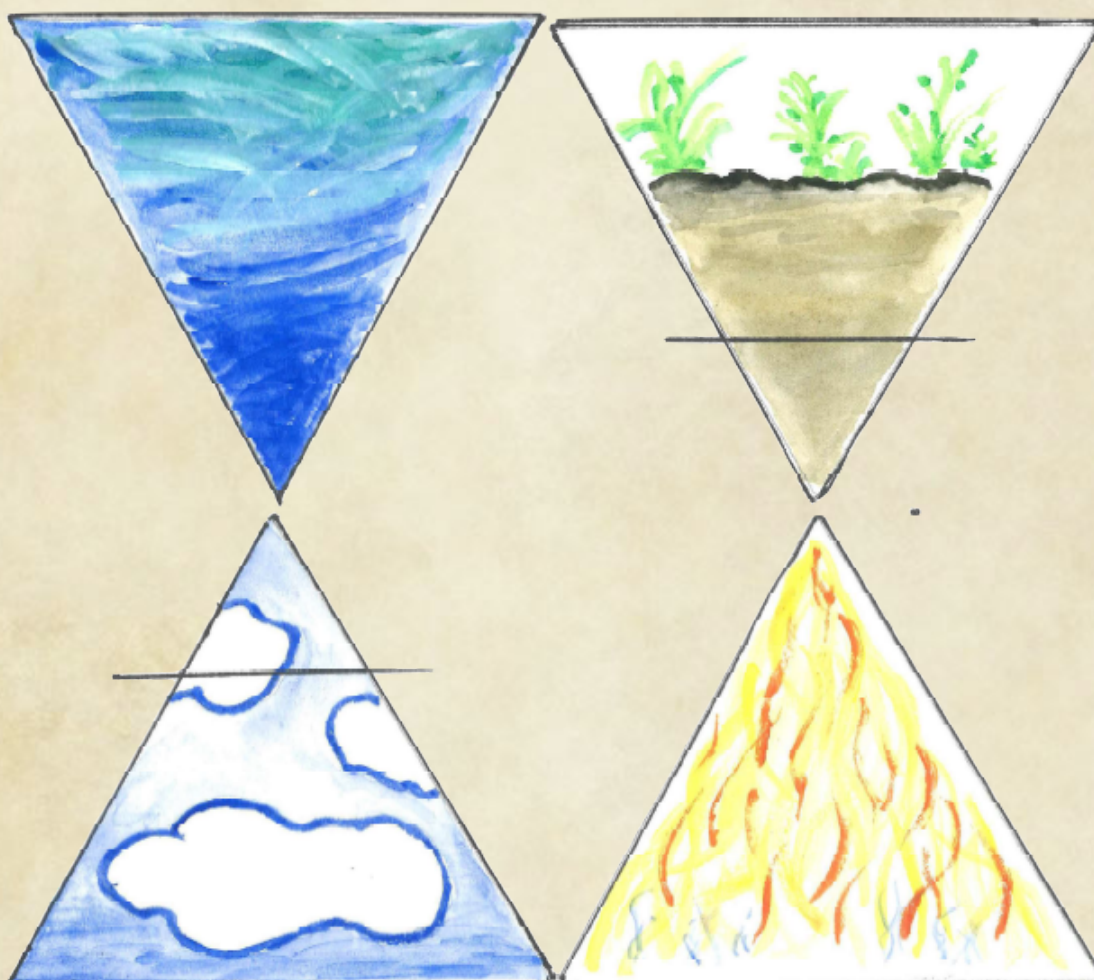




THE TEMPLE OF OREKA

A FIFTH LEVEL ADVENTURE FOR D&D FIFTH EDITION

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FOR
The Cat's Tales

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THE TEMPLE OF OREKA



HIS MODULE IS RECOMMENDED FOR FOUR LEVEL five characters. Each character will start with a +1 weapon.

This module is organized with the first-time DM in mind and will therefore contain: an overview of the adventure's plot, followed by appendices containing suggested encounters and their associated stat blocks and rewards alongside maps used in the adventure.

Within the main body will be distinct sections that flow from one point of action to the next. Sections for the DM to read aloud are italicized.

WARNING!

The contents of this adventure, including the maps, contain spoilers or clues and anyone playing the module should stop reading at this time.

SUMMARY

The four elemental planes feed into the material plane. Myths of a time when the connection between planes was tenuous date back thousands of years, but now the world of Faerûn is discovering the myths may have been real. Huge storms swirl over the sea along the Sword Coast and unseasonal floods plague the land. The ground shakes and cracks; lava flows from the fissures and erupts from long-dormant volcanoes.

