone double doors, closed, unlocked.

Random encounters

If the party close the outer doors (area 2) using the locking mechanism in area 1, there will be no random encounters inside the Guardian Temple. The party will be able to take **short and long rests** at their leisure.

If they don't close the outer doors, a patrol of sea spawn will interrupt any attempt at resting. Use the same composition for these patrols as detailed above under the 'Alarm!' section.

Captured

The disappearance of the Hooded Man has left the sea spawn without leadership. Some of the higher-ranking sea spawn are looking for a way to make sense of the telepathic messages they are receiving from the Agelong but have had no success thus far.

Since they used to rely on the Hooded Man for guidance, the sea spawn aren't even aware of the importance of the captured adventurers. If they had been, the adventurers would have been slain outright.

Therefore, not all decisions made by Agelong's minions can be called sensible. If the players were captured while making their way through Sea Spawn City, they were bound, gagged and thrown into **Area 1. The locking mechanism.**

It is the last place they have any business of being, if it were up to the Agelong.

Learning the Rite of Imprisonment

If the characters encountered Lorifal, they will have learned of a rite needed to fortify Agelong's prison.

The rite consists of four parts. Each part will need to be learned from the previous guardian. For the most part, this will mean travelling to the afterlife through the passages described later on.

1. The locking mechanism

Two braziers bathe this room in a yellow glow. One of the walls is occupied with familiar looking machinery. Each time you've encountered machinery like this, it heralded the discovery of one of the Stones of Guardians Four.

None of the divine symbols you saw on previous contraptions can be seen here though.

Instead a single copper lever extends from the gear-ridden wall, standing in the upright position.

The adventurers have encountered similar machinery before. Each time it was designed to keep thieves away from one of the Stones of Guardians Four. This time however it is fully functional.

As soon as the adventurers pull the lever, they activate the locking mechanism. The doors to the Guardian Temple will close, locking the sea spawn out, with no way to enter.

The magic of the temple will transport it, and everyone in it, deep into the earth, into the actual prison of Agelong.

Every spellcaster in the group will be allowed the following check once the lever is pulled; **Intelligence (arcana) DC 20:** Pulling the lever put some kind of

magic in motion, it feels like the entire structure is moving through the astral plane.

Note: From this point on magic will act normally again. The temple will have left the area of the Shroom Wood and will no longer be subject to its rampant magic.

Leaving or entering the Guardian Temple

Once the lever is pulled, nobody will be able to enter or leave the temple, until the ritual is complete. Teleportation magic designed to leave or enter the temple will automatically fail.

The only spots where teleportation magic will work is in **Areas 6, 8, 10 and 12**. These areas are linked to the Guardian Temple but aren't inside of it anymore.

Note: Teleportation magic to travel within the confines of the temple, will work just fine.

If captured - Escaping bonds

The players have been bound, gagged and blindfolded.

Once one of the players is free, he will be able to free the other, so no further roll will be required.

If a player tries to snap the ropes restraining him; **Strength (athletics) DC20**

If a player tries to reach a hidden dagger or something similar; **Dexterity DC 10**

If a player tries to slip his bonds; **Dexterity DC 15**

Missing gear

If the players were captured, their gear was stored in in **Area 13 – The storage room**.

All purposefully hidden items will be still on their person. The sea spawn did a poor job at searching them. Worn items such as rings, talismans, holy symbols, and even the Stones of Guardians Four are still on their person.

Weapons, armor and spellbooks will be missing at this point.

2. The entry hall

A huge stone gate imbedded with gnomish cogwork forms the entrance to the Guardian Temple.

The rest of the entry hall is unadorned, the massive blocks that make up the structure, must have required superior craftsmanship to fit together this seamlessly.

The door can only be closed with locking mechanism found in **Area 1**.

Once it is closed it can be opened in the same way, but only once the Rite of Imprisonment has been completed.

Encounter

There are several sea spawn guarding the entry way.

If the players were captured and have already pulled the lever in Area 1 – The locking mechanism, these sea spawn will be trying to force the door open, when the players enter the area.

If the players made it through Sea Spawn City without being captured, the huge stone door will be open and the sea spawn will be caught unaware, granting the players a surprise round.

Sea spawn temple guard (5), NPC's & Mobs, treasure: none.

Note: The players might be looking for weapons until they reclaim their lost equipment. The temple guards are armed with halberds, short swords and daggers.

3. The grand gallery

A broad, high and solemn hallway leads deeper into the temple. Braziers were placed along the walls, bathing the entire hallway in a ruddy glow.

Encounter

Halfway down the hallway the adventurers encounter some guards heading up to be relieved.

Sea spawn temple guard (6), NPC's & Mobs, treasure: none.

4. The prayer circle

In front of a large stone gate, similar to the one at the entrance of the temple, a group of sea spawn are gathered in a circle.

Their heads bowed in whispering prayer, they haven't noticed your approach.

A few sea spawn have succumbed to the effort and lie where they fell, leaving gaps in the circle.

These sea spawn are the higher ranking followers of the Agelong. They are all bound to it by a strange pact, allowing them to hear his thoughts and respond in kind.

The Agelong's intelligence is vast however, and his need to be heard urgent. The sea spawn aren't accustomed to conversing with it directly. They used to rely on the Hooded Man to translate its messages.

With the Hooded Man gone, they have no option but to try communicating themselves. Several of them have succumbed to the effort already.

If the players investigate these fallen sea spawn, they will discover their eyes sockets are smoldering and their brains have been scorched away;
Intelligence (arcana) or intelligence (religion) DC 20: Touching the mind of a being with an overbearing intellect, such as a god or a godlike being, can lead to insanity, or in the worst cases, burn someone's mind to a crisp.

Encounter

The adventurers can sneak up on these sea spawn if they are so inclined; **Dexterity (stealth) DC 12 at advantage.** This ability check can be tried as an individual check or as a group ability check: On a successful check the players are granted a surprise round.

Kraken Priest (8), VG p. 215 or NPC's & Mobs, treasure: 40 gp, 20 gp, 70 gp, 30 gp, 60 gp, 100 gp, 60 gp, necklace of prayer beads (3 beads)

5. Passage to Arvador

This bland room has only one defining feature. An archway, similar to the ones you've encountered before, is filled with hundreds of gears and cogwheels.

