This adventure is designed for a group of four to six 5th-level characters. It can be played as a standalone adventure or as part of a larger campaign, and takes place in a desert region inspired by the Arabian Nights, where magic and mystery abound.

The adventurers are hired by a mysterious benefactor to infiltrate the vault of a powerful desert lord and steal a priceless artifact: the Eye of the Sun, a gem that can control the weather. The lord is using the Eye to create a drought that threatens the survival of the nearby settlements and wildlife. The adventurers must overcome the lord’s guards, traps, and allies, as well as the harsh desert environment, to pull off the heist and save the region from ecological disaster.

**Table of Contents:**

* **Introduction**: The background of the adventure, the hook, and the main NPCs.
* **The Oasis**: The adventurers arrive at a hidden oasis where they meet their benefactor and learn more about the heist.
* **The Desert**:. The adventurers travel across the desert, facing many hardships.
* **The Vault**: The adventurers reach the lord’s palace and attempt to break into his vault.
* **The Eye**: The adventurers find the Eye of the Sun and decide what to do with it.
* **Conclusion**: The adventure’s aftermath.

**The Hook**

The adventurers are contacted by a hooded figure who calls himself Hassan. He claims to be a representative of a secret organization that opposes the tyranny of the desert lord, known as Zalim. Hassan offers the adventurers a large sum of gold to steal the Eye of the Sun from Zalim’s vault and bring it to him. He says that the Eye is an ancient artifact that was stolen from a sacred temple by Zalim’s ancestors. He also says that Zalim is using the Eye to manipulate the weather and cause a severe drought that is affecting the people and animals of the desert. Hassan says that his organization plans to use the Eye to restore the natural balance and end the drought. He warns the adventurers that Zalim is a ruthless and paranoid ruler who has many enemies and allies, both mortal and magical. He also says that the vault is heavily guarded and trapped, and that they will need to be stealthy and clever to succeed.

**The Cast of NPCs**

**Hassan**: A mysterious benefactor who hires the adventurers to steal the Eye of the Sun. He is actually a member of a cult that worships an ancient evil god who is imprisoned in the Eye. He intends to use the Eye to free his god and unleash chaos upon the world.

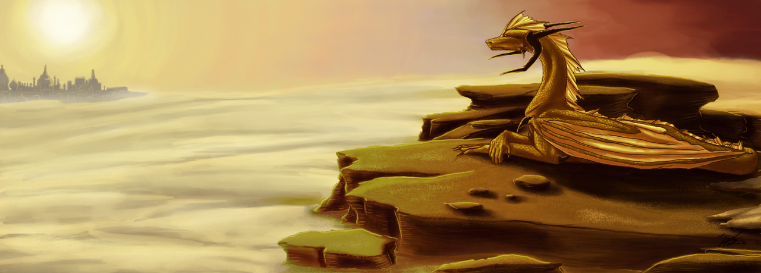
**Zalim**: A powerful desert lord who rules over a large territory with an iron fist. He is obsessed with wealth and power, and uses the Eye of the Sun to create a drought that forces his subjects to pay him tribute for water. He is also paranoid and distrustful of anyone who might challenge his authority. He has many guards, traps, and allies at his disposal, including a djinni and a dragon.

**Nura**: A young woman who lives in a nearby oasis. She is friendly and helpful to the adventurers, and offers them shelter and information. She is secretly in love with Hassan, and does not know his true motives or affiliation.

**Rami**: A young man who lives in the same oasis as Nura. He is brave and adventurous, and dreams of becoming a hero. He admires the adventurers, and offers to join them or assist them in any way he can.

**Azra**: A female djinni who serves Zalim as his advisor and enforcer. She is loyal to Zalim, but also has her own agenda. She knows about the Eye of the Sun and its power, and seeks to obtain it for herself or her kin.

**Kira**: A female red dragon who lives in a cave near Zalim’s palace. She has a deal with Zalim: she provides him with treasure and protection, and he provides her with food and tribute. She is greedy and cunning, and enjoys playing with her prey before devouring them.



