Temple of the Nameless King

"Temple of the Nameless King" is an adventure scenario for 7th or 10th level 5e characters set in the depths of the Endless Warrens. This scenario works with any 5e-based system including D&D 2014, D&D 2024, *Level Up Advanced 5e*, *Tales of the Valiant*, or others. It can also be modified to support other fantasy RPGs.

This scenario is the third of three scenarios following the Brazier of the Nameless King, one of the three Blackfire Braziers able to unlock the vault holding the Key of Worlds. This scenario is part of the campaign path following the Key of Worlds campaign arc in the *City of Arches* sourcebook. This campaign path begins with the *Scroll of Akrave*.

You can modify this scenario to run as a stand-alone adventure in any campaign or setting.

This Isn't a Typical Adventure

This scenario isn't presented like a traditional adventure. Instead, it offers ingredients to use and a scaffold around which to build your own adventure for your own group and campaign. This scenario gives you hooks, histories, secrets and clues, notable NPCs, potential encounters, locations, and potential treasure.

Each section in this scenario suggests how to use these components.

Brazier of the Nameless King

This scenario is the third of three scenarios following the Brazier of the Nameless King. Two other three-scenario paths follow the Brazier of the Betrothed and the Brazier of Grayon. At this point, the characters possess one of the two items able to light the brazier – the Sword of Irixthius or the Staff of Servlin – and know of the locations of the three braziers after completing the *Lake of Monoliths* scenario.

If this is the first brazier the characters seek, they're likely 7th level when reaching the temple. If this is the second brazier they seek, they're likely 10th level. Modify this scenario to increase the challenge if needed.

The Key of Worlds campaign path assumes another group seeks the braziers as well and completes whichever brazier the characters chose *not* to find. Two possible rival groups include the Knights of the Nameless King or the Children of Ibraxus.

In the previous two scenarios, the characters traveled through the Endless Warrens and Dragon's Reach to reach the Temple of the Nameless King. Now they seek the Blackfire Brazier within.

Scenario Background

Two thousand years ago the Nameless King rose from the warring city-states of the lands surrounding the City of Arches. Uniting factions and calling upon tremendous power from other worlds, the Nameless King ruled absolutely for a thousand years. Then he fell to a powerful army of mortals and celestials known as the Army of the Blue star. At the conclusion of the war, the Nameless King was banished and all memories and visage of his reign disappeared with him. Now the Nameless King and his reign appear only in the vacuum where it once stood. Passages in ancient books are charred where it once described the Nameless King's true name. Statues lay headless. Murals lay burnt.

But remnants remain including in this lost temple of the Nameless King. Fifteen hundred years ago, dozens of such temples dotted the lands and lay in the caverns and chambers beneath and surrounding the City of Arches. Most were destroyed but this temple remains. Here, followers who feel the vacuum of their missing liege come to call upon their fallen king seeking a way to return him to power.

Seeking a place to protect one of the three Blackfire Braziers locking the vault of the Key of Worlds, the Knights of the Black Flame believed the anonymity, inaccessibility, and dangers presented by the fallen temple made it a good place to hide one of the three braziers. Unfortunately, they did not predict the rise of the cult known as the Knights of the Nameless King. Fortunately, the Knights of the Nameless King are yet unaware of the brazier's power.

Scenario Start

The characters typically find the Nameless King through the hidden passages described in *Dragon's Reach* as they seek the Brazier of the Nameless King. Instead, the characters might come to the Temple of the Nameless King in other ways including:

- The characters learn that an artifact they seek resides in the Temple of the Nameless King. They meet with one of the original celestials of the Blue Star to learn the temple's location in the depths of the Endless Warrens.
- While traveling through the Endless Warrens, the characters come across the forgotten temple and remember that artifacts from the last days of the Nameless King reside within.

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Secrets and Clues

Reveal the following secrets and clues as the characters explore the Temple of the Nameless King. Characters might discover clues from mosaics and frescoes on the walls, tattered tapestries, engravings on statues, moldering journals and scrolls, or from NPCs or villains they meet. Keep in mind that all images or text describing the Nameless King have either burned or shattered. The curse wiped all instances of his name and visage from any work beheld by mortals.

The characters need not discover every secret – think of secrets like treasure uncovered as the characters explore the crypts.