In its center, etched on a disk of moonstone, is the symbol of a single deity: the goddess Angharradh.

If the players invoke Angharradh the gears will shift and twist into the doorway itself. Behind it, they will see a misty passage.

Stepping into the passage, will have them walking through the mist for a few minutes before they are transported to **Area 6 - Arvador.**

Note: By now the players should know how to solve the puzzle of the archway fluently. If not refer to **Velti'Enorethal – Area 11 – Kuklbon's Quarters – The Archway** for handling the situation.

6. Arvador

You step out of the mist into a small grove. Around the grove you can see half a dozen cages containing different animals. An owl, a wolf, a

unicorn, a nightingale, a stag and a tressym look at you from behind bars.

The nightingale sings a sweet and whistful song. Nobody except you and your friends are around to hear it.

Note: A tressym is a winged elven cat.

If the players stray from the grove, they will encounter nothing worth mentioning in the forest beyond. At all times they will hear the distant song of the nightingale, serving as a beacon to bring the back to the grove.

The nightingale is the soul of Lemira Silversong, one of the original guardians. She was known as Nightingale among her people for her sweet and melodious voice.

If the players open the cages, the animals will dash into the forest, all except the nightingale.

The Moonstone Rite

Once the players have freed all the animals, the nightingale will coalesce into the shape of a heart-wrenchingly beautiful elven woman.

You've shown you can be kind to the world around you. You've passed my little test, adventurers.

To complete the Moonstone Rite, you will need to place the moonstone ioun stone on the pedestal of Angharradh.

While doing so you, you must sing a song of bravery, a song of heroism, the way I used to do for my companions.

You must then defend the shrine against the onslaught of the Agelong's minions, until the gong sounds a single time.

After receiving their instructions from Nightingale, she will open the passage back to the Guardian Temple.

7. Passage to Solania

This small chapel is dedicated to the dwarven goddess Berronar Truesilver. A modest altar is placed in an alcove across from the entrance.

To the right an archway, similar to the ones you've encountered before, is filled with hundreds of gears and cogwheels.

In its center, engraved on a disk of silver, is the symbol of a single deity: the goddess Berronar Truesilver.

The altar still holds ancient remnants of a small sacrifice performed here by one of the previous Guardians. It has no connection with the doorway however.

If the players invoke Berronar Truesilver, the gears will shift and twist into the doorway itself. Behind it they will see a soothy black passage.

Stepping into the passage, will have them walking through the darkness for a few minutes before they are transported to **Area 8 - Solania**.

Note: By now the players should know how to solve the puzzle of the archway fluently. If not refer to **Velti'Enorethal – Area 11 – Kuklbbon's Quarters – The Archway** for handling the situation.

8. Solania

After a few minutes inside the passage its walls, floors, and ceiling start to become uncomfortably hot.

When the corridor starts taking on a ruddy glow, you and your companions break out in a wild run.

The fire is starting to lick at your back and you sense the crunching of charcoal underneath your boots when you throw yourself shoulder first against the inch-thick steel door at the end of the passage.

Gasping, and trailing smoke, you find yourself on the floor of a cavern smithy, the forge behind you belching forth great clouds of white vapor.

The ring-a-ding-ding of a smith's hammer will greet the adventurers.

A broadshouldered dwarf with a square face and black beard is hammering a shape out of a pure white-hot flame. At intervals he picks it up with bare sootcovered hands to shrink it in icy water, before hammering at it again.

Around his neck a silver amulet shows the interlocked rings of Berronar Truesilver.

Once he sees the party, he will put down the searing flame and wipe his hands on his apron.

He introduces himself as Erban Blistersteel. There will be no further introduction, no mentioning of titles. Even in the afterlife Blistersteel is practical

and tough. He doesn't care for the trappings of station.

He will offer them a pint of fresh ale from a small keg he keeps to the side, before listening to their request.

The Rite of Silver

If they ask for the rite, he will answer them plain and simple:

I'm assuming my companions all gave you some silly task to complete? May the gods watch over those simpletons, wasting your time, while so much is at stake.

Well, you got here, that's enough of a trial in my book.

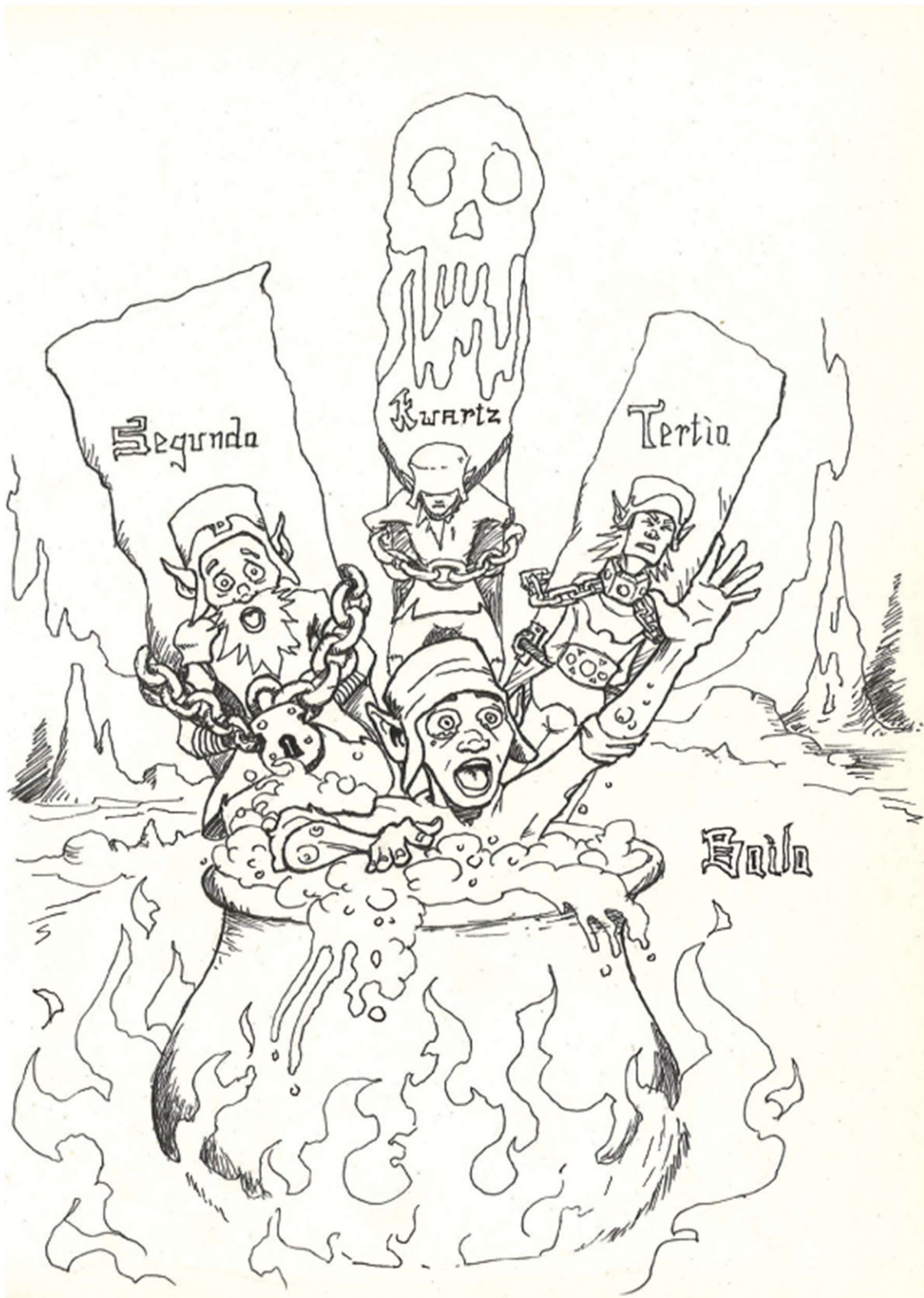
Berronar's shrine is the last one you should visit. When you get there, you must place the silver stone on her blessed altar and cast a spell of healing over it.