**Chapter 1: The Oasis**

The oasis is a hidden paradise in the middle of the desert, where a spring of fresh water feeds a pool surrounded by palm trees and flowers. The oasis is home to a small community of nomads who live in tents and trade with travelers and caravans. The oasis is also the meeting place of Hassan and the adventurers, who have agreed to rendezvous there after receiving his message.

**The Spring**: The source of water for the oasis, a natural spring that bubbles up from the ground. The water is clear and refreshing, and has healing properties. Anyone who drinks from the spring regains 1d4 hit points per level. The spring is considered sacred by the nomads, who perform rituals and prayers there.

**The Pool**: The main body of water in the oasis, a large pool that is fed by the spring. The pool is home to various fish and aquatic plants, as well as a few crocodiles that lurk beneath the surface. The pool is used for bathing, fishing, and irrigation, and is also a popular spot for swimming and relaxing, especially at night when the stars reflect on the water.

**The Palm Grove**: The area around the pool, where several palm trees grow and provide shade and fruit. The palm grove is where most of the nomads set up their tents and campfires. The palm grove is also where Hassan has his tent, which is larger and more luxurious than the others. The palm grove is a lively and social place, where music, stories, and games are often heard.

**The Market**: A small but bustling market that is set up near the edge of the oasis, where traders and merchants sell their goods and services. The market offers a variety of items, such as food, water, clothing, weapons, armor, potions, scrolls, animals, and more. The market is also a place to gather information and rumors, as well as to hire guides or guards for traveling across the desert.

**The Shrine**: A small but ornate shrine located on a hill overlooking the oasis. The shrine is dedicated to an ancient goddess of water and fertility, who is revered by the nomads. The shrine is decorated with statues, paintings, candles, flowers, and offerings. The shrine is also guarded by a priestess named Nura, who is Hassan’s lover and ally.

**Oasis Encounters**

The oasis is a safe and friendly location, where the adventurers can rest, resupply, and learn more about their mission. They can also interact with the locals, who have their own stories, secrets, and problems. The oasis is also a potential source of allies or enemies, depending on the adventurers’ actions and choices.

Roll d10 on this encounter table for oasis encounters.

1: A group of bandits attacks the oasis, hoping to loot and plunder. They are led by a ruthless bandit chief who has a personal grudge against Hassan.

2: A caravan arrives at the oasis, bringing news and goods from faraway lands. The caravan is led by a friendly merchant who knows Hassan and offers to help the adventurers with their mission.

3: A sandstorm sweeps over the oasis, reducing visibility and causing damage. The adventurers must seek shelter or risk getting lost or injured.

4: A mysterious traveler arrives at the oasis, claiming to be a scholar and explorer. He asks to join the adventurers on their mission, saying that he knows a secret way into Zalim’s palace. He is actually an agent of Zalim who wants to sabotage their plan.

5: A nomad child goes missing in the desert, having wandered off to chase a lizard. The adventurers may help find him before he falls prey to predators or dehydration.

6: A strange creature emerges from the pool, causing panic and curiosity among the nomads. It is a water elemental that has been awakened by the Eye of the Sun’s influence. It can be friendly or hostile depending on how it is treated.

7: A festival is held in the oasis, celebrating the arrival of a new moon. The nomads invite the adventurers to join in the festivities, dancing, singing, feasting, and games.

8: A dispute arises between two nomad families over water rights or marriage arrangements. The adventurers are asked to mediate or arbitrate or take sides.

9: A mysterious illness spreads among the nomads or their animals, causing fever and delirium. The adventurers are asked to help find a cure or a cause for the illness. It may be natural or magical in origin.

10: A vision or a dream reveals something important or useful to the adventurers, such as a clue, a warning, or a prophecy. The vision or dream may be sent by the goddess of the shrine, the Eye of the Sun, or another source.

**Chapter 2: The Desert**

The desert is a vast and unforgiving landscape, where the sun scorches the sand and the wind whips the dunes. The desert is a dangerous and unpredictable place, where travelers face many perils, such as heat, thirst, exhaustion, sandstorms, mirages, and predators. The desert is also a place of wonder and mystery, where ancient ruins, hidden oases, and lost treasures await discovery.

