



DRAGONSFoot

DF26

The
Forgotten
City
of

Al-Arin

By John Riley

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An adventure
for 4-12 characters
of levels 10-14

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The Forgotten City of Al-Arin

INTRODUCTION

Tharizdun is breaking free of his ancient bonds! In league with Teronus, a Gargantuan Dragon, he is systematically destroying the Power Gems of Anu. This adventure is suitable for 6-12 characters of levels 10-14. Use of 1st Edition AD&D Rules is recommended, with additional use of UNEARTHED ARCANA encouraged. There is additional use of ORIENTAL ADVENTURES but any PC monks should be of the PLAYER'S HANDBOOK variety.

THE STORY SO FAR

Hundreds of years ago, the ancient and evil god Tharizdun ("The Dark One") was tricked by the deities Anu and St Cuthbert into entering a Stasis Chamber. Kept at Absolute Zero, Tharizdun's powers were negated, perhaps forever. A great Temple was built at the site of the chamber, a granite block deep below the earth, a block of purest black, within which hovered a dark shape...

One by one the clerics of the temple fell to feuding, and at the end but one loyal cleric remained. As the lesser clerics fled with Tharizdun's treasure, one alone kept his station, only finally surrendering to death. Recently, however, the Stasis chamber was penetrated by a group of powerful adventurers. They cleared the temple and laid claim to its deep and forgotten treasures. Then they left, and forgot the cold and misery of that place.

But the slight rise in temperature caused by their entry set things into motion. Tharizdun, taking advantage of the slight faltering in the fastness of his prison, sought to contact his old ally the Great Dragon Teronus.

Teronus heard, preparations were made, and the last cleric of Tharizdun was awoken to his calling once more.

Exhausted by his efforts, Tharizdun sank once more into Stasis, but his earthly minions were set to rouse him for good...

THE STASIS CHAMBER

Using The energy of the stars, distributed via a network of Power Gems and channelled through one Master Gem, the chamber holds Tharizdun in total stasis. This would last as long as the stars burned in the heavens.

The Stasis block does not exist in real time and space, but is linked to the Master Gem in an underground chamber at Al-Arin.

Al-Arin is located at the southwest section of the WORLD OF GREYHAWK map, where it is marked as "Forgotten City" in the Sea of Dust. The Power Gems are situated at:

- | | |
|---|-------------|
| 1 | Carena |
| 2 | Istal |
| 3 | Sentalt-Nor |
| 4 | Lerost |
| 5 | Kal-Anin |
| 6 | Pelut |
| 7 | Kistar |
| 8 | Benthay |

At the start of the adventure, two Power Gems, at Sentalt-Nor and Pelut, have already been destroyed and the investigation of the resulting explosions at those places has brought the PCs to Al-Arin.

Teronus is systematically bombing the locations with



flights of dragons, hoping to destroy the gems. Every day there is a 10% cumulative chance that a Gem will be destroyed (selected randomly). With

the destruction of every gem a little of Tharizdun's essence is released, and he can (60% chance per day) attack the PCs in the following forms:

# Gems	Form	AC	THAC0	Damage
2	Ghast	4	15	1-4/1-4/1-8 + SA
3	Wraith	4	15	1-6 + 1 Level
4	Mummy	3	13	1-12 + Disease
5	Spectre	7	11	1-8 + 2 Levels
6	Vampire	1	12	5-10 + 2 Levels
7	Ghost	0	10	Age 10-40 Years
8	Lich	0	10	1-10 + Paralysis

When all the gems are destroyed there is a 10% cumulative chance per day that Teronus will destroy the Master Gem and free Tharizdun completely, if this happens, the Stasis chamber will implode causing the destruction of the lair of Teronus, the *Forgotten Temple of Tharizdun* (WG4) and everyone and everything within. Tharizdun will feed on their souls before taking his place back in the scheme of things. He will not be happy and his retribution will be long and complete.

