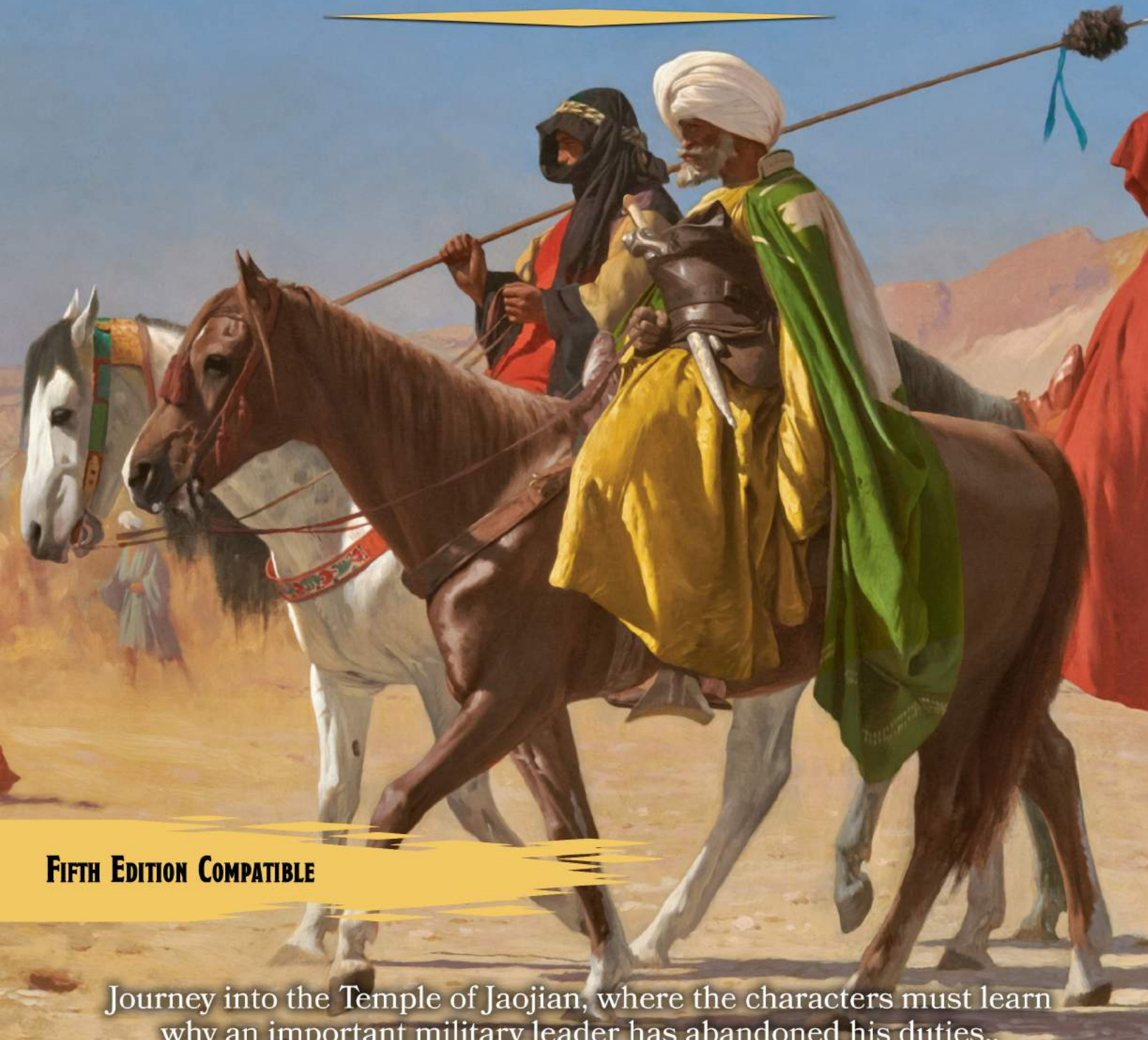




DMDAVE

TALES OF OMERIA PRIB'S PLOT



FIFTH EDITION COMPATIBLE

Journey into the Temple of Jaojian, where the characters must learn why an important military leader has abandoned his duties..