Roll d12 for terrain for each day spent in the desert, and it will take 12 days to reach Zalim’s palace.

**The Dunes (1-6)**: The most common terrain in the desert, rolling hills of sand that shift and change with the wind. The dunes are difficult to navigate and traverse, requiring extra time and effort. The dunes are also home to various creatures, such as scorpions, snakes, spiders, and worms.

**The Flats (7-8)**: The flat and barren areas in the desert, where the sand is hard and cracked. Easier to travel on than the dunes, but with less cover and shade, the flats are also exposed to the sun and the wind, hot during the day and cold at night.

**The Rocks (9-10)**: The rocky and rugged areas in the desert, where boulders, cliffs, and canyons break the monotony of the sand. The rocks offer some shelter and protection from the elements, but also pose some hazards, such as falling rocks, sharp edges, and caves. The rocks are also inhabited by various creatures, such as lizards, bats, hyenas, and jackals.

**The Ruins (11)**: The remnants of ancient civilizations that once thrived in the desert, now reduced to rubble and dust. The ruins are scattered throughout the desert, some hidden by the sand, some exposed by the wind. The ruins are a source of curiosity and treasure for adventurers, but also of danger and traps. The ruins are also haunted by ghosts, undead, or other supernatural beings.

**The Oases (12)**: Rare and precious spots in the desert where water and life can be found, the oases are small pools or springs surrounded by vegetation and wildlife. A blessing for travelers who need to rest and replenish their supplies, but also a curse for those who become too attached or complacent, the oases are also coveted by bandits, raiders, and other hostile factions.

**Desert Encounters**

The desert is the main obstacle that the adventurers must overcome to reach Zalim’s palace and complete their mission. They must travel across the desert, following Hassan’s directions and clues, while avoiding or overcoming the challenges and enemies they encounter along the way. They must also manage resources, such as water, food, mounts, and equipment, as well as their morale and health.

Roll d10 on this encounter table for desert encounters.

1: A sandstorm blows over the desert, reducing visibility and causing damage. The adventurers must seek shelter or risk getting lost or injured.

2: A mirage appears in the distance, tempting the adventurers with a false vision of water, treasure, or safety. The mirage may be natural or magical in origin.

3: A group of bandits or raiders attacks the adventurers, hoping to rob them of their supplies or capture them for ransom. They may be humanoids or monsters.

4: A group of nomads or traders crosses paths with the adventurers, offering to trade or share information. They may be friendly or hostile depending on their attitude and agenda.

5: A creature or a pack of creatures ambushes the adventurers from below or above the sand. They may be scorpions, snakes, spiders, worms, lizards, bats, hyenas, jackals, or something else.

6: A hidden oasis is revealed by a clue or a chance discovery. The oasis may be a safe haven or a trap depending on its inhabitants and secrets.

7: An ancient ruin is uncovered by a clue or a chance discovery. The ruin may be a source of treasure or trouble depending on its history and hazards.

8: A mysterious phenomenon occurs in the desert, such as a meteor shower, an earthquake, a solar eclipse, or a portal to another plane. The phenomenon may have beneficial or harmful effects on the adventurers or their surroundings.

9: A moral dilemma arises involving the people or animals of the desert. The adventurers must decide whether to help or hinder them or stay out of their affairs.

10: A vision or a dream reveals something important or useful to the adventurers such as a clue a warning or a prophecy. The vision or dream may be sent by Hassan, Zalim, Nura, Azra, Kira or another source.

**Sandstorms**

As you travel across the desert, you notice that the sky is darkening and the wind is picking up. You hear a low rumble in the distance that grows louder and louder. You realize that you are about to face a sandstorm, a deadly phenomenon that can blind, batter, and bury you. You look around for a shelter, hoping to find a cave, a ruin, or even a large rock. You know that if you don’t find one soon, you may not survive the storm.

When a sandstorm blows over the desert, reducing visibility and causing damage, the adventurers must seek shelter or risk getting lost or injured. The sandstorm lasts for 1d4 hours, during which the adventurers have disadvantage on Perception checks and ranged weapon attacks. The sandstorm also deals 1d10 bludgeoning damage to the adventurers and their mounts at the start of each hour, unless they are protected by a tent, a cave, or similar cover.