THE BOMBED CITIES

Hordes of Dragon Flights have been seen over various locations in the Desert, dropping explosive devices

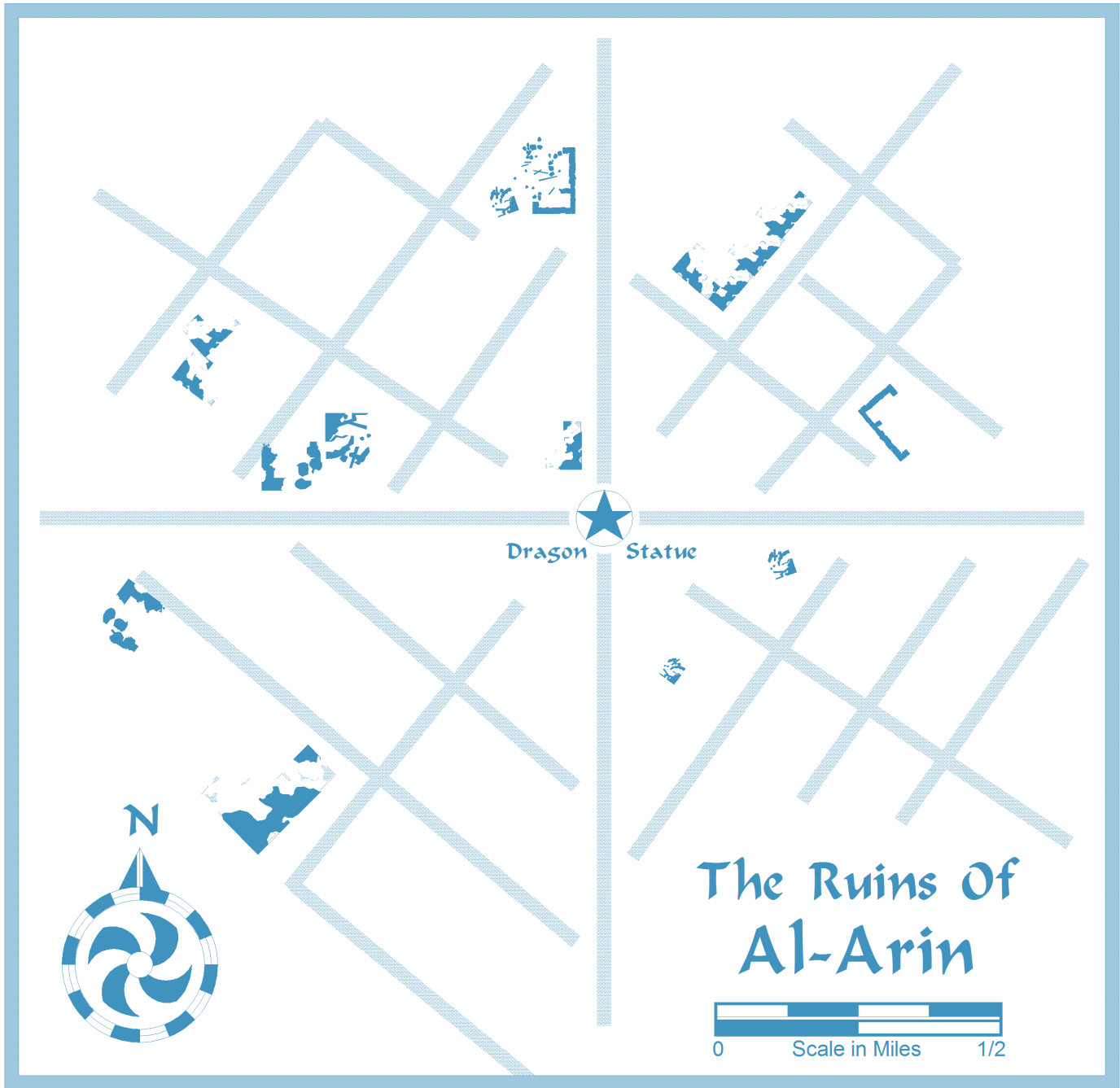
at random. On two occasions huge explosions have followed, leaving hundreds dead and wounded.