Featuring art by Meditating Munky.

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TALES OF OMERIA

This adventure takes place in the campaign world of Omeria, by DMDave. You can learn more about this campaign world on DMDave's Patreon.

CREDITS

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HOW TO RUN THIS ADVENTURE

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	NE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC		nonplayer character	





ADVENTURE PRIMER

Pribe's Plot is a Fifth Edition-compatible adventure for three to seven 1st to 3rd-level characters. The adventure is optimized for five characters with an average party level (APL) of 1. Characters who complete this adventure should earn enough XP to reach 2nd level. The adventure takes place in The Contested Lands in BMDave's Omeria campaign. However, it can easily be inserted into any campaign world where a large town or city sits at the edge of a large desert.

BACKGROUND

The town of Masfurah sits on the banks of the River Midnight roughly 50 miles south of city-state Naqqad, to which its people owe their allegiance. Originally, the town acted as a trade port along the river and the Tears of Karnione. In recent years it's had to pivot to a fortress town as the civil war that rages between Dorithell, Ingum, Nadorith, and Naqqad enters its twelfth year.

Masfurah is operated by Amir Aslani, a general known for his kind demeanor and wisdom. Unusual for a lifelong soldier, Aslani has helped Masfurah avoid unnecessary conflicts through diplomacy and negotiation with the opposition.

Starting a few weeks ago, Aslani began acting strange. He showed up to meetings late, drunk and belligerent. He turned his attention away from his duties and toward women and wine. When new conflicts arose, Aslani addressed the Masfurahnian concerns with apathy. "If we die, we die."

Some believe that Aslani's sudden change in attitude is the result of stress typical for soldiers with his responsibilities. Others suspect he came under the spell of some wicked spellcaster who hopes to weaken Masfurah's defenses.

Whatever is causing Aslani's breakdown, the town elders want to know if there is anything they can do to remedy it. While it's possible to supplant Aslani with new leadership, the elders fear that a sudden change in command this late in the game could display weakness. This would hamper Masfurah's diplomatic relations with Naqqad's enemies and make the town a tantalizing target in the eyes of the

opposition.

ADVENTURE HOOK

The characters find themselves in the Naqqadi town of Musfarah. The reasons that they are there are up to you. But they might be winding down from a recent adventure in the area or they might have been invited there from a close ally.

At some point, the characters come into contact with Azadeh Rostami, one of Musfarah's elders. If the characters aren't known for their exploits, Rostami knows of the characters through a friend of a friend. Or, the characters could hear rumors that Rostami seeks assistance with a local issue.