This task completed, you will have to be prepared to Berronar's altar until the gong strikes four.

I advise you to sharpen your axes and swords. My companions and I almost bought it, during the last rite.

After receiving their instructions from Erban Blistersteel, he will open the passage back to the Guardian Temple.

Note: If the players don't have access to a simple healing spell, Blistersteel will give them a *potion of healing* to pour over the altar.



Immerton's Riddle

(dramatic rendering)

9. Passage to Glitterhome

Upon entering this room, you are bedazzled by the endless reflection of yourself in each direction.

The ceiling, floors, and walls of this room are packed with polished mirrors.

A single area of wall doesn't reflect your image as it holds a gear-riddled archway instead of a mirror.

In its center a fist-sized chunk of pyrite represents Garl Glittergol, protector of gnomekind.

If the players invoke Garl Glittergold the gears will shift and twist into the doorway itself. Behind it they will see a passage filled with a kaleidoscope of colors.

Stepping into the passage, will have them walking for a few minutes before they are transported to **Area 9 - Glitterhome**.

Note: By now the players should know how to solve the puzzle of the archway fluently. If not refer to **Velti'Enorethal – Area 11 – Kukulbon's Quarters – The Archway** for handling the situation.

10. Glitterhome

As you exit the passage, you are greeted by golden sunshine filtering over a sparsely forested hill side. Among the rolling hills the merry tune of a shepherd's pipe can be heard.

Following the music:

You come upon a simple but cozy cottage. On the sun-bleached porch a gnome is sitting in his rocking chair. His hands are coaxing an effortless tune from a wooden flute.

When he sees you, he stops and gets to his feet, raising his hand as if greeting old acquaintances.

The gnome is none other than Immerton the Prankster, one of the original Guardians Four.

He will welcome the travelers, ask about their journey and offer them something to eat.

After the meal it is time to get down to business:

"You want to learn the rite needed to put the Agelong back to sleep. I can give you my part. But... since you are adventurers... and it gets dull her at times... you will have to earn it.

Solve me this riddle and I will tell you what you need to know."

Handout 13 – Immerton's riddle

"Four gnomes are standing in a line, wearing 2 hats of red and 2 hats of lime. This much they know.

Bound to a post they are and cannot turn and only watch the gnomes in front of them. Meanwhile the fire under the kettle burns.

The first gnome in the row is already in the cave troll's pot and cannot see his brothers, nor can the color of his hat be discovered by the others.

If one of the gnomes calls out, within a minute's time, the color of his own hat, be it red or lime, the cave troll will let them go.

Which gnome will save the day, and how the hell did he know?"

Information

If the players struggle with the riddle, you can give them the following guidelines:

- Listing the gnomes from left to right:
 - In the kettle sits Boilo
 - Next is Segundo
 - Next is Tertio
 - Last is Kwartz.
- On visibility:
 - Boilo can't see anyone, nor can his hat be seen by his friends.
 - Segundo, facing forward, can't see any of his friends.
 - Tertio can only see Segundo's hat
 - Kwartz can see the hats of Segundo and Tertio.

Roleplaying Immerton

Immerton is playful but calm. He likes to tease, but there is a certain wisdom in his words and his bearing. He will smile often but not laugh out loud.

He will not speak of the rite until the party had a decent meal. If they protest, he will wave away their objections:

“If there’s but one thing you must learn here today wanderer, learn that you should never go adventuring on an empty stomach.”

He will be particularly interested in their experiences with the vaults he created.

- What did you think of my vaults?
- Were you the first to enter them? Did it keep out all thieves?
- How long did it take you to get in?
- ...

Quest - Answering the riddle

Quest xp: Solving the riddle: 19000 xp to be divided among the party.

The correct answer is the gnome Tertio:

When after a few seconds Kwarts doesn’t yell out the color of his hat, Tertio realizes the color of his own hat must be different from Segundo’s.

If both Segundo’s and Tertio’s hats were of the same color. Kwarts would be able to deduce the color of his own hat.

Since Segundo’s hat is red, Tertio’s hat must be lime colored.

Failing the riddle

If after twenty minutes of game time the players haven’t solved the riddle, Immerton will show signs of impatience and offer a clue.

“The gnome that saves the day is Tertio. Can you at least tell me why?”

If the players can’t explain why. Immerton will start muttering:

Adventurers these days... Simple riddle... wouldn’t last two seconds against a sphynx... In my day...