**Bandits**

As you travel across the desert, you see a cloud of dust in the distance. It looks like a caravan or a group of travelers. You feel a surge of curiosity and caution, wondering who they are and what they want. You decide to approach them, hoping to trade or talk. As you get closer, however, you notice that they are armed and hostile. They are bandits or raiders, who prey on the weak and the weary. They see you as potential victims or enemies, and they charge at you with weapons drawn. You prepare for a fight, knowing that it is either them or you.

A group of bandits or raiders attacks the adventurers, hoping to rob them of their supplies or capture them for ransom. One possible group of bandits is as follows:

Bandit Leader: A human male rogue who leads the bandits with charisma and cunning. He has the same statistics as a bandit captain (CR 2), which can be found on page 344 of the Monster Manual.

Bandit Archer: A human female fighter who specializes in archery and stealth. She has the same statistics as a scout (CR 1/2), which can be found on page 349 of the Monster Manual.

Bandit Warrior: A human male barbarian who relies on brute force and rage. He has the same statistics as a berserker (CR 2), which can be found on page 344 of the Monster Manual.

Bandit Thug: A human male rogue who uses dirty tricks and intimidation. He has the same statistics as a thug (CR 1/2), which can be found on page 350 of the Monster Manual.

The bandits ride on camels (CR 1/8), which can be found on page 320 of the Monster Manual. They also have a wagon full of stolen goods, such as water, food, weapons, armor, and valuables.

**Mirages**

As you travel across the desert, you see an image shimmering on the horizon. It looks like a pool of water, surrounded by palm trees and flowers. You feel a surge of hope and relief, thinking that you have found an oasis. You urge your mounts to move faster, eager to reach the water and rest. As you get closer, however, you notice that something is wrong. The image seems to flicker and distort, as if it is not real. You wonder if it is a mirage, a trick of light and heat that plays with your eyes and mind. You decide to investigate further, hoping to find the truth behind the illusion.

When a mirage appears in the distance, tempting the adventurers with a false vision of water, treasure, or safety. The mirage may be natural or magical in origin. A natural mirage is caused by the refraction of light and heat in the air, creating an illusion of an oasis, a city, or a caravan. A natural mirage can be detected by a successful DC 15 Intelligence (Investigation) check or by approaching it closely. A magical mirage is caused by a spell or an item, such as a hallucinatory terrain spell or a mirage ring. A magical mirage can be detected by a successful DC 15 Intelligence (Arcana) check or by using a detect magic spell or a similar effect.

**Giant Scorpion**

A large and venomous scorpion that can grapple and sting creatures with its claws and tail. It has a CR of 3 and can be found on page 327 of the Monster Manual.

**Elven Nomad Refugees**

As you travel across the desert, you see a colorful tent in the distance. It looks like a nomad or a trader camp. You feel a surge of interest and friendliness, wondering what they have and what they know. You decide to approach them, hoping to share or learn. As you get closer, however, you notice that they are welcoming and peaceful. They are nomads or traders, who live and work in the desert. They see you as potential allies or guests, and they invite you to their tent with smiles and gestures. You accept their invitation, knowing that it is rare and valuable to find friends in the desert.

A group of nomads or traders crosses paths with the adventurers, offering to trade or share information. They may be friendly or hostile depending on their attitude and agenda. One possible group of nomads is as follows:

Nomad Elder: An elf male druid who leads the nomads with wisdom and compassion. He has the same statistics as a druid (CR 2), which can be found on page 346 of the Monster Manual.

Nomad Hunter: An elf female ranger who hunts for food and protects the nomads from predators. She has the same statistics as a hunter (CR 3), which can be found on page 330 of Volo’s Guide to Monsters.

Nomad Warrior: An elf male fighter who defends the nomads from enemies and raids. He has the same statistics as a veteran (CR 3), which can be found on page 350 of the Monster Manual.

Nomad Healer: An elf female cleric who heals the nomads from injuries and illnesses. She has the same statistics as a priest (CR 2), which can be found on page 348 of the Monster Manual.