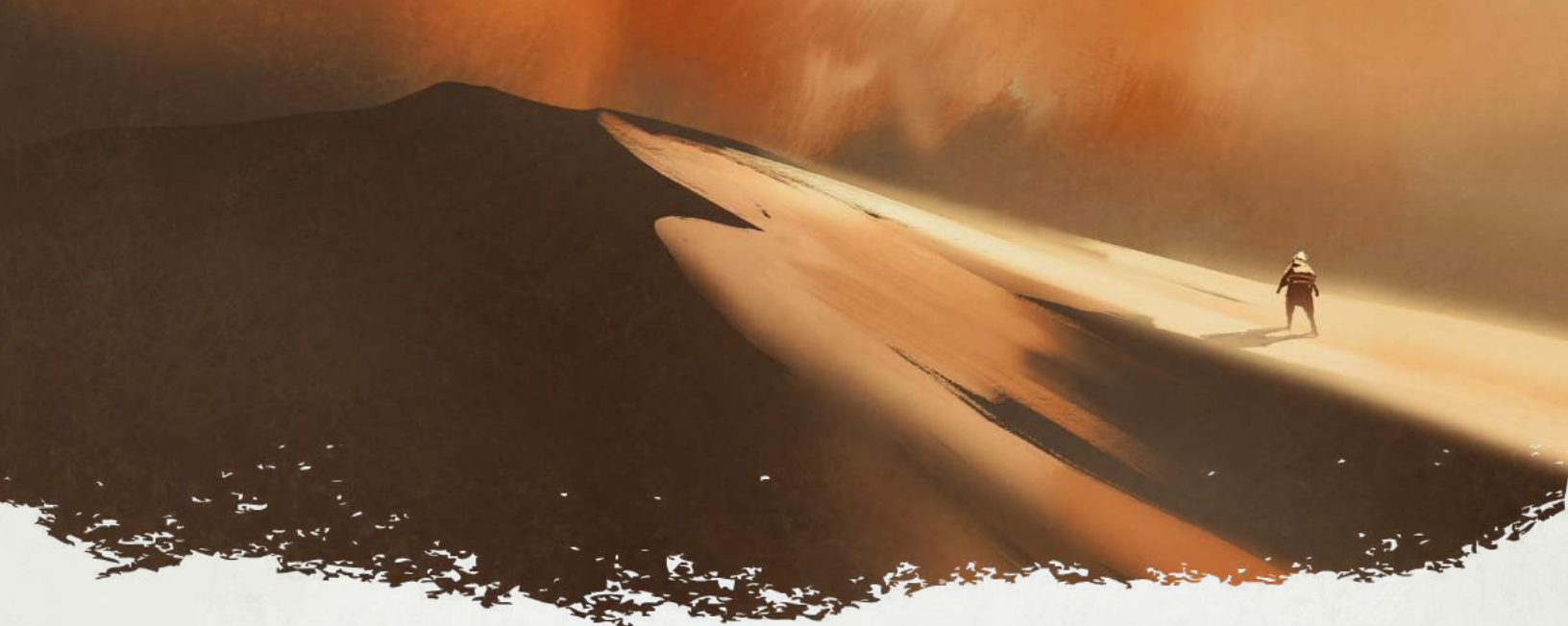
Rostami explains to the characters that something unusual is happening with the town's leader, General Amir Aslani. She offers the details explained in the Background section of this module. One of Rostami's spies learned that Aslani left the town two days ago, heading west through the desert on a camel. This is not the first time he's left the town. In fact, the first time he vanished like this was just before he started to act strange.

Rostami requests that the characters follow the general and learn his whereabouts. She offers the characters 500 gp for any information they can bring back regarding the General. She also shares that if there is anything they can do to help the General and relieve him of his unusual state the town of Musfarah will forever be in their debt.

TRACKING GENERAL ASLANI

Aslani's path is a couple days old when the characters start on their mission. A character can pick up his trail by making a successful DC 15 Wisdom (Survival) check. After 8 hours of travel, the camel's prints lead to an old temple in the desert.

If the characters fail to pick up Aslani's trail, they can attempt to find the general again the following day. At your discretion, they might pass a desert nomad or wanderer who saw the general pass through. The nomad offers directions to the temple where they saw the general heading.



THE TEMPLE OF JAOJIAN

Long ago, during the times of Karnione, the desertfolk who claimed the lands west of Naqqad built a grand temple to the efreet, Uve the Harrow. A cleric named Jaojian oversaw the temple's operations. Following Uve's destruction in the mid-9th century, Jaojian and the other desertfolk abandoned the temple and the desert reclaimed it.

A year ago, a pesky desert satyr named Prib Purplemouth discovered the temple and reclaimed it, restoring it to its former glory. Prib then filled it with other creatures that shared the same chaotic bent as he.