He will eventually just give them the information they need.

The Rite of Pyrite

Immerton will give teach them the Rite of Pyrite, whether they succeed or not.

“When you are at the beacon, place the pyrite stone on Glittergold’s altar and cast a spell of

illusion over it. Then you will need to defend the shrine untill the gong sounds twice.

After that you will need to hurry on. Make sure you don’t leave the shrine undefended. If not, you might need to start all over again.”

After receiving their instructions from Immerton, he will open the passage back to the Guardian Temple.

Note: If the players don’t have access to a simple spell of illusion, Immerton will give them a *Wand of Faerie Fire*, which allows the wielder to cast the faerie fire spell once between long rests.

11. Passage to the Valley of Frost Giants

An archway filled with gears is flanked by two stone warriors. A short and curved blade ready in each hand, they stand prepared for battle.

In the center of the archway you can see the steel gauntlet, symbol of Helm, with a ruby shaped eye set in its palm.

If the players invoke Helm the gears will shift and twist into the doorway itself. Behind it they will see a passage obscured by thick snowflakes, lazily floating through the air.

Stepping into the passage, will have them walking through the snow fall for a few minutes before they are transported to **Area 12 – The Outpost**.

Note: By now the players should know how to solve the puzzle of the archway fluently. If not refer to **Velti’Enorethal – Area 11 – Kuklbbon’s Quarters – The Archway** for handling the situation.

12. Valley of the Frost Giants

DM’s Map – Valley of the Frost Giants

The players will arrive in a snow-covered valley. Falling snow and chasing winds will make it impossible for the characters to see far ahead.

The Valley of the Frost Giants is somewhere in the Spine of the World. It has been used in the past by marauding frost giants looking to raid nearby settlements.

Answering the call, a contingent of veteran Helmsmen have arrived a few months ago to secure the valley. Among them are Reddererr Vharcane,



Marauding Frost Giants

original member of the Guardians Four and his infernal bride, Keleeni.

After the escape from Erebus, Redd and Keleeni sought hard to find a place to fit in. Weary of Keleeni's nature, community after community turned them away.

Communing with his deity, Redd finally learned of a place that would be accepting of his wife's nature and their shared talent for combat. So instructed by Helm, they sought out the defenders of the Valley of the Frost Giants, where Keleeni was hesitantly given the opportunity to prove her worth in the eyes of the guardian god.

The Helmsmen intend to build a stronghold able to dominate and safeguard the passage, but the work is many months from being finished.

Until the stronghold is ready, Keleeni has taken it upon herself to assist the patrols dispatched into the valley as a scout, and to relay orders and reports between the patrols and their base of operations.

Escalation of violence

The first raiding frost giants attempting to leave the snow-covered peaks in search for booty, were turned away by the Helmites.

This leaves the giants in dire straits. Frost giants don't farm or stock food. When winter comes they rely on the food and drink they can pillage to survive.

When the jarls realized the tribes faced starvation, a great gathering was called deep within a massive glacier.

It was decided the tribes would put their differences aside until the fortifications sealing of the valley were destroyed.

The frost giants are still more than a day away from the wall and have remained undetected up until now. A few bands of marauders have been sent ahead to scout and deal with any advance traps the Helmites may have prepared for them.

When the party first arrives in the Valley of the Frost Giants, they come to blows with these scouting giants.

Awakening blizzard

When frost giants go marauding they often do so amid a blizzard. Whether this phenomenon is a natural occurrence or invoked by the tribe's shamans, is unknown.

The characters will arrive at the start of one such blizzards. Temperature will be dropping rapidly, and vision is very limited.

At the end of each of the following encounters the characters will need to succeed at a **constitution saving throw DC 15** or gain a level of exhaustion (PHB p.290). If they are in possession of appropriate cold weather gear this check is at advantage.

Goad the party on

The walls of the valley are unscalable. To try would be madness. If the ice doesn't make you lose your grip the cold winds will freeze you before you are halfway up.

This leaves two directions to go. Away from the Helmite fortifications, or towards them.

There are two spots marked with the number 2 to take into account both possibilities.

If the party heads east, they will be heading towards the sounds of the blaring horns of the frost giants. If they head west, they will be heading away from the sound.

Whichever direction they choose, they will be met by Keleeni at one of the locations marked with the number 2. She will guide the party towards the Helmites from then on.

1. Arrival

You exit the passage and find yourself in a snowy valley. Thick flakes are driven to the earth by a cold wind, preventing you from seeing far ahead.

From the grey surroundings a soldier approaches, bloodied and stumbling.

As he spots you, he yells: "They're coming, save yourselves..."

Behind him a great horn sounds, heralding the approach of lumbering behemoths.

The soldier was part of a patrol. They were caught off guard by a frost giant ambush. Keleeni is looking for them at present but is hampered by the rapid decline in visibility.

Encounter

The players can choose to hide and avoid the giants, but this would mean letting the soldier die at the hands of the cruel frost giants. There is just enough time to dodge into a drift. Grabbing the soldier who is 6 feet from the nearest party member and dragging him into cover will take too much time, unless the players get creative (using an invisibility

spell for instance). In game terms: they have a single round to act.

If the players face the giants, they can heal the warrior and bring him to safety. He will point them to the west, away from the approaching giants.

Frost giant (2), MM p. 155, treasure: A giant-sized belt studded with semi-precious gems worth 170 gp.

Hiding from the giants; **Dexterity (stealth) DC 13**: The party hides behind a snow drift, while the giants butcher the unfortunate soldier.

2. Sky scout

Underline the urgency of the situation. If the party hesitates or heads off in the wrong direction, use the blaring horns of the giants to warn them away and goad them in the right direction.

After a few minutes you hear a woman's voice shouting at you through the mounting blizzard.

Up above an armored female with wings like an eagle points behind you to the giants that are approaching fast.

A thrown boulder clips her left wing and sends her spiraling towards the earth.

The frost giants spotted the party and are closing in fast. Soon the party will be forced to face a second scouting party.

Encounter

Frost giant (3), MM p. 155, treasure: Instrument of the bards (cli lyre).

3. A familiar face

Keleeni has spiraled to the ground not far off.

The winged woman is spinning like a seasoned dancer, cutting with her sword and using her wings alternately for balance and to deflect attacks.