In the midst of this turmoil, you have been summoned by the high priest of Oreka, whom you have never heard of, asking for your help to re-solidify the link to the four elemental planes.

MESSAGE FROM THE HIGH PRIEST:

"The connection between our plane and the four elemental planes is degrading, causing the destruction we are experiencing. The Order of Oreka has been safeguarding the key to this connection for thousands of years, and now the connection needs to be resolidified. Please come to me at the monastery east of Secomber."

MEETING THE HIGH PRIEST

Agreeing to heed the summons, the members of the party make their ways east of Secomber, just north of the high moor.

They soon all reach a small wooden structure. It is a square building, turned grey from weathering and partially sunk into the soil. This makes the roof seem lower than typical and gives the building a squat appearance. There is a chain hanging by the door, that when pulled it will ring a bell, which brings an elderly man in a long, thin robe. He is a grizzled human with thin, wiry hair and leathery skin.

Seeing the party, his face brightens and he quickly welcomes the group in. There are a few rotting logs set into the dirt to act as steps down into the dark space. The interior appears just as decrepit as the outside. The party is lead to a room lit by braziers, with heavy tapestries on the walls. The tapestries are woven with faded thread, but seem to depict renderings of the four elemental planes. In the center of the room is a pillar topped with a large glass ampule filled with a swirling gas that seems to emit and absorb light at the same time.

"Welcome, welcome! Thank you, brave adventurers, for heeding my request and coming so quickly! There is no time to waste. Surely, you have felt the effects of the connection between our world and the elemental planes breaking apart. The Order of Oreka was founded to safeguard the remedy to this eventuality, but as you see, as the ages passed, so did the fear that the link would again destabilize. Sadly, I am the sole remaining attendant to the Spirit of Oreka." The old man gestures to the glass container. "Much of our lore is lost as well, but I will tell you what I know."

The old man explains that the ampule must be brought to the Temple of Oreka and a ritual must be performed, but the specifics of the rite are lost to time. He reassures the group that the Spirit of Oreka will guide them once they arrive. He takes the glass ampule from the pedestal and secures it in a padded, heavy wooden carrying case.

The old man encourages the group to begin their journey with haste. He will show them the location of the temple on a map and explain it is difficult travel into the High Moor to the south. No one has traveled the path in hundreds of years.

The party leaves the strange little monastery and makes their way into the dangerous lands before them.

ON THE ROAD

The party travels into the moor. The scrub brush is low but thick, and the land is hard underfoot. Sudden pillars or steep walls of basalt create hinderances the group has to navigate. The long day of travel is complicated further by winds that slow. The moors are windy, with few trees and wide, open tracts of land, but the wind is excessive even here.

RANDOM ENCOUNTERS AND LONG RESTS

A random encounter will allow players to test out their weapons and spells. It lets the group and the DM get to know the strengths and weaknesses of the characters with greater margins for error than the larger fight later in the adventure.

A random encounter earlier in the adventure lets the players utilize a long rest without disrupting the pace of the adventure. The players have the opportunity to recover hit points and spell slots lost in the random encounter so they can go into the main conflict with full health and spell casting abilities.

While crossing the High Moor, the party encounters a Violet Fungus and a Shambling Mound (stat blocks available in Appendix 1). The party will need to decide to face the threat or flee.

TEMPLE

The temple is carved into a rocky outcropping, a solid stone door is flanked by basalt columns. Moss has grown up the sides, and scrub brush grows thickly all around. The door is smooth. There is no lock nor handle. Carved into the center of the door is a familiar shape that appears to be made for the ampule to be inserted.

The party enters a wide hallway. Ahead, the hallway appears to open up into a room, from which dim light glows.

SET TIMERS TO CONTROL PACING

If the puzzle is not solved when the timer ends, an elemental creature will appear or the knight will activate. Once the creature is defeated, the doors will open to allow the party to continue their quest. A round counter can also be used to track the passage of time and create a sense of urgency.

Room 1

The party enters a room with weapons lining the walls: gleaming swords, brutal axes, monstrous warhammers. Each is more terrifying than the next. On the far side of the room, a statue of a knight stands with arms outstretched, one hand palm up and open and the other a closed fist. Next to the statue is a small writing table with a piece of dried parchment on the writing desk there is an inkwell and quill, a candle, a wax seal and stamp, and a roll of ribbon.

