



The Temple of Lal Gubir: A Dungeons & Dragons 5th Edition compatible adventure for first level characters

Dragons and Dungeons Sorcerers

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A rich and detailed D&D 5th Edition compatible dungeon-based adventure for first level characters. It includes:

- 6 major encounter areas, each multiple of rooms, spread over 4 detailed maps
- a sustained and coherent storyline, with every encounter and room contributing to the whole
- strong balance between combat, dialogue, role-play and puzzle-solving
- encounters which flex in size/difficulty according to the number of players in your group
- sufficient XP for a group to progress to Level 2
- background information, including a table of gods and their domains, to bring the campaign to life
- 8 to 12 hours estimated playing time
- "play as you go" instructions for novice DMs, including clear instructions, so that you can start playing right away

It is recommended that a copy of the D&D 5th Edition Player's Handbook is available in order to play this adventure.

Background:

The province of Chattara has long been famous for many things. Its minstrels sing of the sweetness of its grapes, the beauty of its women, the piquancy of its spiced cooking, and the perfume of the incense that burns in even the smallest shrine to Myryk-ra, local goddess of plenty. This substance is not native to the province, and in fact nobody is entirely sure of its source. It is purchased from merchants leading caravans of camels from across the desert to trade in the oasis towns that line the southern borders of the province. There they exchange not just incense but also gold from their apparently bottomless money-sacks for the wealth of the orchards and workshops of Chattara.

The consumption of incense is heavily taxed by the Knaz of Chattara, and is an important source of her wealth. Understandably, she keeps a close eye on the revenues it generates, and her Chancellor has instructions to keep detailed accounts and to monitor the border towns closely. Recently they have been disturbed to find that the trade through one such oasis, Lal Gubir, has apparently dried up. Although Lal Gubir was never a major source, being little more than a village at the end of a minor route into the desert, the Knaz is determined that the issue should be investigated.

Initial reports from the agents sent by the Chancellor speak of strange rumours of evil spirits terrorising Lal Gubir, making off with the children of its inhabitants, and of course scaring away the merchants and their camels... not to speak of the Chancellor's agents. Sterner stuff is clearly needed, and the Chancellor feels that sending group of aspiring adventurers to investigate would be an appropriate next step - the issue is not yet serious enough to warrant the expense of employing seasoned campaigners – and has posted notices to that effect.

When your Group applied at his offices you were quickly granted an interview, and after a brief assessment,

the Chancellor was happy to issue you with letters of introduction and credit to the Hospodar of Lal Gubir – in reality little more than a village headman despite his grand title – and give guarantees that any treasures you might find in the course of your investigations would be subject to no more than the Knaz's customary quarter share.

He also gave you a curious token collected by his latest agent before his over-hasty departure. In appearance and weight it resembles nothing so much as an ivory domino, especially with the three dots placed on one half of the front face of the tile. On the other half, however, is a strange design, which the agent implied had something to do with the trouble, without being very specific. The Chancellor is inclined to dismiss this as the product of an over-active imagination, but has given you the item nonetheless with instructions to investigate it further.

After many days walking under a blazing sun baking down onto an ever more arid landscape, you have finally arrived at the oasis village of Lal Gubir and, your letters having been scrutinised and accepted, you find yourselves being welco



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