It is only when her fiery sword cuts across the calve of a howling frost giant that you are able to catch a glimpse of her face.

You've met her before, she is Keleeni, the devil you helped escape from Avernus.

Encounter

Frost giant (3), MM p. 155, treasure: Gilded wooden scroll case (250 gp). The case is empty.

Keleeni, use Erinyes statistics, MM p. 73
(Alignment: LN)

Aftermath

Keleeni has a bruised wing and will have to walk instead of fly, unless one of the players decides to heal her.

She will have no time to explain. She will urge the players to follow her. They must reach the battlements to warn the others of the approaching danger.

If the players comply with her request, they will be walking for an hour before reaching the battlements.

If the players are inclined to ask Keleeni about her experiences since they last parted, she will tell the tale of how she and Redd came to be with the Helmites, as described earlier in this section.

The golden chain around her wrist still trails towards the location of her husband before disappearing. Redd is at the battlements.

During her story they will occasionally hear the low bellow of a frost giant horn faintly in the distance behind them.

4. The battlements

No map is provided for the Helmite fortifications.

An hour later, the contours of a large wall emerge from the haze. It spans the entire breadth of the ravine. Above the wall three towers are still under construction.

What strikes you as odd is that the wall contains not one but five low gates one next to the other. Each gate is protected by sturdy looking portcullis.

Behind the wall is a camp of tents and log cabins. Some stone foundations testify of a small but solid fortress in the making.

At least six dozen heavily armoured men are present in the compound. Most are gathered around fires trying to keep warm. All of them display the symbol of Helm in one way or the other.

The players are brought to one of the cabins which has been sanctified as a temporary temple, but also serves as a war room.

5. The temple cabin

A blazing hearth welcomes you when you enter the cabin. You warm your frozen bones, while Keleeni makes her report to stern looking men surrounding an altar stone, covered with maps.

One of the men separates from the group and comes to shake your hand. You recognize him as Redd Vharcane, the only surviving member of the original guardians four.

Redd will notice the four stones are united once again. He will ask them how their quest goes.

If asked how he and Keleeni got to be here, he will recount what happened since they last parted, as described earlier in the chapter.

He will also be able to give them further information if they ask for it. Once they have finished talking, he will have a request for them.

Redd's Information

The wall and the giants

If the players ask Redd about **the strange design of the wall**, he is proud to explain: The wall is of Keleeni's design. Her centuries of experience as a general in the blood war has proven invaluable to find a defence against this uncommon foe.

The wall is specifically designed to combat frost giants. It forces them to divide their attention.

- The battlements are 15 feet high, which is chest height for the average frost giant. It makes it more difficult for the behemoths to swing at defenders on top of the wall.
- In battle the portcullises will slide upwards to a height of seven feet. This allows for defenders to blindside the giants from below while they are focused on the defenders on the parapets.
- Likewise, if the giants stoop to attack the defenders fighting from the gates, they are more vulnerable to the long spears of the attackers on the parapets.
- On top of that we have three onagers on the parapets waiting for the turrets to be finished. These onagers can be loaded with clay pots of alchemists fire to bombard the snow giants during their approach towards the battlements.

Redd can also recount **the general reason why the Helmites are building a stronghold here**. This pass is used by frost giant tribes to raid the neighbouring communities beyond the pass. By blocking the pass and installing a permanent presence, the Helmites hope to safeguard the people from the giant menace.

The Ruby Rite

If asked, Redd will explain the Ruby Rite to the adventurers:

Of course I will explain the rite to you. You need to place the ruby Stone of Guardians Four on the pedestal of Helm.

One of you must then cut his palm and let the blood drip unto the alter.

You will then have to defend the altar until the gong sounds three times.

Might I advise you to hurry in between rites. Whenever the gong sounds the Agelong awakens and assaults the shrines with all his might.

The shrines are protected by the gods, but you will not be safe.

Redd assure the players that Keleeni will be able to send them back to the Guardian Temple, but first, he has a request.

Redd's request

I know you have urgent matters to attend to. If you feel you need to go, I will not stand in your way. If you have a little time, however, we could use your help.

This place is the only defense between the wilds of the Spine of the World and the communities beyond. We're expecting an attack by frost giants soon.

Most of the warriors here are veterans of many battles, but they are used to fighting orcs, or the occasional troll. They aren't experienced when it comes to fighting giants.

I know your group has faced many dangers, you've fought devils in Avernus, you've even faced Daktaralisk in his lair and prevailed.

Would you stand beside us and stop these giants?

If the players refuse, Redd will understand. Their quest is too important to jeopardize.

He will ask Keleeni to send them back, which the she-devil does by creating a portal to the Guardian

Temple. This she can do, due to her link with Redd Vharcane.

6. Manning the wall

If the players conform with Redd's request, they will be granted a good night's sleep. In the morning they are given clothing appropriate for the climate.

Come morning the camp awakens to the distant sound of horns. The frost giants are moving.

After a hasty breakfast you find yourself on the battlements, shoulder to shoulder with the Helmites.

No more than twenty minutes later the swooping of wings heralds the arrival of Keleeni, who is acting as a forward scout.

Her hasty report has Redd rushing in your direction with dire tidings:

"Friends, Guardians, we have a problem. We have just learned that a group of Reghedmen are a few hours east from our position.

The barbarians are fleeing the giants as fast as they can, but there are many women, children, and elderly people among them. The tribe's warriors are fighting bravely, but they are no match for the sheer force of the giants' onslaught.

If we mobilize the Helmites we will be engaging the giants in open field. This means leaving the advantage our fortification grants us, and possibly endangering the lands we are sent here to protect.

But you, you are heroes. Dragonslayers. You have a chance to help these people.

Will you do it?

If the players don't agree, Redd will try to persuade them.

If he fails Keleeni will intervene. She will state that under other circumstances she would have been amused that a devil seems to care more about the lives of innocents than so-called heroes.

She will then open a portal for them to step through and reach the Guardian Temple again.

7. The slope

Quest xp: Rescuing the barbarians: 19000 xp to be divided among the party.

Battlemap K – The Slope

If the players decide to help, read the following:

Encounter A

Soon after you set out into the valley. The sky is grey and weighs heavy on the lands around you.

