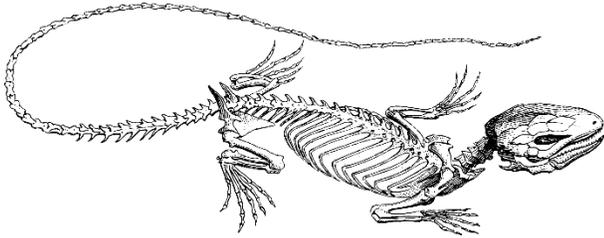


Prison of the Lighteater



A Desert Duet Adventure for PCs of levels 6-8

Introduction

This one-on-one adventure takes place outside an ancient desert civilization in southern Caldara and is scaled for PCs of levels 6-8. If you prefer to run the adventure outside the world of Azuria, we suggest setting it in a small desert town.

How to Use this Adventure

This adventure assumes that you have access to the 5E SRD. Items or creatures that are not part of the SRD can be found in the appendix.

Text box example: Text that appears in a box like this may be read aloud, paraphrased, or omitted as you prefer. It is intended to help describe scenarios and environments.

Sidebar example

Text that appears in sidebars is optional and/or intended to provide extra background information or lore that may be helpful as you flesh out the adventure.

Creatures with stat blocks appear in bold, magic items appear in italics.

Adjusting Combat

Regardless of whether you are running this adventure in a duet or for a group, one of the most important roles of the GM is balancing and tweaking encounters to suit the PC. The combat should feel weighty, but fun. Some strategies include reducing

or raising hit points or changing the number of combatants before the session begins or making adjustments during combat.

For more information and resources about playing this one-on-one style, please see dndduet.com.

Adventure Premise

An important Cleric of the Brightmother has disappeared, and the village of Saleet is anxiously looking for answers. In addition, the well-respected leader of a nearby excavation that employs a large percentage of the town has suddenly halted work and shuttered himself away. The freeze puts many of the workers' livelihoods in jeopardy.

The party must convince Hubbom to tell his story, investigate Yusri's house, gain entrance into the interdimensional prison, fight their way through the escaped inmates, assist the cleric, and ultimately make a weighty choice.

Adventure Hooks

This adventure occurs in the world of Azuria on the border of the ancient desert civilization of Cyrinia. You might introduce the adventure in a few ways:

- The party enters the village of Saleet, a settlement of day-laborers and open-air markets selling all manner of trade goods and finds from ancient ruins. After speaking with locals, they learn that an important leader in the community named Yusri the Learned has gone missing. The town has pooled together a substantial reward for any aid in locating him. Taaj, the dig site's foreman, is organizing the search.
- While traveling through the desert, the party runs across an archaeological dig site at a stand-still. They were almost done excavating Shuruq, a Temple of the Brightmother, but their boss Hubbom suddenly shut down the operation and won't leave his house. If the party could help them figure out what the problem is, they could get back to work and potentially reward them with treasures from the temple.
- The party runs across a missing persons poster that reads: *The great cleric Yusri the Learned disappeared from his home two days ago. Reward offered for any information. See Taaj at Shuruq for more.* Taaj can point the party to Hubbom.

Adventure Background

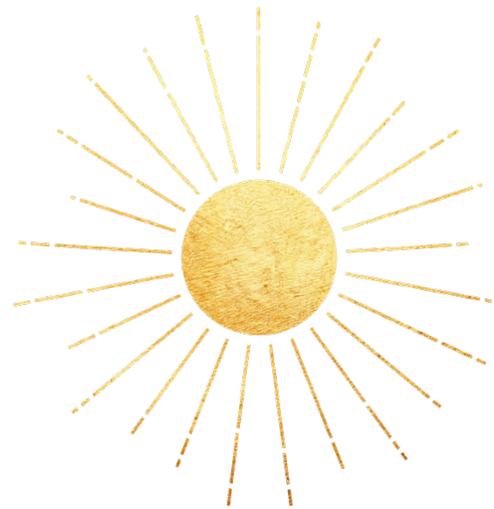
Hubbom the Devoted has long been a follower of the Brightmother, Goddess of the Sun, known in other Azurian regions as Arinnia. Hubbom is an archaeologist in the ancient land of Cyrinia, one of the oldest bastions of civilization in Azuria. He considers his work an extension of his worship. It honors his deity of light to bring things that once enjoyed the warmth of the sun out of the darkness. In unearthing what was once buried, the Brightmother regains a piece of her domain.

Three months ago, Hubbom the Devoted made a great discovery. A merchant passing through Saleet on the way to the spice markets of Cyrinia proper spotted something glinting in the desert. Upon further investigation, he found the tip of a golden spire, the topmost ray of a large symbol of the sun. Hubbom had located the long-lost Temple of Shuruq.

While excavating this important Temple of the Brightmother, his team uncovered a clay amphora sitting in a place of prominence, surrounded by divine script that he could not read. Carefully, he took the jar to his dear friend and spiritual advisor, the cleric Yusri the Learned in the town of Saleet outside the capital.

The archaeologist believed that he had found something powerful, something his research had only hinted at: a Sun Shard. Said to be a piece of the Brightmother herself, a Sun Shard would act as a beacon for the devoted of Cyrinia. Yusri's years of study had added wisdom to his innate curiosity—he knew to take precautions when dealing with ancient artifacts. The cleric warded his home with protections before carefully opening the lid. His learning had not prepared him for the vile darkness contained in this clay-prison to come spewing forth with such hunger.