The nomads ride on horses (CR 1/4), which can be found on page 330 of the Monster Manual. They also have a tent full of goods, such as water, food, herbs, spices, and fabrics.

A creature or a pack of creatures ambushes the adventurers from below or above the sand. They may be scorpions, snakes, spiders, worms, lizards, bats, hyenas, jackals, or something else. One possible creature is as follows:

As you travel across the desert, you feel a sudden tremor in the ground. It looks like an earthquake or a volcanic eruption. You feel a surge of fear and confusion, wondering what is happening and what to do. You decide to stop and look around, hoping to find the source or the cause of the tremor. As you do so, however, you notice that something is moving under the sand. It is a creature or a pack of creatures, who hunt and hide in the desert. They see you as potential prey or intruders, and they burst out of the sand with claws and teeth bared. You brace for an attack, knowing that it is either kill or be killed in the desert.

**Chapter 3: The Vault**

The vault is the ultimate goal and challenge of the adventure, where the Eye of the Sun is stored and guarded. The vault is located in Zalim’s palace, a massive and opulent structure that dominates the desert landscape. The palace is surrounded by high walls, watchtowers, and gates, and patrolled by Zalim’s soldiers and servants. The palace is also home to Zalim’s allies and guests, such as Azra the djinni and Kira the dragon.

The vault is a secret and secure area within the palace, accessible only by a hidden door that requires a special key. The vault is protected by various guards, traps, and puzzles, as well as by Zalim’s magic and paranoia, and is also where Zalim keeps his other treasures and secrets, some of which may be useful or dangerous to the adventurers.

**The Hidden Door**: The entrance to the vault, a plain-looking wooden door that blends in with the wall of a storage room. The door is locked by a complex mechanism that requires a special key to open. The key is a golden scarab that Zalim wears around his neck. The door is also warded by an alarm spell that alerts Zalim if anyone tries to open it without his permission.

**The Hall of Mirrors**: The first chamber of the vault, a long and narrow hall lined with mirrors on both sides. The mirrors reflect the images of anyone who enters the hall, creating an illusion of multiple copies. The mirrors are also enchanted to cast spells on anyone who looks at them, such as charm, fear, or confusion. The hall has a hidden exit at the end, which can be revealed by breaking one of the mirrors.

**The Maze of Shadows**: The second chamber of the vault, a dark and twisting maze filled with shadows and whispers. The maze is inhabited by shadowy creatures that attack anyone who enters their domain, such as shadows, wraiths, or specters. The maze also has traps that trigger when someone steps on certain tiles, such as spikes, pits, or blades. The maze has a hidden exit at the center, which can be revealed by lighting a torch or casting a light spell.

**The Puzzle of Elements**: The third chamber of the vault, a large and circular room with four statues representing the four elements: fire, water, earth, and air. The statues are connected to a pedestal in the middle of the room, where a metal sphere rests. The sphere is the key to opening the final door to the vault. To activate the sphere, the adventurers must solve a puzzle involving the statues and their corresponding elements. For example, they must light a fire under the fire statue, fill a basin with water under the water statue, place a rock on a scale under the earth statue, and blow a horn under the air statue.

**The Vault of Treasures**: The final chamber of the vault, where the Eye of the Sun is kept in a glass case on a pedestal. The chamber is also filled with other treasures that Zalim has collected over the years, such as gold, jewels, art, weapons, armor, potions, scrolls, and more. Some of these treasures may be useful or valuable to the adventurers, but some may also be cursed or trapped. The chamber is also guarded by Zalim’s most loyal and powerful allies: Azra the djinni and Kira the dragon.