It is this seemingly senseless activity that reveals that something else is going on, and the PCs have been sent to Al-Arin to find out what. The clue to Al-Arin lies in the fact that the Dragons quite blatantly can be seen returning in that direction, plus survivors from destroyed desert caravans confirm that the area is thick with Dragon-kind.

This is a dangerous adventure and not for the feeble-hearted.

Dare ye enter?





Arrival at Al-Arin

The PCs have travelled across the desert in the company of a trading caravan headed from Khaibar to the desert city of Sensol, far to the west. A guide, Hassan, has agreed to accompany them to the outskirts of Al-Arin's ruins. The adventure starts as Hassan rides away across the desert sands.

Your guide and friend of the past few weeks departs swiftly away across the desert. Before you a slight rise in the sand dunes conceals what you are told is the Forgotten City of Al-Arin, once a flower in the desert but now abandoned for hundreds of years.

If the PCs climb the rise to Investigate:

As you top the rise, you view the ancient city of Al-Arin. Spread before you like a gigantic saucer lie the remains of what was once a vast desert city. Approximately two miles in diameter, the ruin of ancient buildings shimmers in the acrid desert heat. Only one feature remains intact. At the centre of the city, one mile from where you stand, a gigantic statue of a dragon of unfamiliar type rises some two hundred feet into the air. At the base of the statue, large winged creatures can be seen basking in the sun.

A red dragon flight is due to leave for the north in 1-3 hours. The party may wait or proceed. It takes 30 minutes to reach the statue – there is nothing of interest in the ruins on the way. If the dragons see the party, they will leave for the north immediately. If the party attacks they will rise to flight and each make

one pass. Raking the PCs with breath weapons (50% chance for each dragon to breathe), they will then fly off on their mission.

Red Dragons (10): MV 9"/24"; AC -1; HD 9; hp 63; #AT 3; THAC0 12; D 1-8/1-8/3-30; SA Breath Weapon (9" x 3" cone); XP 2,456.

Closer up, it can be seen that the Dragon Statue is erected on a 20' high basalt base, 200' in diameter. On the east face of the base is a huge pair of doors, each 15' high and 10' wide. There is an inscription over the doors in a faded gold script.

The inscription reads TERONUS in an ancient dialect of common. Unless native to this region, Thieves halve their *Read Languages* score when trying to read this correctly.