Two weeks ago, General Amir Aslani happened upon the temple while on a sabbatical. Prib, recognizing the general, used his panpipes to coax the general into the temple. Within, the general partook in Prib's luxurious parties and celebrations. After two days, the general emerged enchanted by the satyr's lifestyle. Addicted to Prib's way of life, the general returned to Musfarah a changed man.

When the characters arrive at the Temple of Joajian, the general has already decided that he will spend the rest of his days there with Prib and Prib's friends.

GENERAL FEATURES

The temple's walls, ceilings, and floors are made from huge limestone blocks that were laid by the giants who once shared the temple with the desertfolk. The walls are carved with elaborate arabesque and calligraphic patterns of the old Karnionic language.

The ceilings soar 50-feet over chambers and 15-feet over corridors. The temple possesses multiple domes of varying conditions, the majority of which are made from baked and carved brick.

The temple's impressive wooden doors are set into 8- to 12-foot stone arches and set on steel hinges. The doors all have internal locks. When locked, a creature with proficiency in thieves' tools can pick the lock with a successful DC 13 Dexterity check. Alternatively, a door can be broken down

with a successful DC 15 Strength check.

Torches and large braziers are kept magically lit by *continual flame* spells throughout the complex.

KEYED LOCATIONS

The following locations are keyed to the map of the temple on page 5.

1 - TEMPLE ENTRANCE

When the characters first arrive, read the following:

This old temple is half buried under the desert's hungry sands. A camel stands tethered to a nearby rock, quietly watching you. Humanoid footprints lead away from the camel to a set of 12-foot high wooden double doors at the front of the temple.

The tracks are the general's. The doors are unlocked.

