

MINARET OF THE PURPLE VEIL

AN ADVENTURE FOR CHARACTERS LEVELS 2-4

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DESIGNED FOR 5TH EDITION DUNGEONS & DRAGONS

MINARET OF THE PURPLE VEIL

BACKGROUND (REFEREE ONLY)

Naima is in dire need of help. Her older brother Amir was kidnapped by a recluse illusionist living nearby named Rajad. Soon Rajad will conduct a ceremony, liquifying the brain of the captive so he may join the ranks of his mindless thralls. Once the ceremony is complete there will be no way for Naima to save her brother from his fate as a vegetable. She is quite desperate and willing to pay well for a group of adventurers and the protection they will (hopefully) provide her while on this perilous quest.

Naima may be found at a local tavern, and is willing to offer the player characters no more than 50gp each for their help, though she will start by offering 20gp each. She will give them half the pay up front, and half once the job is complete.

The ceremony will be conducted the night the player characters speak to Naima, unless it is past noon, then it will occur the following night. If the player characters refuse to give help she will beg whenever they are in the tavern. As the night goes on she will drink herself into a stupor.

RUMORS (d4)

1. It is said Rajad has a potent fear of mice [f].
2. It is said that Rajad sometimes fashions lavish orgies with his thralls.
3. Those under the spell of Rajad have glowing purple eyes.
4. There is an ogre thrall somewhere within the minaret who's actually a softy if you get to know him [f].



START (REFEREE ONLY)

Upon accepting Naima's quest she will lead the party towards wherever you decide to place the minaret. It could be in the middle of a desert, a city, anywhere really, it's up to you the referee. Naima will proceed cautiously and let the party go first. If pressed about it, she will remind any critics that protection is what she's paying them for. She intends to make it back to her brother alive.

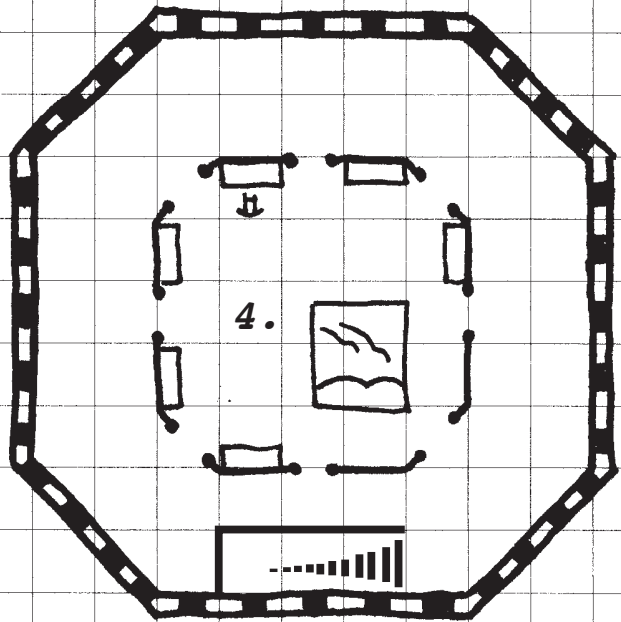
THE MINARET

The tower itself is made of polished sandstone and stands roughly 75' tall. Both the first and second level chambers have ceilings that are 30' tall. The third level's ceiling is only 8' tall with a 7' tall onion dome above it.

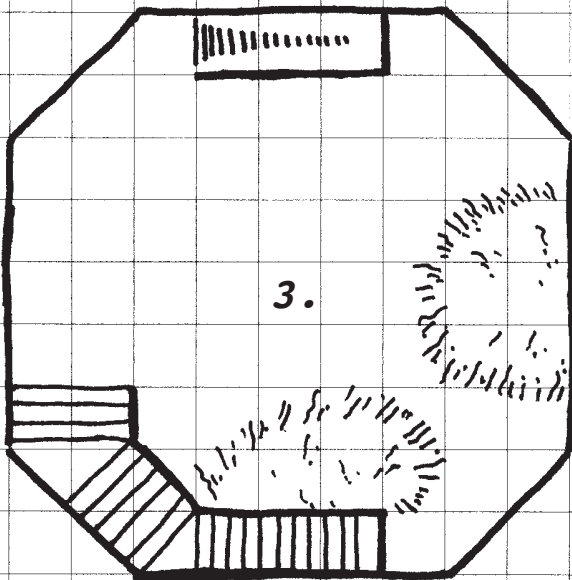
North



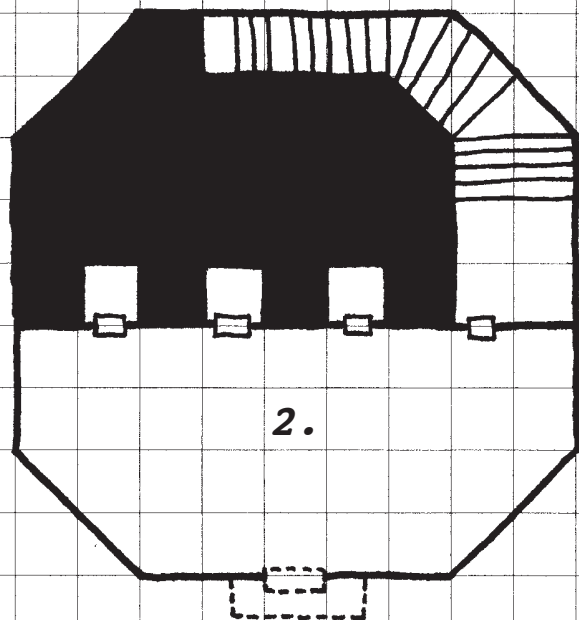
Level 3



Level 2



Level 1



Map Key:



Bed

Door

Illusion

Stairs Up

Stairs Down

Chair

Straw Pile

Merlons

2.