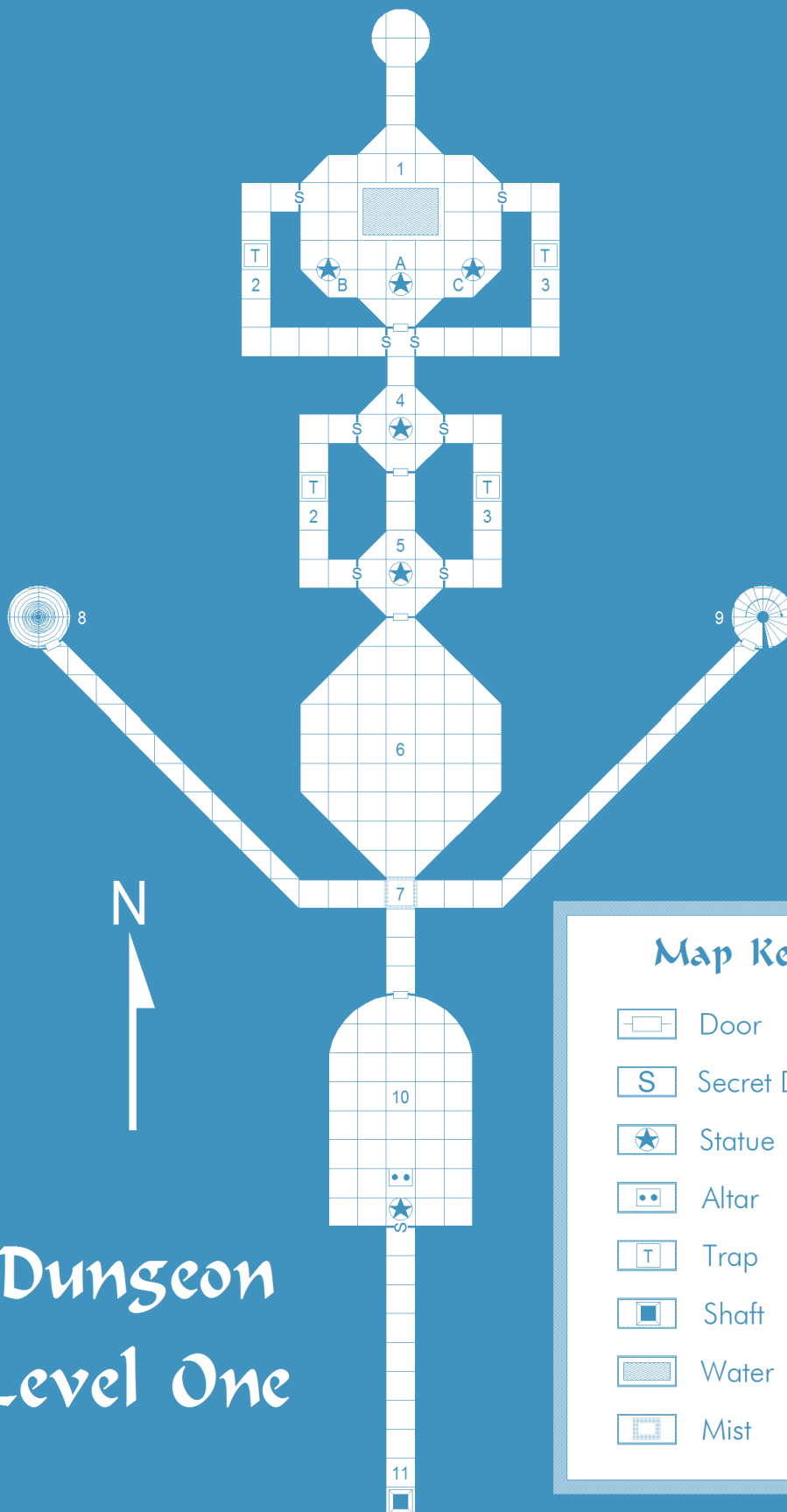
The doors can be opened by a *Knock* spell or by speaking correctly the name TERONUS to command the doors.

Inside a 20' wide corridor travels westerly for 100', ending in a 20 feet diameter pit that plunges into eternal darkness. The pit leads to the Abyss and falling characters will arrive at level 1-666 in three days (determine randomly).

200' down, a passageway leads off to the south into the first dungeon level. If falling, the chance of a character spotting this opening as he passes by is 2 in 6, or 3 in 6 for Elves.



Dungeon Level One



Map Key

-  Door
-  Secret Door
-  Statue
-  Altar
-  Trap
-  Shaft
-  Water
-  Mist

Dungeon Level One

1. ENTRY WAY

This large and dark chamber is dominated by a statue of a huge and terrible dragon, obviously the same one as seen outside. To its right a statue of Tiamat bows in supplication and to its left a statue of Bahamut lies helpless in its death throes. In front of the statues is a large pool of muddy water.

The pool contains harmless brackish water.

Statue A (Teronus) is covered with contact poison – save vs. poison or die. A successful save still results in 20 points of damage.

Statue B (Tiamat) is trapped with a *Shocking Grasp* spell; D 11-18.

Statue C is harmless and represents Bahamut.

2. WESTERN SECRET PASSAGE

A passageway extends into the darkness, its walls covered by faded paintings.

When all the PCs are in the corridor, the secret doors at both ends lock. Poison gas fills the corridor in 1-6 segments, and characters must make a save vs. poison or suffer D 25 per round for 1-3 rounds.

3. EASTERN SECRET PASSAGE

A passageway extends into the darkness, its walls covered by faded paintings.

The secret doors close and lock as in the western passage. A stone block 10' square falls crushing PCs beneath for D 1-3 per round until dead or the block is lifted. A total strength of 40 is required to lift the block. Two characters will be caught in the trap, but the second rank can save vs. dexterity to jump back and avoid damage.