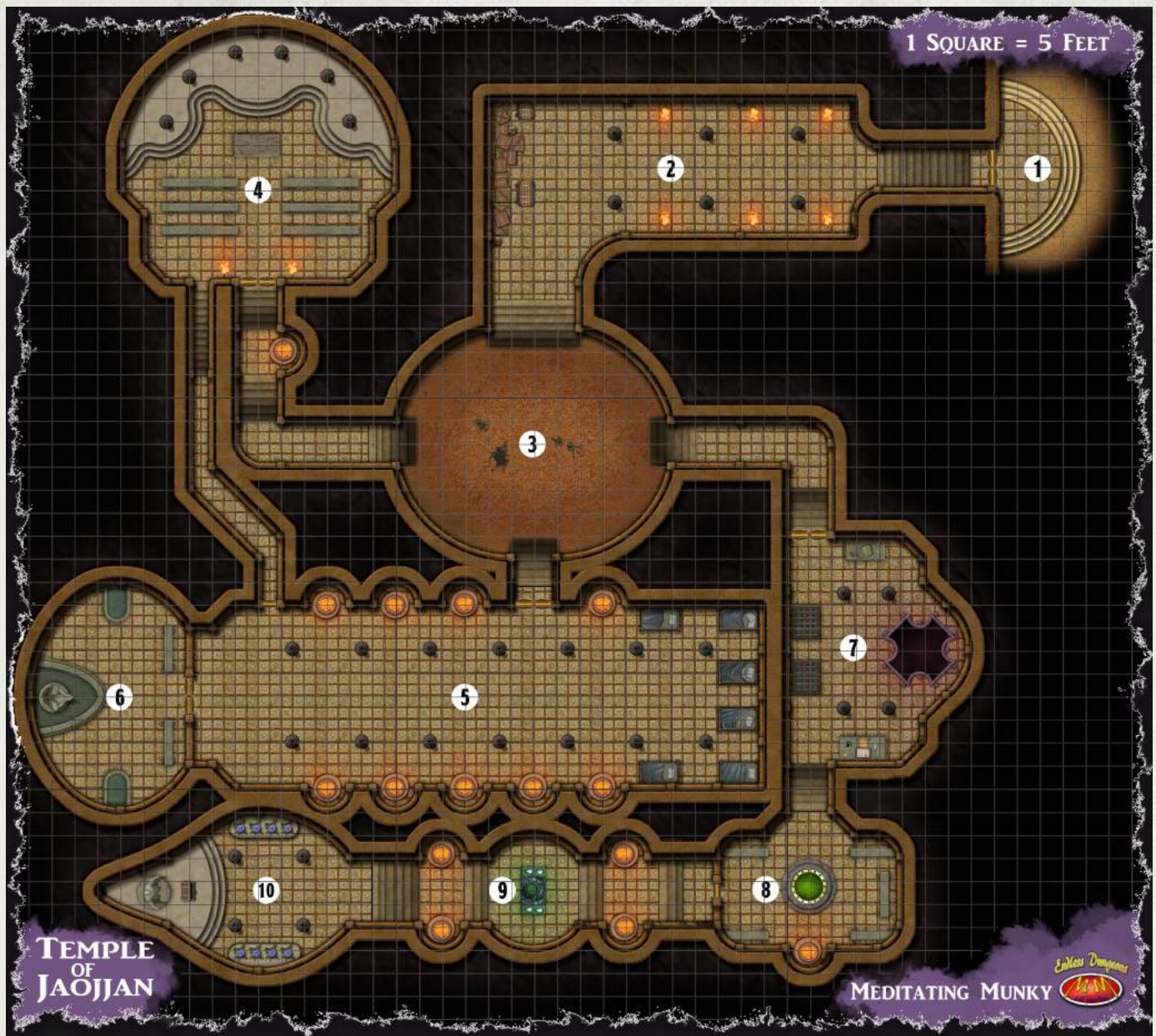
2 - ENTRY HALL

Once the doors are opened, read the following:

When you open the doors, the first thing you notice is soft music playing somewhere in the distance. There is perfume in the air.

A staircase rises to a higher level. From where you stand you see the warm glow of fire light dancing on the ornate walls of this desert temple.

At the top of the stairs, the characters find a long hallway with two rows of columns on either side of the path. Braziers cast bright light throughout the entire area.



ENCOUNTER: REVELERS

Three revelers are dancing in the hallway, while a fourth plays a lyre and sings (treat them as CN **nobles**). The revelers are friendly, but only interested in unbridled hedonism. The four have been tasked to stop anyone who enters the temple and learn their intentions. If they are attacked, they fight back, giggling and laughing as they do. They are all drunk, which gives them the poisoned condition. Even if they are harmed, they jest at their own wounds. Otherwise, the group is harmless.

The revelers were traders who became enthralled by Prib's presence. The two men are named Mojtaba and Sina, and the two women are named Atefah and Dorsa. Dorsa is the musician.

TREASURE

Barrels and crates crowd the far, western edge of the room. The crates are filled with food and bottles of wine, and the barrels are filled with ale. These are goods the traders offered Prib. Altogether, there is 2,000 pounds worth of trade goods. All of the trade goods are worth 200 gp at the market.

3 - EARTHEN ROOM

This large room lacks the same tile floors you've encountered so far throughout the rest of this old desert temple. In its place, is the raw earth. One hundred feet above you, a great brick dome protects this area from the elements.

A woman lies at the center of this earthen courtyard. She laughs hysterically, taking swigs from a bottle as she does. She raises her empty hand to you—it's turned to stone. "Look!" she laughs, "It gave me a kiss!"

You watch as she takes another sip from her bottle, her entire body turning to stone as she does. Just behind her, a three-foot tall creature that resembles a chicken covered in reptilian scales clucks at you.

This area lacks its own light sources. Only the dim light cast by the side passages gives the characters a view of what is in this room.

ENCOUNTER: COCKATRICE

The creature that “kissed” the woman was a **cockatrice**. It won't hesitate to attack the characters, but flees if it's hit points are reduced by half or more.