Ploughing through the thick drift, leaves you lathered in sweat.

You are almost glad when you finally perceive a score of barbarians, bunched together on a steep slope, fighting off the charge of the frost giants.

Two hours after you left the Helmite encampment, you engage the Frost Giants intending to leave nothing but death in your wake.

Frost giant (3), MM p. 155, treasure: none

During this encounter you should stress a desperate fight is going on further up the slope. The barbarians are in dire straits. To save them the battle must be ended fast and decisively.

Encounter B

After decimating the frost giant rear guard, you spot a tall, yellow-bearded giant at the back of the throng.

His imperious gestures mark him as the leader of this band of frost giants.

Steeling yourself for a second round you make your way to face the behemoth, ready to cut the head of the snake.

Frost giant (4), MM p. 155, treasure: none

Frost giant reaver (1), NPC's & Mobs, treasure: giant slayer (battleaxe).

Aftermath

Their leader fallen, the giants' onslaught turns into a rout. The subsequent meeting with the proud barbarians is terse. After a short debate, they accept your help however and allow you to escort them back to safety.

The encounter with the frost giant vanguard delays the advance of the giants. Shaken by the unexpected and thorough beating at the hands of the adventurers, the giants refuse to march for several days, until hunger finally forces them.

In the mean time Keleeni will send the party back to the Guardian Temple to complete their quest.

The days of respite allow the Reghedmen to recuperate sufficiently to assist the Helmites in defeating the giants. The fortification gets built in the following months, halting the frost giant advance through the pass in decades to come.

In the years to come Keleeni's Wall will become a settlement where many Reghedmen will make their home, and others come to trade with merchants from the surrounding lands.

Eventually the frost giants find another path into the valleys beyond, but that is a different story.

13. The storage room

Tossed on the ground of this otherwise barren room is your equipment.

Into the Agelong's prison

Quest xp: Gaining access to the Agelong's prison: 21000 xp to be divided among the party.

Once all four rites are known to the party, the stone gate in **area 4 - The prayer circle** will open, allowing the player to enter the Agelong's Prison.

The adventurers will have to complete the rite in the correct order to rebuild the beacon guarding the Beast's prison.

Background information

When they exit the temple, they will see the great shape of Eti'iwán floating in a pocket space filled with a substance resembling phlogiston. Phlogiston is the region where Eti'iwán originated. It is where the creature wants to return.

From the rocky outcrop the Guardian Temple is perched on, an old but sturdy rope bridge leads towards the beacon. Like the region it was created for, the rope bridge is magical and will not break.

At the end of the bridge is an island floating in the void.

On top of the island are the remnants of what looks like a lighthouse. Most of the walls and parts of the floor have crumbled, but every separate floor and the staircases connecting them remain. Some of the structure is floating, as if suspended in nothingness.

On the top floor of the tower floats a large and upright crystalline disk. This is the gong that will mark the ending of each part of the ritual.

The nature of phlogiston

Phlogiston cannot exist within the space of a crystal sphere. Not even with divine intervention. As such it cannot be brought into the prime material plane of Abeir-Toril, where this adventure is happening.

To keep the Agelong dormant however, the gods combined their might to create a substance resembling this phlogiston. This also explains why our adventures can breathe in what would otherwise be a deadly substance.

The final battle

What follows now is the final battle of this epic tale. As such it is a bit more complicated than your average battle.

Listed in this section are the rules concerning this battle. These rules will become obvious to the players throughout the battle itself.

Exploring the tower

Nothing prevents the players from entering and exploring the tower safely. The fight starts when the first ritual has been initiated by the players.

Gravity

Gravity inside the tower works normally. Outside the tower it's different. The nature of the magic aura surrounding the tower allows people to act as if they have a fly speed equal to their normal movement.

People or items that are not trying to influence their own trajectory while outside the tower, will act as if under the influence of a featherfall spell. They will sink until they reach ground level and just hover there.

Smart players will be able to deduce part of this mechanic from the descriptive text and use it to their advantage.

If one of the players steps outside the tower, it will take one round to realize they can control elevation and direction by mere thought.

The Rite of Imprisonment

The rite needs to be completed in a **specific order**.

The first ritual is the Moonstone Rite. It needs to be completed at the Altar of Angharadh on the first floor of the tower.

The second ritual is the Rite of Pyrite. It needs to be complete at the Altar of Glittergold on the third floor of the tower.

The third ritual is the Ruby Rite. It needs to be completed at the Altar of Helm on the ground floor of the tower.

The fourth ritual is the Rite of Silver. It needs to be completed at the Altar of Beronnar on the second floor of the tower.

Different phases

There are two phases that alternate during this battle.

The combat phase

The combat phase starts the moment a character places one of the Stones of Guardians Four on the right altar in the correct order (see 'The order of the rituals' above).

At that moment, summoned dreamspawn will appear outside the tower, flying towards it. The round after the stone was placed the creatures will



Dreamspawn

attack the characters, focusing their attention on the character performing the ritual. Each ritual takes a set amount of rounds. A **character performing the ritual will not be able to fight** during that time. He can however use the dodge action.

Once the creatures are defeated, the crystalline gong atop the beacon will sound.

Starting from the second rite a small, a separate wave of creatures might attack one of the altars that has already been visited.

Each altar has 50 hitpoints and is immune to psychic damage. Dreamspawn attacking an altar hit automatically.

If they reduce the altar's hitpoints to zero, the characters will have to start from scratch. This means the party will have to split up at times to defend a second altar.

Note: The summoned dreamspawn will always focus their **attacks on characters present on the same floor**. So even if these creatures are attacking an altar, they will interrupt these attacks as soon as one of the adventurers enters the floor. With no characters present, the summoned creatures will focus on the altar.

The onslaught phase

DM's Map – Beacon of the Guardian Gods

As soon as the gong sounds, the summoned dreamspawn disappear. The round thereafter the onslaught phase begins.

During the onslaught phase the characters will move between the different floors trying to get from one altar to the next.

During this phase the Agelong will assault the tower physically. At about thirty feet of the tower, its attacks will be halted by an invisible wall of force that surrounds the entire tower.