4. THE FIRST TEST

A statue of a Dwarf stands in the centre of this softly illuminated octagonal chamber. He carries a glowing battle axe. As you enter, the statue animates and speaks. "I am the first test of Teronus! Select your champion and fight"

Only one PC is permitted to fight, others who join in will create a further Dwarf to fight for themselves.

Level 10 Dwarf Fighter: MV 6"; AC 1; hp 70; #AT 2; THAC0 5; D 10-17 (*Battle Axe* +3); XP 2,420.

When the fighter(s) are defeated they disappear, along with their magical weapons.

5. THE SECOND TEST

A statue of an Elf stands in the centre of this softly lit octagonal chamber. He carries a wand of ivory, and as you enter he animates and speaks. "I am the second test of Teronus! Select your champion and solve my riddle!"

Level 5/10 Elf Fighter/Magic User: MV 12"; AC 5; hp 50; #AT 1; THAC0 16; D 7-14 (*Wand of Shocking Grasp*) XP 2,700.

As before, only one PC may engage each Elf. Unfortunately, every time an Elf is killed the PC that slew him takes his place as the new test, unless they succeed at a save vs. death magic. Any new guardian then repeats the challenge. The riddle can be solved by spell casting, such as by means of a *Wish*, *Limited Wish*, *Alter Reality*, *Temporal Stasis*, *Dispel Magic* (vs. level 25), *Disintegrate*, etcetera. The final remedy is to refuse to fight. This will confuse the programming of the guardian for 1-6 rounds the first time it is tried, long enough to get the same number of characters past.



6. LUMINOUS ROOM

The walls of this large chamber consist of translucent luminous material. Energy bands flicker constantly within the luminosity, like small bolts of crackling lightning coursing through its very structure. Opposite you, the far wall consists of a 10' portal shrouded in impenetrable mist.

The mist is a powerful illusion that can only be dispelled by a *Wish* or similar magic. It could appear to be a teleportation window.

7. THE ROOM OF ILLUSION

After a momentary disorientation as you pass through the portal of mist, you appear in a 10' square luminous room with no apparent exits. You are alone, perhaps trapped forever. A mocking laugh fades to silence, as you stand there alone, buffeted by unseen forces.

All the characters are actually in the same 10' square, but cannot see or hear each other. PCs must state their individual actions at the start of each round, subject to dexterity checks for casting spells or drawing weapons longer than a dagger. Any actions will have an effect, perhaps on them all or another PC. These actions may be handled via slips of paper if the DM wishes, but the results should be discussed openly to afford clues. The walls act as a *Cube of Force* in every respect. The solution to the dilemma is up to the players.

8. PIT TO DEATH

A sign on the outside of this door scrawls the words "PIT TO DEATH." If the door is opened:

The door spins open outwards over a 20' diameter pit. A howling gale crashes downwards into black oblivion and you are pulled helplessly out into its path.

This is a Pit of Everfall, and items fall endlessly until reaching the bottom, when they are teleported back to the top to begin the cycle again. The

cycle time is one hour, and the ceiling is 50' above the doorway. When the door opens, the PC must make a dexterity check. Success means the PC is hanging onto the door handle whilst dangling over the pit. Failure means he falls. If the PC is dangling, a successful strength check will allow him to clamber back into the corridor, but failure indicates he has lost his grasp and fallen into the pit. Falling PCs start a long journey, suffering D 5-60 every time they hit the floor before being recycled back to the top. The following items are also falling down the shaft and a PC may make 1-4 attempts to grab something (dexterity check to succeed).

D20 roll

- 1-5 *Potion of Flying*
- 6-7 *Scroll of Protection vs. Non-Dragon breath weapons*
- 8-9 *Oil of Timelessness*
- 10-11 *Morning Star +4/+6 vs. Bugbears*
- 12 *Short Sword +2/+4 vs. Goblins*
- 13 *Spear, Cursed Backbiter*
- 14 *Scroll of Protection from All Elementals*
- 15-16 *Scroll of Protection from Magic*
- 17-19 *Long Sword +4*
- 20 *Wand of Wonder (40 charges)*

9. STAIRWAY TO DEATH

A sign on this door scrawls the words "STAIRWAY TO DEATH" If the door is opened:

The door opens onto a spiral metal stairway that descends clockwise into a deep and endless blackness. You are pulled vigorously onto the stairs.