Polearms carved from obsidian, dark and menacing; daggers cursed to steal the soul of any mortal who falls to its blows; gleaming swords with blades of pure sunlight; brilliant gems inlaid into handles, offering protection to those who wield them. The sight is dazzling and overwhelming. On a writing table next to the statue is a piece of parchment that simply reads: "Place in my hands the most powerful weapon."

The solution is the quill in the inkwell, as the "pen is mightier than the sword." If the puzzle is answered correctly, the knight will open the closed fist to reveal a sack with an upright triangle on it. The statue will pivot out of the way.

If any of the weapons are placed in the statue's hands, it will animate. The knight will crush the weapon and draw its own sword and fight the party (see Appendix 1 for Stone Knight stat block). When the knight is defeated, the statue will fall to rubble.

Note: The sword and sack with the upright triangle will easily be able to be looted. The sack contains coal.

Once the riddle is solved or the knight is defeated, the way forward is clear. A narrow hall leads the party deeper into the temple.

EXPECT THE UNEXPECTED

There is a lot the party can throw at you, especially with open ended riddles and puzzles. Be prepared with some fancy weapon descriptions and names, and don't be surprised if you players decide to loot the room.

Room 2

The party enters this room from the east door to find it empty except for two stone doors, one on the north wall and one on the south wall. These doors have no visible handle or locks and cannot be levered open. On the western wall is an inscription. Below that, a sack marked with an upright triangle struck through with a horizontal line sits in a small recessed alcove in the stone wall. This is a Bag of Winds; when opened a strong gust of wind blows from the sack.

THE INSCRIPTION:

Answer these four riddles and you may leave, but be wary, for wrong answers will have repercussions.

I am so fragile that speaking my name will break me. What am I?

The rich want me, the poor have me, and if either eat me they will die. What am I?

I have towns without people, forests without trees, and rivers without water. What am I?

I breathe and I consume. I am not alive, but I can die. What am I?

The answers to the riddles are:

- Silence
- Nothing
- A map
- A fire

This is a place where the pace can get bogged down and a timer can be beneficial. While preparing, think about how long you want to spend in this room; you will also want to gage the players' enjoyment in the moment. Set a timer and have a flame geyser erupt at regular intervals - about two minutes - to create tension and a sense of urgency. (**Note:** there are 20 tiles in this room. If desired, you can roll a d20 to determine the tile at random.)

FLAME GEYSER

Anyone standing on a tile that erupts must make a dexterity saving throw: DC 13. On a success, they are able to move off the tile before the geyser erupts. They take no damage and must move their token to another tile within five feet. On a failure, the character is not able to move fast enough and takes 1d4 fire damage. They also must move their token to another tile within five feet.

Once all the riddles are answered correctly, both doors slide open. The flames die down, and the party is free to choose a path: north to Room 3A, or south to Room 3B.

Room 3A

If the party exits Room 2 using the door to the north, a narrow hallway will bring them to a circular room. As they cross the threshold into the room, they are buffeted by a gust of wind that whirls around them before coalescing into a vaguely humanoid-shaped air elemental on one side of the door on the west wall of this room. On the other side of the doorway is a salamander armed with a spear. The two elemental beings block the party's path. (See Appendix 1 for the stat blocks.)

There are no riddles in this room; it is intended as a combat encounter.

DECISIONS, DECISIONS

The players may be curious about what lay in the other direction and decide to either backtrack or loop around when they see that Rooms 3A and 3B are connected. Be prepared to reposition elementals, or have doors close depending on if you allow this or not.

Once the elementals are defeated, the party can continue forward. This path will connect with the hall past Room 3B. Where the hallways connect will be a waterskin marked with an upside-down triangle. This contains water.

Room 3B

If the party exits Room 2 using the door to the south, a narrow hallway will lead them to a rectangular room from the east. Across the room is a smooth, sealed door. On the wall by the door, four hooks hang. A portion of a cog and pulley mechanism is visible. The hooks serve as the lock tumblers and must be triggered by the right amount of pressure in the right order. The players may need clues that they are working in the right direction.

The room also contains a table. The table has three stone weights of different sizes and a picture scored into the face: one of a rooster, one of a fox, and one of a sheaf of wheat. As a weight is hung correctly, mention the release of the mechanism, the click of a tumbler locking into place. If a weight is hung incorrectly, mention the lack of movement or sound; "Nothing, happens."

