

WHY THIRSTY?

The water was Nil Suyrel's gift to the town, but as its people started to overstay their welcome, the worm took the water back. The only way to save Nar is to establish a new water source, but the last functioning Oasis is guarded by - you guessed it - Nil Suyrel. Wormshippers know how to appease the giant beast via a fancy ritual, but the locals prefer a simple solution - slaughtering the beast. But no beast means no precious mineral - because extracting it got Nil Suyrel mad in the first place. Are the PCs ready for this? Are you ready? And most importantly, is the worm even still alive?!

WHY SHOULD WE INVESTIGATE?

Do you mean spending some free time in a desert with fantastically hot temperatures, barely any water, and dangerous creatures around is not your dream vacation? Fine. Have some reasons..

- The Bard's Tale - while chilling in a tavern, you overhear a suspicious cat-bard telling wonderful tales of a waterless town in the middle of nowhere. It might not sound exciting at first but HOLD MY BEER, I WON'T SAVE THIS CITY?!
- Desert Caravan - just another job - hired to protect some merchants. When you arrive at the city, turns out it's not only the caravan that needs protecting. And they're still paying, so...
- A Scholar's Request - something for more educated minds. A scholar hired you to uncover sand-covered artifacts. You may as well sidetrack a bit and earn extra coins.
- The Chosen Ones - you arrived in the town of Nar. You talked to some locals, did some tricks, and suddenly everyone thinks you're the chosen ones sent here to save everyone... And who are you to bridle if you're forced to be an idol?

YOU SAID THERE WERE RUINS...

There are! Mysterious ruins filled with mysterious puzzles, mysterious artifacts, and mysterious... stuff. Yeah. Also, traps!

1. Pressure Plate Dart Traps - the floor is lava! And by lava I mean if you step on the wrong tile, you get darted.
2. Collapsing Ceiling Traps - the ceiling is lava! Also, it's not. But there are a lot of bones on it, which might mean something. That 'something' is - if you open the door to get out, the ceiling punches you in the face! And your stomach. And feet. It basically falls down and makes jam out of you.
3. Desires Traps - the desert shows you what your heart most desires and you get confused.
4. Puzzles with gas traps - Pick the correct picture to move on. Pick the wrong picture to get poisoned. The good thing is, each option gives you something - whether it's progress or a headache.

So what will you get once you power through all this mess? Knowledge. And knowledge, as we all know, is power.

Also, XP.

Please remember to stay hydrated during this adventure.

WHO ELSE IS MEDDLING?

- **Aya.** A tabaxi bard, who just happens to be in the right place at the right time - assuming that the right place is a tavern or some forbidden ruins (???) and the right time is whenever your party gets there.
- **Garnsukh 'Battler' Tselger.** Boy, that's a mouthful! A dragonborn fighter, defender of Nar, and a certain kobold sorcerer. He never walks under a ladder and once almost had a heart attack when he accidentally broke a mirror. He doesn't own any mirrors now.
- **Luk.** A kobold sorcerer with special, purple powers that sometimes help and usually make things go boom! Together with Garnsukh, they embarked on a journey to save the town, which probably means Luk's running skills are insane - seeing that he's half his friend's size.
- **Takaya Sarnai.** The leader of worm-worshipping cultists. Self-proclaimed chosen one. No one has informed her that this is not how prophecies work yet, but if you're not intimidated by her deadly martial arts skills, you could be the first!
- **Orest.** Earth genasi barbarian, Takaya's husband and partner in crime. He does what any good husband should do - believes that his wife is indeed the chosen one, punches everyone who does not share this belief, makes her drinks, and also knows awesome worm-connected rituals.

PURPLE TRAIL



A Cheat-Sheet DnD
adventure by:

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Want the whole module?

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entire pdf, including
extended descriptions of
the adventure plot points,
NPCs, monsters, places and
so much more!

During this adventure, the PCs will face furious cultists (maybe), a giant purple worm (probably), angry gnolls (most likely), and having to remove the sand from everywhere (most definitely).

There are mysterious artifacts to be found (how original), weird cat-bards running around (at least one) and riches to be gathered.

We also give you the unique possibility to enhance your equipment with purple, shiny shit known as yaganotum. It will make everything more powerful, more fancy, and more prone to undesired, magical effects!

INTRODUCTION

The desert town of Nar is running out of water. Some people suspect that a purple worm is to blame, and killing it would solve the issue. Others (aka outsider cultists) claim that while the lack of water is bad, the lack of yaganotum, a priceless mineral created by the worm, would be even worse.

SO YOU THOUGHT WE'RE DONE?

I know, I know. Saving the entire town from impending doom, and killing an ancient, god-like creature... that's easy stuff. But you still got your heart rate up, so let's do a cool down. We propose two exercises:

1. ON NO YOU'VE KILLED THE WORM - The locals and cultists have decided to fight over this. Technically, you weren't invited to join, but nothing is stopping you from cracking a few more skulls or using your incredible diplomatic skills to send everyone to their rooms.

2. OH NO THE GNOLLS ARE ATTACKING - The gnolls are attacking the town. Not sure what you were expecting from the title. Act as in the previous exercise - except your amazing diplomacy skills may not be enough to resolve this one peacefully.

PURPLE WORMS AND WHERE TO FIND THEM

Once upon a time, in a desert far, far away...

There was no water. How surprising, it was a desert. But then, suddenly! And without warning! There was this... Movement. As if something clawed its way out from the very bowels of the earth. To bring peace and happiness and cookies... OK. Bring water. Just water. But you don't need much more when you're in a desert.

The purple worm who brought life to a lifeless piece of sand was called Nil Suyrel, meaning The Purple Doom, a very fitting name for something essential to the survival of a nearby town, monastery, and random travelers.

It is said that if one goes against Nil Suyrel's wishes, tries to kill it, or distract it, a great drought will happen. Sadly, the people who shared this information are long dead, and their knowledge is safely hidden in ruins.

So, yeah.