Yusri flew into battle with the swirling forces of darkness that poured out as the archaeologist, now Hubbom the Coward, ran for his life. As he fled, Hubbom saw his friend and mentor call out to the Brightmother and approach the smoking clay jar with a look of determination on his face.



Part One: Searching Saleet Hubbom's House

You stand in front of a well-appointed two-story house surrounded by a low wall. Through the gate, you spy a verdant garden, an oasis in this arid place. Symbols of the Brightmother adorn the walls of the house and overlook the green space.

The gate is locked, but the wall is easy to climb over. The front door is also locked. The house and surroundings are quiet, but a successful DC 15 Wisdom (Perception) check detects quiet pacing on the second floor. The windows on the bottom floor have locked vented shutters, but on the top floor they stand open allowing airflow.

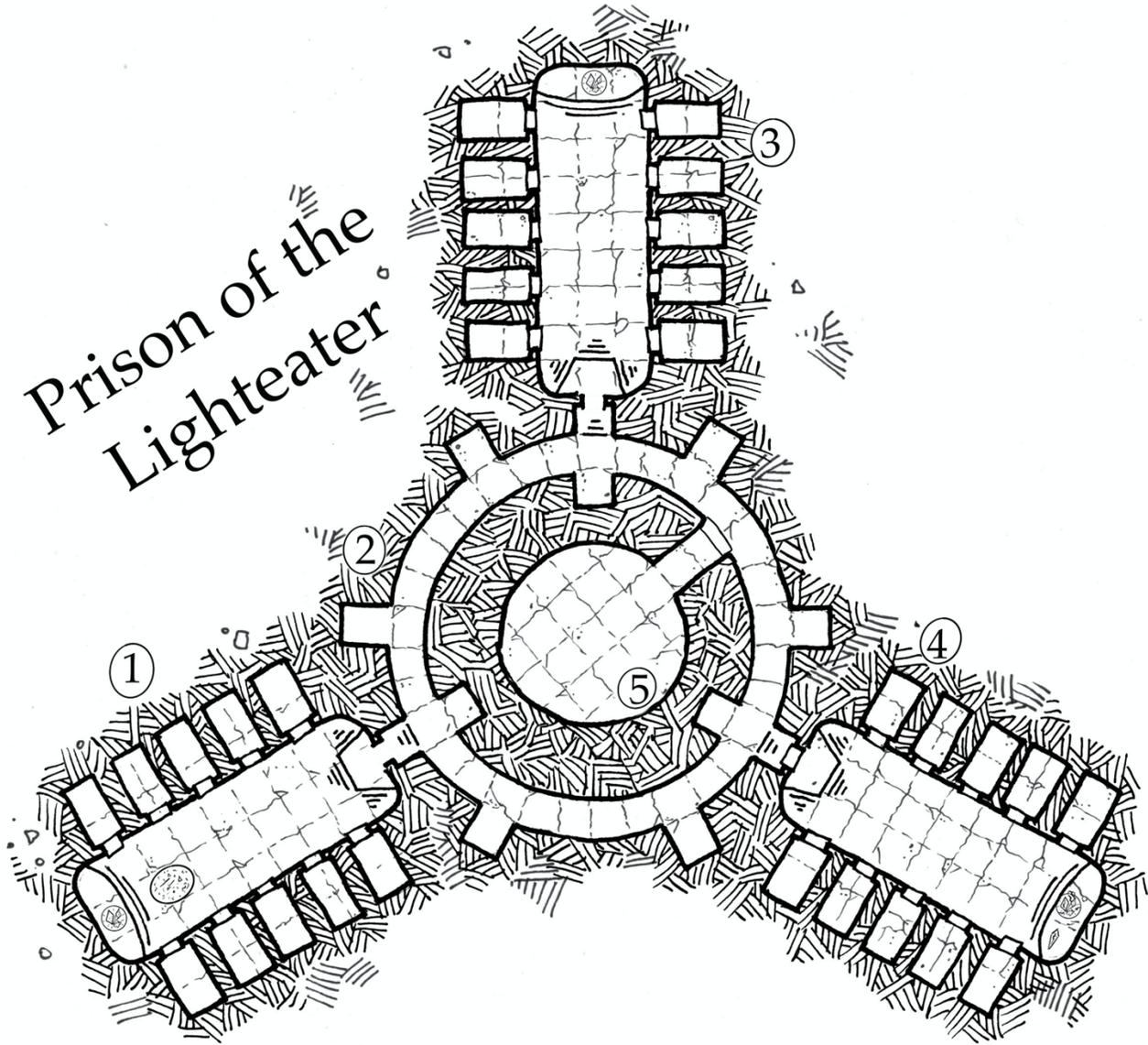
Hubbom, the dig site's leader, is on the second floor. He attempts to hide in an interior room if anyone enters his house.

Roleplaying Hubbom

If discovered and confronted, Hubbom is difficult, scattered, and cagey about his problems. He is a person of strong character, but he's suffering from a personal crisis and embarrassment. Hubbom is devastated that he abandoned his friend. He feels as though he has let down the Goddess. He does not feel worthy. After sufficient roleplay, a successful DC 13 Charisma (Persuasion or Intimidation) check convinces Hubbom to reveal the information in the **Adventure Background** section.

Map

Prison of the Lighteater



Art Credits

Map base provided by Dyson Logos.

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