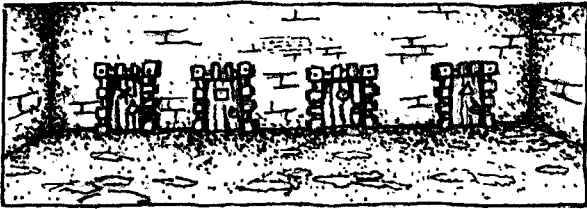
1.

1 Square = 5ft

DUNGEON KEY

1.

The entryway to the minaret appears to be a strong iron portcullis with sturdy iron doors behind it. In reality these are just an illusion and may be easily walked through. Characters with a passive perception above 14 will notice something off about the portcullis, but will be unable to tell exactly what. Those with a passive perception above 18 will see through the illusion immediately.



2.

This area is guarded by two human thralls with glowing purple eyes. Both will become hostile on sight.

There are four doors on the north wall of this room. Each door has a symbol etched into it. From left to right: an x, a square, a circle, and a triangle. The first three doors from the left have cages with terrible monsters behind them. The last door leads through to the stairway up.

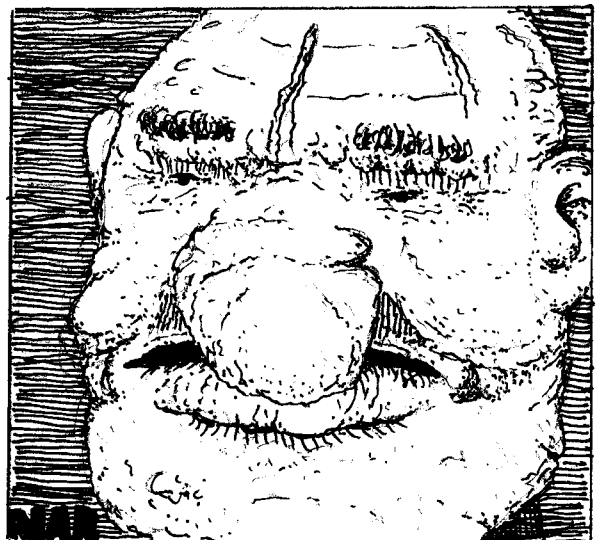
Above the doors on the wall there is an inscription that reads: "Choose the right door, or face your doom."

Behind the first door (x) are 2d6 (or just 6) firenewts. They are starved for food, and will promptly attack. Behind the second door (square), is a fire Drake. 70% chance the Drake is sleeping. DC 15 stealth checks per action in a 30' radius to avoid waking it and raising it's ire. Behind the third door (circle), is nothing, just an empty sandstone cell.

3.

This is where Rajad keeps his thralls. There will be 2d4 (or just 4) thralls, aimlessly wandering about who will become hostile on sight.

In his pile of straw sleeps Gorb the Ogre. Luckily he is a deep sleeper, but any loud noise (like metal clanging on metal) has a 60% chance of waking him. Once roused from his slumber he will be particularly hungry, and will think to himself that these adventurers will make for a great snack.



4.