- Two thousand years ago a powerful tyrant came to the land, absorbing or destroying several warring city-states. His name and image, however, remain a mystery.
- This king channeled powerful magic to build archways that connect to other worlds. He used these archways to lay conquest to dozens of worlds beyond this one.
- A thousand years ago, mortals crushed under the Nameless King's tyranny beseeched the celestials of the gods they worshipped to come to their aid.
- One of these celestials, Astaria, came to the aid of those trapped under the Nameless King, bringing several other celestials to form an army of mortals and celestials known as the Army of the Blue Star.
- After years of bloody battles, the Army of the Blue Star shattered the Nameless King's forces.
- Unable to fully destroy the Nameless King, the celestial Astaria cursed him, removing memories, images, and his very name. Statues shattered, pages burned, and the Nameless King was entombed and forgotten.
- The Nameless King had a concubine who he elevated to deific status named the God-Queen Sett. Shrines to Sett exist in many locations with her main temple residing in the deserts of the Deadlands west of the City of Arches.
- The Nameless King once rode atop the back of a fiendish ancient red dragon named Xereth, Oblivion's End. The fate of the dragon is not known but his lair lies far to the west across the Deadlands.
- Several temples to the Nameless King remain in the ruins surrounding his formal capital of the City of Arches.
- The Knights of the Black Flame believed this lost temple would be a good place to hide one of the three Blackfire Braziers. Several hundred years ago they placed the Blackfire Brazier in a hidden chamber of the temple.

Key NPCs

The following is a list of key NPCs for this adventure.

- **Yvelle Darkwhisper. Vampire priest** of the Nameless King. Her mind was shattered with the loss of her lord's presence. The Knights of the Black Flame convinced her to covet the Blackfire Brazier as a powerful artifact serving her forgotten lord.
- **Makala Hawkwind**. Halfling knight of Black Flame, now a **ghost**, who brought the Blackfire Brazier to the Temple of the Nameless King.
- **Thyla Hillstride.** Famed dwarven **scout**, explorer, and archaeologist trapped in the Temple of the Nameless King but knows many of its secrets.

Temple Encounters

You can include the following encounters as the characters explore the Temple of the Nameless King.

1. **Wights** and a **wraith** of the Nameless King protect the temple.
2. Newer knights of the Nameless King including **mages**, **knights**, **cult fanatics**, and **cultists** seek answers about the Blackfire Brazier.
3. Mercenary **mages** and their **veteran** bodyguards threaten the characters.
4. Several goblin **scouts** from Mountainhome got lost in the tomb.
5. An undead **bone devil** leads several chained **zombies** of failed explorers of the tomb who beg for mercy.
6. **Vampire spawn** of Yvelle seek fresh blood and interesting stories.
7. Armored **flesh guardians** protect the tomb.
8. **Shadows** erupt from urns.

Traps and Hazards

Characters exploring the Temple of the Nameless King may run into one or more of the following traps or hazards.

DCs for detecting or disarming these hazards are all DC 15. Damaging hazards inflict 27 (5d10) for single-target traps and 16 (3d10) for multi-target hazards.

1. A visage of the Nameless King explodes on the character looking upon it.
2. A dark tome bursts into necrotic energy.
3. Shadows from another world hurl spectral spears through the air and then disappear.
4. Acid-covered scything blades slice out of cracks in the walls.
5. A giant wraith-like hand reaches out for the soul of one of the characters.
6. A coating of black slime reveals an alien starscape that shatters one's mind when gazing upon it.

Locations

The following section describes the chambers of the Temple of the Nameless King. Populate locations with your own monsters or the encounters above.

Hallways have 15-foot ceilings and large chambers have 30-foot ceilings of arched stone. Squares are twenty feet.

Unless otherwise noted, these rooms and passages are unlit.

Entryway. The Temple of the Nameless king is carved into the natural stone wall of a hundred-foot-wide cavern with a fifty-foot ceiling. Several large statues lie shattered in the hall. This larger chamber is a good spot to run into the rival group of seekers of the Blackfire Braziers either before the characters travel into the temple or after they leave it.

1. Stone stairs lead down from the double doors of the entrance into the temple's halls. A glyphed iron portcullis blocks the entrance to area 2.
2. Temple of the God-Queen Sett.
3. Guardian hallway with a suit of misshapen armor.
4. Well leadind deep into the ground filled with a necrotic sludge.
5. Raided armory of sacrificial weapons and mosaics of horrendous sacrificial acts. A secret door in the mosaic leads to a small vestibule with another door leading to area 2.
6. Hall of statues of honored priests of the Nameless King, small shrine to Ibraxus of Choul, and shattered urns spreading swirling dust.
7. Hall of a vast mosaic showing the Nameless King's conquest of several worlds including Arkus – the World of Dead Temples. A magical prismatic curtain may limit access to area 8.
8. Shrine of the Nameless King. Huge headless statue, tattered tapestries, glyphed pillars.
9. Sarcophagi of loyal priests of the Nameless King.
10. Altar of the Forgotten – a lost heir of the Nameless King – appearing as a weeping child looking skyward.
11. Sacrificial altar with hellish inscriptions upon the floor.