The Vault Encounters The following table lists some possible encounters that can happen in or around the vault. You can roll on the table or choose an encounter that suits your story.

| **d10** | **Encounter** |
| --- | --- |
| 1 | A group of guards spots or hears the adventurers and tries to stop them or alert Zalim. They may be humanoids or monsters. |
| 2 | A trap is triggered by the adventurers’ actions or movements such as an alarm spell a poison dart or a falling net |
| 3 | A puzzle or riddle blocks or challenges the adventurers’ progress such as a locked door a hidden switch or a cryptic clue |
| 4 | A creature or an ally of Zalim attacks or confronts the adventurers such as Azra Kira or another guest |
| 5 | A treasure or an item catches the adventurers’ attention or curiosity such as a chest a painting or a scroll |
| 6 | A secret or a clue is revealed by chance or investigation such as a hidden passage a diary entry or a map |
| 7 | A moral dilemma arises involving Zalim’s treasures or secrets such as whether to take them leave them or destroy them |
| 8 | A complication occurs due to Zalim’s magic or paranoia such as an illusion spell a scrying device or a contingency plan |
| 9 | A twist occurs due to Hassan’s betrayal or deception such as him stealing the Eye of the Sun double-crossing the adventurers or revealing his true motives |
| 10 | A vision or a dream reveals something important or useful to the adventurers such as a clue a warning or a prophecy. The vision or dream may be sent by Hassan Zalim Nura Azra Kira or another source |

Chapter 4: The Eye The Eye of the Sun is the ultimate prize and peril of the adventure, a gem that can control the weather and more. The Eye is an ancient artifact that was created by a forgotten civilization that once ruled the desert. The Eye was stolen from a sacred temple by Zalim’s ancestors, who used it to gain power and wealth. The Eye is also the prison of an ancient evil god, who is worshipped by Hassan and his cult. The Eye is also the key to ending the drought that plagues the region, as well as to unleashing chaos upon the world.

The Eye is the final decision and consequence of the adventure, where the adventurers must choose what to do with it. They have three main options: return it to Hassan, keep it for themselves, or destroy it. Each option has its own benefits and drawbacks, as well as its own repercussions and endings.

The Eye has the following features and effects:

* The Appearance: The Eye of the Sun is a large and flawless ruby that glows with a bright and warm light. The Eye has a carved symbol on its surface, resembling a sun with an eye in the center. The Eye is kept in a glass case on a pedestal in the vault of treasures, surrounded by other valuables.
* The Power: The Eye of the Sun has the power to manipulate the weather and the climate, as well as other natural phenomena. The Eye can create or dispel storms, winds, rains, snows, droughts, floods, earthquakes, volcanoes, and more. The Eye can also affect the seasons, the day-night cycle, and the tides. The Eye can be used to create or destroy life, as well as to heal or harm creatures and plants.
* The Limitations: The Eye of the Sun has some limitations and drawbacks to its use. The Eye requires a user to attune to it by wearing it around their neck for an hour. The Eye can only be used once per day, and only for one effect at a time. The Eye also has a range of one mile per level of the user. The Eye also has a chance of backfiring or malfunctioning if used recklessly or excessively, causing unintended or harmful consequences.
* The Secret: The Eye of the Sun has a dark and dangerous secret that few know or suspect. The Eye is actually the prison of an ancient evil god, who was sealed away by his enemies long ago. The god is a being of chaos and destruction, who seeks to escape his confinement and wreak havoc upon the world. The god can communicate with anyone who attunes to the Eye, tempting them with promises or threats. The god can also influence or corrupt anyone who uses the Eye too often or too intensely, turning them into his servants or pawns.

The Eye Encounters The following table lists some possible encounters that can happen in or around the Eye. You can roll on the table or choose an encounter that suits your story.