PETRIFIED BODIES

Four more revelers were turned to stone by the cockatrice, each one frozen in laughter. Their bodies lie about this area. They all return to their normal forms within 24 hours; they are all **commoners**.

4 - CHAPEL

This grand chapel features a large, stone altar near its center. Two rows of stone benches face the altar. Two drunken revelers lie on the benches, snoring loudly.

Beyond the altar a stone dais upon which six columns stand in a semicircle dominates the north part of the room.

All of the room's surfaces are lightly dusted with sand.

The revelers are both commoners. They were enchanted by the chapel's sleeping sands.

HAZARD: SLEEPING SANDS

The sand is imbued with residual elemental magic. When the characters enter this room, the sand starts to swirl through the area. Each character must make a DC 10 Constitution saving throw, or fall unconscious for 1 hour as per the *sleep* spell. The only way to rid the area of the hazard is to gather all the sand and cast *dispel magic* upon it, a daunting task to be sure.

5 - MAKESHIFT BARRACKS

This large area looks like it was once a grand antechamber. Now, it appears to be the epicenter of hedonism and celebration at the center of the temple. Dozens of humanoids wearing little more than sheets draped over their lithe forms dance, drink, and sing.

In the center of the chaos, a creature covered in fur dances and plays a pan flute. The creature has the legs and horns of a goat, but the face of a man.

ENCOUNTER: PRIB AND HIS FOLLOWERS

There are twenty-four **commoners** dancing with Prib, the **satyr**. When the characters enter the room, Prib is already playing his pipes. If the characters are within 60 feet of Prib and can hear the pipes, they must succeed on a DC 13 Wisdom saving throw or be affected by Prib's charming melody. The character is charmed by Prib for 1 minute. If Prib or any of its companions harms the character, the effect on them ends immediately.

A character affected in this way can repeat its saving throw at the end of each of its turns, ending the effect on themselves with a success. If the character's saving throw is successful or the effect ends for it, the character is immune to Prib's panpipes for 24 hours.

If the characters avoid being charmed by Prib and act hostile, Prib hides among his throng of followers. The revelers are unarmed (they make attack rolls with a +0 to hit and only deal 1 bludgeoning damage on a hit). Most will try to subdue and grapple the characters.

If Prib is pressed, he puts his panpipes away and switches to his short bow, using the columns as cover. If the characters reduce Prib's hit points by half or fewer, he attempts to surrender, offering them anything he has at his disposal, including the sack of gold coins he keeps hidden in area 6.

Prib offers that General Amir Aslani is in the westernmost chamber (area 5). However, he warns the characters that he's drunk and looking for a fight. If the characters accuse Prib of enchanting the general, he explains that while the General may have been enchanted by his pipes the first time they met, no spell forced the General to return to the temple this time.

If the characters leave Prib be, he and the other revelers continue their celebration into the night (and likely beyond).

6 - WATER CHAPEL

The western end of this room features a large water basin upon which a statue carved to resemble a maiden sits at the center.

Prib uses this room to get away from the other revelers and to sleep. The water comes from an underground spring and is safe to drink.



ENCOUNTER: GENERAL AMIR ASLANI

General Aslani (N male human **knight**) is here and he's drunk; treat him as being under the effects of the poisoned condition. And just as Prib said, he is not under any sort of enchantment. When Aslani met Prib, he was already having a crisis of faith. Aslani wanted to escape the burdens of leadership. Prib and his revelers offered a window for him to do just that.

If the characters spend 10 minutes or longer talking with Aslani, a successful DC 10 Wisdom (Insight) check reveals that Aslani might come to his senses if the characters remind him that the future of Musfarah and its people are at stake. Once they suggest just that, have one or more characters make a Charisma (Persuasion) check contested by Aslani's Wisdom (Insight) check. On a success, Aslani agrees to return to Musfarah and resume his duties. Otherwise, he rejects his leadership role and continues to stay with Prib and the others, assuming Prib is still alive.