The onslaught makes the tower tremble and shake. The players will be having a hard time maintaining their balance as they move through the area. **During this phase every section of the tower counts as being difficult terrain.**

Pieces of the wall and ceiling might come loose to the detriment of the players. Following mechanics describe what happens:

1. At the end of each round roll twice on the table below. Do this for each floor that contains player characters.
2. If a piece of wall or ceiling shakes loose (results 6-15), randomize two separately affected locations by rolling a d10 and cross-referencing with the DM's Map

(DM's Map - Beacon of the Guardian Gods)

3. In case of a collapse (results 16-20) determine the affected spot by rolling a d10 and cross-referencing with the DM's Map **(DM's Map - Beacon of the Guardian Gods)**
4. Implement the results. Sections of floor that collapsed should be crossed out on the players' map. **(Battlemap L - Beacon of the Guardian Gods).**

(1d20)	Effect
1-5	An extremely violent tremor shakes the tower. All characters on all floors must make a dexterity save DC 14 or end up prone.
6-15	A piece of wall or ceiling shakes loose. A player caught underneath the collapse must make a dexterity save DC 16 or suffer 10d10 bludgeoning damage.
16-20	A piece of the floor collapses. A player standing on this section must make a dexterity save DC20 or fall to the corresponding spot on the floor below and suffer 2d6 bludgeoning damage from the fall. (Ignore this outcome if on the first floor)

Note: Players that are floating outside the tower are not affected by the onslaught phase. Even if falling debris would come their way, the debris would be floating down gently, as described earlier.

Note: When checking the DM's Map, you will notice certain sections of the floor are colored in red. These sections cannot be targeted for randomized collapses. This is done to make sure the players always have an option to cross the different floors, although in some cases they will need to jump. Don't show the DM's map to the players as they will figure out some places are safe and might try to meta-game their way to safety.

Note: If a piece of the floor collapses, it might fall on top of a character on the floor underneath. Treat this as a ceiling collapse for the purpose of saves and damage.

Tactics

There are several ways the players might bypass some of the difficulties of this battle. I will list a few:

- It is possible for players to use the outside of the tower and skip most of the onslaught phase. In that case you will only need to roll for the rounds they spend inside the tower.
- Masking an altar with spells such as invisibility would make it impervious to the dreamspawn. You can't attack what you can't see.

- Casting the mending cantrip on a damaged altar will heal any damage completely.
- When the fourth ritual is initiated, all the players must do is survive. At this point it doesn't matter anymore how many creatures they slay. They can opt to put everything on defense by using the dodge action.

Entering the area

You exit the Guardian Temple to a terrifying sight.

Before you, drifting in the multicolored chaos filling this entire place, floats the Agelong.

It resembles an etching you once saw of a kraken. Only this creature seems much, much larger.

Even though the bright colors playing across its bulk give you ample opportunity to study the monster, it is simply too large to fathom, as its body disappears several miles further into the distance.

In front of the beast is an almost ludicrous looking building. A formidable tower in its own right, it is dwarfed against the bulk of the creature, like a speck of dust defying a giant.

An old rope bridge leads from your position towards the base of the tower.

Intelligence (arcana) DC 15: The creature floats in a substance resembling phlogiston. Phlogiston is the name scholars give to the space between the crystal spheres of the prime material planes.

The Beacon of the Guardian Gods

Battlemap L – Beacon of the Guardian Gods

DM's Map – Beacon of the Guardian Gods

1. The Altar of Helm

When the players enter the ground floor:

Little remains of the walls encasing this room. Only a few feet of finely chiseled marble are shouldering the impossible task of supporting the floors above.

Through the gaps you can clearly see Agelong, drifting lazily in a kaleidoscope of chaotic gasses. It seems unaware of your presence.

In the middle of the room stands a square block of sandstone. Each of the smooth sides are engraved with the gauntlet and eye symbol of Helm.

The third ritual

To complete the third ritual (the Ruby Rite) the players need to place the ruby Stone of Guardians four on the altar of Helm, where it will float several inches above the surface.

At that point a character will need to spill a few drops of blood on the altar.

This takes a total of two rounds.

When the dreamspawn are defeated the gong on top of the tower will sound three times and the onslaught phase will begin.

Note: It doesn't matter whose blood is spilled onto the altar. The blood of a dreamspawn is equally effective. If the character cuts himself, he takes 1 hp of damage.

Encounter

Dreamspawn (6), NPC's & Mobs, treasure: none

Dreamspawn (2), NPC's & Mobs, treasure: none

Six dreamspawn will land at the Altar of Helm to attack the party.

Two dreamspawn will land at the Altar of Angharadh or the Altar of Glittergold and attack it (randomize). If an altar is reduced to zero hitpoints, the players will need to start anew.

2. The Altar of Angharadh

Climbing the staircase to the first floor, you notice how several pieces of debris float by gently, as if gravity acts differently outside of the tower.

A round altar of sculpted vines forms the altar of Angharadh in the center of the room.

The Altar of Angharadh is on the first floor of the tower.

The first ritual

To complete the first ritual (the Moonstone Rite) the players need to place the moonstone ioun stone on

the altar of Angharradh, where it will float several inches above the surface.

At that point a character will need to sing ‘a song of bravery’.

This takes a total of four rounds.

When the dreamspawn are defeated the gong on top of the tower will sound a single time and the onslaught phase will begin.

The altar of Angharradh is on the second floor of the Beacon Tower.

Note: Yes... make one of your players sing. Doesn't matter if it's a tune from the American Civil War, a French folk tune or an epic metal ballad, but he should sing. It's a roleplaying game, it's meant to push your boundaries.

Encounter

Dreamspawn (5), NPC's & Mobs, treasure: none

3. The Altar of Beronnar

A squat stone column adorned with silver inlay represents the altar of the goddess Beronnar Truesilver.

Several holes in the floor mark spots where the floor collapsed into the area below.

The Altar of Beronnar is on the second floor of the tower.

The fourth ritual

To complete the fourth ritual (the Rite of Silver) the players need to place the silver Stone of Guardians four on the altar of Beronnar, where it will float several inches above the surface.

At that point a character will need to cast a healing spell on the altar.

This takes a total of two rounds.

After ten rounds the gong on top of the tower will sound four times and all the monsters summoned by the Agelong will disappear.

Once this step is completed the Agelong is bound again.

Note: Casting a healing spell within ten feet of the altar suffices to complete the Rite of Silver. The altar doesn't need to be the target.