| **d10** | **Encounter** |
| --- | --- |
| 1 | Zalim arrives at the vault, furious and vengeful. He confronts the adventurers and tries to reclaim his treasure or kill them. He may be alone or accompanied by his guards or allies. |
| 2 | Hassan arrives at the vault, eager and impatient. He demands that the adventurers give him the Eye or join his cult. He reveals his true motives and affiliation with the evil god. He may be alone or accompanied by his cultists or allies. |
| 3 | Nura arrives at the vault, worried and conflicted. She pleads with the adventurers to spare Hassan or leave with her. She reveals her love for Hassan and her ignorance of his plans. She may be alone or accompanied by Rami or other nomads. |
| 4 | Azra arrives at the vault, cunning and ambitious. She offers to help or hinder the adventurers in exchange for a favor or a share of the loot. She reveals her knowledge of the Eye and its power. She may be alone or accompanied by other djinni or allies. |
| 5 | Kira arrives at the vault, greedy and hungry. She attacks or threatens the adventurers for trespassing on her territory or stealing her treasure. She reveals her deal with Zalim and her interest in the Eye. She may be alone or accompanied by other dragons or allies. |
| 6 | A trap is triggered by the adventurers’ actions or movements such as an alarm spell a poison dart or a falling net |
| 7 | A puzzle or riddle blocks or challenges the adventurers’ progress such as a locked door a hidden switch or a cryptic clue |
| 8 | A treasure or an item catches the adventurers’ attention or curiosity such as a chest a painting or a scroll |
| 9 | A moral dilemma arises involving Zalim’s treasures or secrets such as whether to take them leave them or destroy them |
| 10 | A vision or a dream reveals something important or useful to the adventurers such as a clue a warning or a prophecy. The vision or dream may be sent by Hassan Zalim Nura Azra Kira or another source |

Here is the conclusion section for the D&D 5e adventure:

Conclusion The conclusion of the adventure depends on the adventurers’ actions and choices regarding the Eye of the Sun and its fate. The following are some possible outcomes and endings for the adventure:

* Return the Eye to Hassan: The adventurers decide to honor their deal with Hassan and give him the Eye of the Sun. Hassan thanks them and pays them their reward, then leaves with the Eye and his cultists. He then uses the Eye to free his god and unleash chaos upon the world. The adventurers may realize their mistake too late, or try to stop him before it is too late.
* Keep the Eye for themselves: The adventurers decide to betray Hassan and keep the Eye of the Sun for themselves. They may use it for good or evil, or sell it to the highest bidder. They may also face the wrath of Hassan, Zalim, or other factions who want the Eye. They may also be tempted or corrupted by the god within the Eye, who tries to influence or escape them.
* Destroy the Eye: The adventurers decide to destroy the Eye of the Sun and end its threat once and for all. They may do this by smashing it, throwing it into a volcano, or using a powerful spell or artifact. They may also face opposition from Hassan, Zalim, or other factions who want to stop them. They may also face the fury of the god within the Eye, who tries to stop them or take them down with him.

The conclusion of the adventure also depends on the adventurers’ relationships and interactions with the NPCs they met along the way, such as Nura, Rami, Azra, Kira, and others. The adventurers may have made friends or enemies, allies or rivals, lovers or foes. The NPCs may help or hinder them, reward or punish them, join or leave them.

The conclusion of the adventure also depends on the state of the region and its people after the adventure. The region may be saved from or doomed by the drought, depending on whether the Eye was used to restore or worsen the weather. The people may be grateful or resentful to the adventurers, depending on whether they helped or harmed them. The people may also be affected by the chaos or order that resulted from the Eye’s use or destruction.

The conclusion of the adventure is up to you as the DM to decide and narrate, based on your story and your players’ choices. You can use this section as a guide or inspiration, but feel free to modify it as you see fit. You can also use this section as a springboard for further adventures or campaigns, based on the consequences and opportunities that arise from this adventure.

Sure, I can provide some dungeon master notes for the adventure, elaborating on potential plot twists, approaches to situations, rumors, relationships, affiliations with different guilds, and anything else that makes sense. Here are some examples of such notes, using bullet form:

* Plot twists:
  + Hassan is not a representative of a secret organization that opposes Zalim, but a member of a cult that worships an ancient evil god who is imprisoned in the Eye of the Sun. He intends to use the Eye to free his god and unleash chaos upon the world.
  + Zalim is not the original owner of the Eye of the Sun, but a usurper who killed his brother and took his place. His brother was a benevolent ruler who used the Eye to create a prosperous and peaceful kingdom. His brother’s ghost still haunts the palace, seeking revenge or justice.
  + Nura is not a simple priestess of the water goddess, but a chosen one who has a special connection to the Eye of the Sun. She can sense its presence and influence, and can use it to restore the natural balance and end the drought. She is also in love with Hassan, but does not know his true motives or affiliation.
  + Azra is not a loyal servant of Zalim, but a cunning schemer who seeks to obtain the Eye of the Sun for herself or her kin. She knows about the Eye’s power and secret, and has been manipulating Zalim and others to achieve her goals.
  + Kira is not a mere ally of Zalim, but a descendant of the ancient civilization that created the Eye of the Sun. She has a claim to the Eye as her birthright, and has been waiting for an opportunity to reclaim it.
* Approaches to situations:
  + The adventurers can choose different ways to infiltrate Zalim’s palace and reach the vault, such as sneaking, fighting, disguising, bribing, or bluffing. Each approach has its own advantages and disadvantages, as well as its own consequences and reactions from NPCs.
  + The adventurers can choose different ways to deal with the NPCs they encounter along the way, such as helping, hindering, befriending, betraying, ignoring, or killing them. Each choice has its own impact on their relationships and reputation, as well as on their resources and rewards.
  + The adventurers can choose different ways to use or dispose of the Eye of the Sun once they obtain it, such as returning it to Hassan, keeping it for themselves, or destroying it. Each option has its own benefits and drawbacks, as well as its own repercussions and endings.
* Rumors:
  + There is a rumor that Zalim is not human, but a shapechanger who can assume different forms. Some say he is a werewolf, others say he is a vampire, and others say he is a devil.
  + There is a rumor that Hassan is not working alone, but has allies in high places. Some say he is backed by a powerful wizard, others say he is supported by a foreign prince, and others say he is allied with a rebel leader.
  + There is a rumor that Nura is not an ordinary priestess, but a prophetess who can see the future. Some say she has foreseen the end of the world, others say she has predicted the return of the gods, and others say she has envisioned the rise of a new hero.
  + There is a rumor that Azra is not a faithful djinni, but a traitor who has betrayed her kind. Some say she has sold her soul to Zalim, others say she has stolen a powerful artifact from her kin, and others say she has killed her master and taken his place.
  + There is a rumor that Kira is not a greedy dragon, but a cursed one who suffers from a terrible affliction. Some say she has been poisoned by Zalim’s magic, others say she has been infected by a strange disease, and others say she has been hexed by an old enemy.
* Relationships:
  + Hassan and Zalim are enemies who have been locked in a secret war for years. Hassan wants to overthrow Zalim and take his place as the desert lord. Zalim wants to eliminate Hassan and his followers as potential threats.
  + Hassan and Nura are lovers who have been together for months. Hassan cares for Nura and wants to protect her from harm. Nura loves Hassan and wants to help him with his mission.
  + Zalim and Azra are allies who have been working together for years. Zalim trusts Azra and relies on her advice and assistance. Azra respects Zalim and uses him as her pawn and partner.
  + Zalim and Kira are partners who have been dealing with each other for years. Zalim fears Kira and pays her tribute and respect. Kira tolerates Zalim and provides him with treasure and protection.
  + Nura and Rami are friends who have been living together for years. Nura mentors Rami and teaches him about the water goddess and the desert. Rami admires Nura and supports her in her duties and dreams.
* Affiliations with different guilds:
  + Hassan and his cult are affiliated with the Cult of the Eye, a secret and sinister organization that worships the evil god imprisoned in the Eye of the Sun. They seek to free their god and bring about his reign of chaos and destruction.
  + Zalim and his palace are affiliated with the House of the Sun, a noble and powerful family that rules over the desert region. They claim to be the rightful owners and guardians of the Eye of the Sun, and use it to maintain their wealth and authority.
  + Nura and her shrine are affiliated with the Order of the Water, a religious and benevolent group that reveres the water goddess and her gifts. They seek to restore the natural balance and end the drought, and believe that the Eye of the Sun belongs to the goddess.
  + Azra and her kin are affiliated with the Court of the Wind, a magical and mysterious faction that consists of djinni and other air elementals. They seek to obtain the Eye of the Sun and use it to enhance their power and influence.
  + Kira and her clan are affiliated with the Tribe of the Fire, a fierce and ancient race that descends from the dragons and other fire creatures. They seek to reclaim the Eye of the Sun as their birthright, and use it to restore their glory and dominance.

Prompts like “provide the eye section as part of a dnd5e adventure, using stats, backstory, descriptive blocks, encounter tables as appropriate”