If the characters try to fight with Aslani, he only fights them long enough to prove that he can best them. If the characters kill Aslani, that likely creates an interesting predicament for them and the people of Masfurah.

TREASURE

A character who makes a successful DC 13 Intelligence (Investigation) near the water finds a coin pouch at the basin's bottom. The sack contains 100 gp. Prib stored his coins here to keep the revelers from stealing them (sure, the revelers are charmed by him, but that doesn't mean they won't steal from him).

7 - DOOR TO THE OTHER

The doors leading to this chamber from area 3 are locked. Written across the door are the words "Danger! Do not enter!" in Common.

The first time that the characters enter this room, read the following:

There is a strong smell of burning leather in this room. At the west end of the room sits a basin with painted purple edges. No water sits in the basin, but instead, within swirls dark fog.

Against the western wall of the room stand two cages from which a pair of skeletons grin back at you.

The ceilings in this room are 30-feet high. The basin is a one-way portal to The Other, an endless realm of shadow. Only creatures from The Other can use the portal. It activates when a living creature touches it.

CAGES

The two cages are locked. There is nothing of value within either cage.

ENCOUNTER: SHADOWS

If any of the characters touch the edge of the basin with their flesh, two **shadows** emerge from the fog and attack.

TREASURE

At the north end of the room stands an altar, upon it which

lies a spellbook. The spellbook contains the following wizard spells: 1st—*false life*; 2nd—*gentle repose*; 3rd—*animate dead*. There is also a dagger. The dagger exudes magic from the school of necromancy. However, it is cursed, and activates when one of the characters attunes to it. Until the curse is removed, undead creatures have advantage on attacks made against the character.

8 - EMERALD ODONBURGITE

At the center of this large room there is a large, stone basin within which a massive green gem sits.

EMERALD ODONBURGITE GEM

The gem was once an extremely large piece of emerald Odonburgite, a magical gem capable of powering magic items. The gem lost all its energy years ago.

If the characters can find a way to remove and transport the ten ton gem, it's worth 1,000 gp to someone who understands its value.

Otherwise, there is nothing else of value in this area.

9 - SCRYING POOL

At the center of this room stands a stone table. Upon the table sit two masks, four empty potion bottles, and a bowl in which green liquid stands. The masks are split down the middle, with black on one side and white on the other.

The bowl of green liquid was once used to scry, but no longer functions. The masks have no function, and the potions are empty.

TREASURE

A character who searches the pedestal and succeeds on a DC 15 Intelligence (Investigation) check finds a long and narrow secret compartment. Inside the compartment, they will find a maul covered in dried blood. The maul is exquisitely crafted and worth 50 gp.

10 - ROOM OF FLOWERS

At both the north and south sides of this room stand two tables dressed with purple flowers. At the west end of the room stands a stone statue of a large humanoid. At the statue's feet sit a wooden chest, its lid open.

The treasure chest is empty, its contents removed years ago. The flowers are magically enchanted to never die. If removed from the temple, they instantly wither away.

STATUE OF UVE

A successful DC 13 Intelligence (Religion) check reveals that the statue depicts Uve, a powerful efreet, once

worshipped by the founders of this temple.

If a character searches the statue, on a successful DC 15 Intelligence (Investigation) check they discover a piece of rolled up parchment. The parchment details the blueprints of a large palace. At the center of the place, hidden behind a statue, is a secret staircase that leads downward. An arrow points to the staircase with the words “his ring is here” scrawled in the Ignan language.

WRAP-UP: RETURN OF THE GENERAL

If the characters successfully convinced General Amir Aslani to return to Masfurah, the general reclaims his role as leader and within a week recognizes the importance of his position. However, if the characters failed, Masfurah descends into chaos as Masfurah’s lieutenants vie for the general’s position as the town’s leader. Such a collapse in faith brings greater trouble as word spreads of the general’s departure. The characters might find themselves at the middle of a war.

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