Encounter

Dreamspawn (9), NPC's & Mobs, treasure: none

Nine dreamspawn will land at the Altar of Beronnar to attack the party. No other altars will be attacked.

At this point it doesn't matter how many creatures the characters defeat. **All they have to do is survive for ten rounds.**

If a dreamspawn is defeated, add another one the following round. At the start of your initiative there should be nine dreamspawn in the room attacking the players.

4. The Altar of Glittergold

A large pyrite crystal, resembling the pyrite Stone of Guardians four, serves as an altar to Garl Glittergold, chief deity of the Gnomes.

The Altar of Glittergold is on the third floor of the tower.

The second ritual

To complete the second ritual (the Rite of Pyrite) the players need to place the pyrite Stone of Guardians four on the altar of Garl Glittergold, where it will float several inches above the surface.

At that point a character will need to cast a spell of illusion (a cantrip is good enough) over the altar.

This takes a total of two rounds.

When the dreamspawn are defeated, the gong on top of the tower will sound twice and the onslaught phase will begin.

Note: Casting a more powerful and appropriate illusion may dupe the creatures summoned by the Agelong into leaving the altar alone in a later phase.

Encounter

Dreamspawn (5), NPC's & Mobs, treasure: none

Dreamspawn (1), NPC's & Mobs, treasure: none

Five dreamspawn will land at the Altar of Glittergold to attack the party.

A sixth dreamspawn will land at the Altar of Angharradh and attack it. If the altar is reduced to zero hitpoints, the players will need to start anew.

The rituals completed

Quest xp: If the characters successfully bind the Agelong: 31500 xp to be divided among the party.

As the last clear note of the gong fades away a deep moan rolls forth from the Beast.

Frantically and futilely it pounds away at its prison. But where the tower would shake and tremble in face of its previous onslaught mere minutes ago, nothing of the Agelong's violence can be felt inside anymore.

Before your eyes fallen rubble soars up and reclaims its place in the structure. Soon after the Beacon of the Guardian Gods shines as brightly as on the day it was created. The pristine walls show nothing of the wear and tear of ages of existence.

From your vantage point you see wisps of immaterial magical essence form around the beast, coalescing in huge tendrils of silver, gold, ruby and milky white. The strands of magic start to form a cocoon around the Agelong, and soon its flailing subsides as it sinks back into hibernation.

By that time however you are on your knees. Whispered phrases in a hundred different languages assault your mind, accompanied by images too fast to grasp. The beast tries one desperate time to communicate with its captors before the voices fall silent and you find yourself shivering on the floor.

As you exit the temple and make your way to the surface, few words are spoken. Where to go next? What to do now? These questions hang heavily between you and your comrades-at-arms.

You have become heroes in the truest sense of the word. But your accomplishments remain unknown to the people you've saved and the region you've protected.

Maybe it wouldn't be a bad idea to go find a half-decent bard and tell her your story.

Note: If one of the characters **played a warlock of the Great Old One**, as suggested in the introduction to this module. He will have been able to make sense of the whispered message of the Agelong.

He will have heard a voice of an old woman with a strange accent reciting the legend told by 'The People of the Four Stones'.

Present him with the story of Eti'iwana found in the introductory chapter and let him read the truth behind the Agelong.

If none of the characters is linked to the Agelong in any way, let all of them roll a **wisdom check DC 20**: The players who succeed were able to filter out a single message, thereby understanding what the Agelong was trying to convey. Present these players

with the legend as told by 'The People of the Four Stones', as you would the warlock.

Agelong's treasure

The artificial sun illuminating the Shroom Wood contains the Agelong's treasure.

It is a polished brass sphere twenty feet in diameter shedding continual purple light.

On top of the sphere is an unlocked hatch.

The sphere contains:

- The Hooded Man's Phylactery
- The neogi Navigational Handle
- 159000 gp, 116000 pp, 2 x black sapphire (5000 gp), 2 x jacinth (5000 gp), ebony vase wreathed in continual flame (2500 gp), electrum longsword wreathed in continual flame (2500 gp), ebony statue (of a female gnome) (2500 gp), large tapestry threaded with copper (2500 gp), sable coat (2500 gp), tourmaline pedestal (2500 gp), platinum font (2500 gp), silver skull inlaid with platinum (2500 gp), silver gauntlets set with topaz (2500 gp), blue sapphire (1000 gp), 2 x emerald (1000 gp), 2 x fire opal (1000 gp), 2 x opal (1000 gp), 3 x star ruby (1000 gp), electrum belt set with emerald (7500 gp), platinum cloth robe set with aquamarine (7500 gp), potion of flying, potion of invisibility, potion of supreme healing, +2 armor (chain shirt), rod of alertness, +3 ammunition (50 blowgun needles), spell scroll (antimagic field), spell scroll (incendiary cloud), potion of supreme healing, potion of speed, potion of vitality.

Dear DM

We've come to the end of our story together. I hope you had a wonderful time. I sure did when making it all up and writing it down. It's a wonderful process to start with loose and unorganized ideas and end up with a complete and structured story on paper.

It took a lot of effort to create this work. Besides Bert, my gifted illustrator, and Erwin who was kind enough to proofread everything, I undertook and completed this rewarding but lonely endeavor all by myself.

Needless to say I put my heart into it for a long time. Four complete years to be precise.

So... if you can find the time to visit the Dungeon Master's Guild again and leave a comment. I would be very interested in your opinion.

What now?

The story can end here, or not. This is up to you of course. A lot of possible hooks were contained in the book, allowing you to build on after the campaign.

I will list a few:

- The Hooded Man's phylactery wasn't destroyed. You can use him again.
- The Agelong's fate is a tragic one and not one of its own making. The actions of your heroes have delayed a possible catastrophe, but not prevented it. One day in the future, those bonds will weaken again. How could the beast be freed and returned to its home?
- Gopher Proudfish was an imp when last we met him in the Nine Hells. He could return as the villain for a low-level party.
- The Lady Albatross, the skyship in the High Moor can be repaired. Maybe the offspring of one of your current heroes inherits a map to the location. He could convince the goblins to help him rebuild and crew the ship. Remember there's enough treasure underneath that goblin village for repairs.
- ...