There is also a scroll on the table that reads:

"A farmer is transporting a chicken, a fox, and a sheaf of wheat. He must cross a river but can only take one item at a time in the boat. The chicken will eat the grain if left together. The fox will eat the chicken if left together. What is the order the farmer transports his load?"

The solution must be hung in the correct order.

- The chicken on the first hook.
- The fox on the second hook.
- Remove the chicken from the first hook.
- Re-hang the chicken on the third hook.
- The sheaf of wheat.

Once the buckets are hung in the correct sequence the lock will disengage and the door will slide open. The party will be able to move forward and the path will connect to the hall from Room 3A.

Room 4

The hallway takes a few turns before reaching the forth room. It is a small, square room. The party enters from the south. There is a door on each wall. A stone sculpture of an open book on a pillar stands in the center. Carved onto the book is a riddle:

*I can be made
I can be spent
I can be wasted
I can be served
I can be burnt*

Over each door, a possible answer is carved. The west door has the word “money,” the north door has “food,” and the east door has “time.” The correct answer is “time.” Hallways for the incorrect answers - north or west - end in an invisible portal that will deposit the characters back at the south entrance to the room. They will have the opportunity to guess again, but they will first have to face a water elemental that will manifest in the room. (See stat blocks in Appendix 1.) This will occur again if the wrong answer is guessed a second time.

If the correct answer is selected, the party exits to the east and makes their way down a long, narrow hall. They will find a sack with an upside-down triangle struck through with a horizontal line; it contains sand.

Room 5

The fifth room is a large square room with a pillar in each corner. Each pillar has one of the elemental symbols carved into it, and is topped with a bowl. In the center of the room is a gaseous column of swirling light and shadow. The radiance is dim and flickering. On the ground below this column are shards of broken glass.

The party will need to fill the bowls on the pillars with the contents of the sacks with corresponding symbols. Elemental energy flows down the pillars to the center of the room, energizing Oreka as a bright light flashes. As the party’s vision clears, they see that the swirling column of light and shadow looks almost solid. The gaseous form is thick and steady.

At the base of the column is an unbroken ampule. If the party inspects it they will see faint wisps of light and shadow swirling inside. The carrying case holds this new ampule securely. The connection between the material plane and the elemental planes is anchored by this column.

Their quest complete, the party leaves, they see the puzzles and challenges reset and fall into a dormant state.

CONCLUSION

With the connection restored and the new ampule containing a portion of the spirit of Oreka, the party returns to the monastery. Crossing the moor, there is a gentle mist and slight breeze, a vast difference from the trek out to the temple. This seems to confirm the return to normality and the solidification of the connection with the elemental planes.

On their return to the monastery, the elderly priest greets them eagerly, thanking them for their heroism and asking for details about what happened. The party has time to explain the trials and ordeals they faced, as well as the ritual. They will present the new ampule to the priest at this time.

Having received the glass container and returning it to the pillar, the old man promises to note all of their information down and says he will work to revitalize The Order. For now, he says the world owes the party a debt of gratitude that can never be repaid, but he does have a token for each of them as a thank you. (The table in Appendix 4 can be used to distribute treasure.)

APPENDICES

APPENDIX 1: STAT BLOCKS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch

wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, the target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away and knocked prone.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire

damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 11 (2d6 + 4) piercing damage. or 13 (2d8+4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SHAMBLING MOUND

Large plant unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistance cold, fire

Damage Immunities blinded, deafened, exhaustion

Condition Immunities groggy, buzzed, weak-kneed

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escaped DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

STONE KNIGHT

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poison

Senses tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Regeneration. The stone knight regains 1d6 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The stone knight makes two melee attacks per turn.

Action. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage. The sword does an additional 2d6 fire damage to any target it hits.

Flame Tongue: As a bonus action, the knight will speak the command word to cause flames to erupt from the blade. The flame casts bright light in a 40-foot radius, and dim light for an additional 40 feet. This lasts until the knight dies or uses a bonus action to speak the command word again.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit* 4 (1d8) necrotic damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, the target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 10 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

APPENDIX 2: TREASURE BLOCK

Have each member of the party roll d10 to randomly determine the reward they receive.

TREASURE

Item	Roll	DMG page
Armor of Resistance - Force	1	152
Ring of Fire Resistance	2	192
Boots of Levitation	3	155
Winged Boots	4	214
Ring of Feather Fall	5	191
Decanter of Endless Water	6	161
Broom of Flying	7	156
Armor of Resistance - Fire	8	152
Ring of Water Walking	9	193
Necklace of Fireball	10	182

APPENDIX 3: MAP