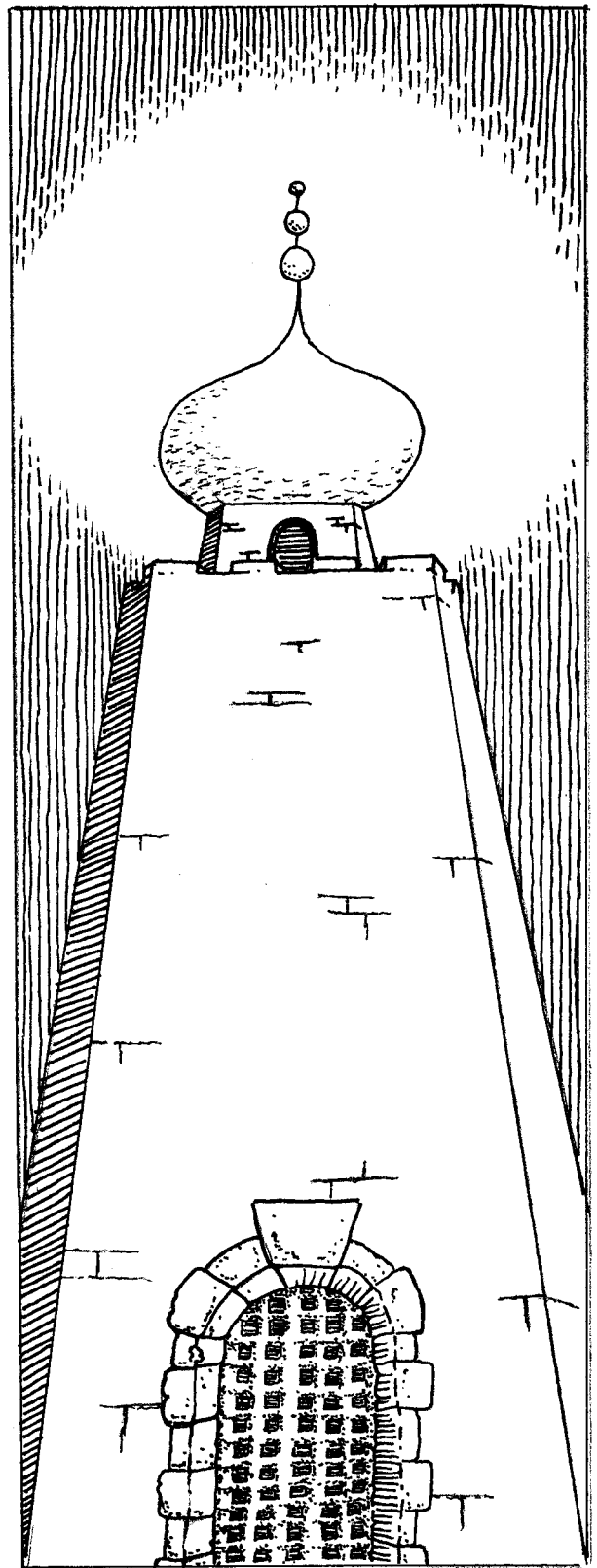
This is Rajad's study and bedchamber. Levitating above the bed is Amir, who appears to be unconscious. Rajad is performing chants for the spell, but these take a while to complete.

If the thrall guards are incapable of keeping the player characters away from Rajad, he will release Amir (who will wake in $1d6 \times 10$ minutes) and do everything in his power to eliminate those who dare to interrupt him.

Rajad will likely use his scroll of shield, then the scroll of prismatic spray. After that he will use whatever spells are at his disposal, and resort to using his dagger last.

The room itself does not appear to be adorned with anything valuable.

If the party searches around the bed at all, have them make a DC 15 investigation check. If successful they will find a small button on the floor. Should they decide to push it, a secret compartment will open in the floor which holds the following: 400gp, 2 rubies worth 200gp each, bag of holding, a scroll of prismatic spray, and a red potion (poison).



STAT BLOCKS

Gorb the Ogre, CE

str +4, int -2, wis -2;
AC 10, MV 25', HD 6d10(30hp);
2 club attacks, +4, 2d8;
inventory: 10gp(40%), 20sp(60%),
paper with a triangle scribbled
upon it;

Gorb's eyes glow purple like all
who are thralls to the illusionist.

Human Thralls, NN

str +2, dex +2, int -2, wis-2;
perception +2, stealth +4;
AC 10, MV 25', HD 1d6(or 6hp each);
1 dagger atk, +2, 1d4;
inventory: 5sp(20%);

Each thrall's eyes glow with a
vivid purple light.

Firenewts, NE

dex +1, int -2;
AC 15, MV 45', HD 2d8+2(9);
1 claw, +2, 1d4
1 fire breath per 10 min, 1d6
damage, DC 15 dex save halves, 5'
cone;

These firenewts will use weapons
if available to them, but they are
not particularly intelligent.

Firedrake, NN

str +1, dex +2;
AC 15, MV 30'(or fly 80'), HD 4
(16hp);
1 bite, +4, 2d4
breath weapon, 5 uses per day, 60'
cone, 2d8 damage, dex save halves
damage;

A firedrakes blood combusts very
easily. Swords dipped in this
blood will become flaming swords for
2d4 minutes. When using a flaming
sword there is a 2% cumulative
chance that the sword will break
per each hit.

Rajad the Illusionist, NE

5th lvl wizard/illusionist
str -1, dex +2, int +4, wis +4;
AC 10, MV 30ft, HD 6+4d6 (or 30hp);
1 dagger attack, +2, 1d6;
spell save DC: 16
spells: hold person x2, feather
fall x1, magic missile (6 missiles
per) x3, mirror image x1, hypnotic
pattern x2;
inventory: scroll of shield x1,
scroll of prismatic spray x1,
illusionist robes +2 to spell
casting DC when casting illusion
spells;

Scrawny and bald with a high pitched
voice. Dislikes tresspassers in
his minaret. He has an irrational
fear of lice.

Naima, LG

str +1, dex +2, wis +2;
AC 14, MV 30', HD 4d6 (or 12hp);
1 dagger attack, +2, 1d6;
inventory: studded leather
armor(AC 14), dirk(1d6), 200gp;

Timid yet determined, and stubborn
as a rock.

Amir, NG

str +4, int -1, cha +2;
AC 10, MV 30', HD 1d6 (6hp);
1 punch, +4, 1d4+4;

Sarcastic, gullible, and built
like and ox.