Moving the Brazier

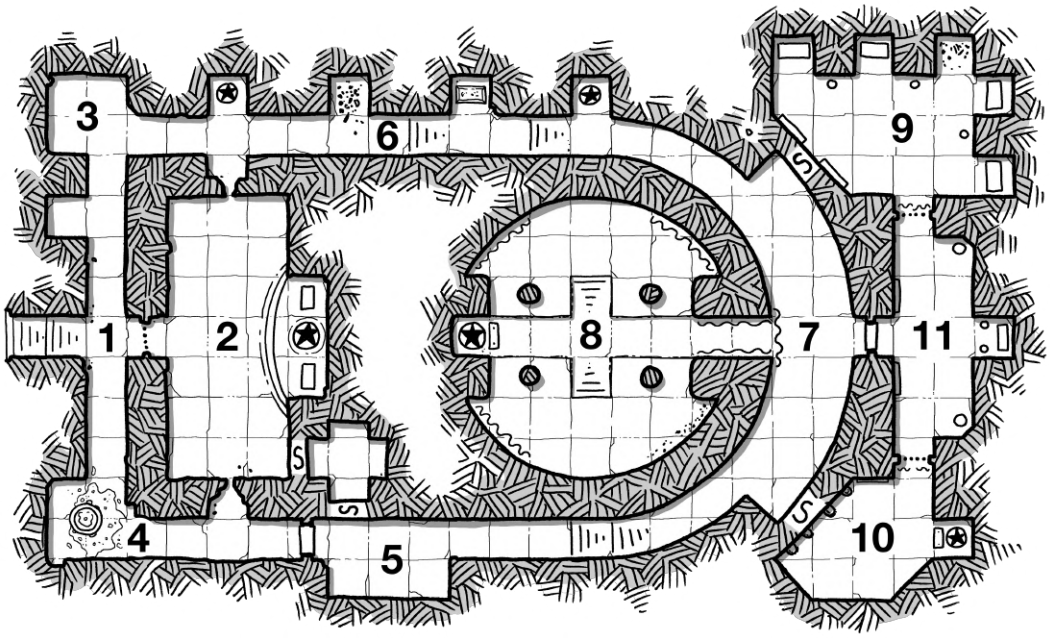
You can move the Blackfire Brazier to three possible locations in this scenario including area 2, area 8, or area 10. This gives you some flexibility in the length of the adventure. Move the brazier closer to the characters for a shorter session or move it further away for a longer session. You can further limit access or leave open these chambers to make it easier or harder to acquire access to the brazier. The characters may find keys to gain access to locked areas in their explorations.

Use these two variables to keep the pacing interesting for your game.

Yvelle Darkwhisper

The main antagonist for this scenario is the **vampire** Yvelle Darkwhisper – a former priest of the Nameless King whose mind was shattered by the Nameless King's curse. Yvelle remembers her devout worship of the Nameless King but is tormented by the emptiness of her memories. She takes this frustration out on any mortals she can. The Knights of the Black Flame convinced Yvelle that the Blackfire Brazier she protects is a vessel of the Nameless King. She fights with everything she has to defend it.

Like the Brazier itself, you can move Yvelle and her coffin to other chambers including 8, 9, 10, 11. Yvelle likely confronts the characters at the location of the Blackfire Brazier.



Treasures

Many treasures lie in the Temple of the Nameless King, protected by the monsters and villains of the temple. Split these treasures into several parcels if desired. Treasure might be found in area 2, the vestibule above area 5, area 6, area 8, area 9, area 10, and area 11.

Monetary Treasure

- 105 SP, 3,158 GP, 80 PP
- 200 GP pristine unholy portrait of Sett.
- 200 GP marble bust of a high priest of the Nameless King.

Consumable Magic Items

You can also include the following consumable magic items throughout the temple.

- 2 × *Potions of Greater Healing*
- *Potion of Superior Healing*
- *Potion of Clairvoyance*
- A twilight set of dwarven pipes that casts the spell *Dream* once.

Permanent Magic Items

Choose one of the following permanent magic items as a reward:

- *+1 dreamscape shortsword* called *Dreamwhisper*. One attuned to the blade can take an action to cast the spell *hypnotic pattern*. This ability resets at the next dusk.
- *Ring of Free Action*
- *Staff of Thunder and Lightning*

Blackfire Brazier Rivals

During the Key of Worlds scenarios, a rival group may likewise seek entrance into the vault holding the Key of Worlds. These groups might include the Children of Ibraxus or the Knights of the Nameless King. Once the characters pick the second brazier they intend to light, the rivals ignite the one the characters don't select. Then, at the site of the second brazier, the rivals confront the characters either before, during, or after the characters light the second brazier.

You can choose where and when these rivals might appear and at what strength. These groups could include **cultists**, **cult fanatics**, **priests**, **mages**, **veterans**, or **knights** and might be led by an **archmage**. Build an encounter that makes sense for the situation.

A Brazier Lit

With Yvelle defeated and the brazier lit the characters come one step closer to the unlocking the vault of the Key of Worlds.

If this is the first brazier the characters lit, they should choose the next brazier they seek– either the Brazier of the Betrothed or the Brazier of Grayon. If this is the second brazier the characters lit and their rivals already lit another of the braziers, the characters now unlocked the vault of the Key of Worlds and can move on to scenario 15 – Vault of the Key of Worlds.