A PC entering is hit by an electrical shock for D 11-18 and must make a dexterity check. If successful he remains on the stairwell, and may make a strength check to regain the passageway. A failed dexterity check indicates that the character tumbles down the Stairwell of Everfall; a failed strength check results in another electrical shock in the following round. Falling characters suffer D 20-120 and when they reach the bottom must save vs. spells or be teleported back to the top. The stairs can be climbed in 5-10 rounds with a shock each round and a new



save sequence as above. PCs must walk up the stairs – any magical attempts will result in teleportation back to the top of the stairs, and the cancellation of any spell effects. At The bottom there are two items of interest: A *Pearl of Power* (doubles first level spell slots) and a *Girdle of Masculinity/Femininity*.

10. TEMPLE TO TERONUS

An enormous statue of a terrible winged Dragon dominates this ghastly temple, lit by a swirling green light that seems to emanate from the very air itself. The Dragon presides over a single block of black basalt, presumably the altar. You will have to walk down past several rows of wooden pews to reach this stone. Upon the altar rests a large open book

This is the "VISITORS BOOK", a highly magical tome that is duplicated further into the dungeon complex. It is written in the native language of whoever is viewing the book at any particular time.

The book on the altar is open about half way through. A blank set of pages is presented, and an ornate header on both pages reads: "All visitors must record herein their name, profession and level. The penalty for refusal is death" A quill and inkpot lie close to the book.

After a character has filled in an entry, the dragon statue slides open to reveal a 10' passageway beyond, and a sonorous voice declares: "Entry is hereby granted to [insert PC name]" When the named character passes into the tunnel, the dragon closes after him. One PC per round may pass. If several record their details, all of them are allowed to pass. If a PC provides incorrect details, the portal will slam shut as they pass, for D 1-100 per round until dead, or until the correct information is entered. It takes one round to record new details. Previous entries may be inspected by turning back the pages without penalty.

11. DOWN TO LEVEL TWO

The passage is safe and leads to a 10' square shaft that continues down some 200' to level two. The ladder is on the opposite side of the shaft, which is 10' in diameter, so a PC must jump across the shaft (dexterity check to land safely on the ladder, failure means a 200' fall) or use magic to traverse the space. Other modes of travelling, such as flying, are permitted here.





Dungeon Level Two

(Druidic Level)

This level consists of pure open air, fresh and verdant green lands, peace, and tranquillity. It is an intersection with the Plane of Concordant Opposition and home to a Druidic Moonwell of immense power. Because of this, Teronus is unable to interfere here. A temple has been erected to Tharizdun, but it has been necessary to balance this with the *House of Rest*. There is certainly evil here, but it is balanced equally by good. Thus PCs are relatively safe on this level, except in the evil areas 2 and 8.

On this level, Druids are immune from attack except in Tharizdun's Temple. Druid spells all operate at maximum effect, or exactly as the Druid requires. Druids may freely pass anywhere including into the Druid's Grove. Bards are immune from attack as Druids, but cannot enter the Grove without invitation. Rangers are immune as per bards unless they attack, in which case they forfeit their immunity

0. ARRIVAL POINT

You descend to ground level and daylight floods into the shaft. Looking out, a green and peaceful landscape lies before you. A stream of clear water runs from the north towards you, and disappears with a roar through a large metal grill at your feet. To your right lies green grass and scrub, punctuated by small bushes and flowering plants. To your left, the area is beaten and trampled flat, smeared in part by enormous brown stains. A fine mist limits visibility to a few hundred feet in all directions

The mist limits vision to 500'. The sky is blue and cloudless, and the stream disappears into the Elemental Plane of Water.

LEVEL 2 RANDOM ENCOUNTERS

There is a 1 in 10 chance of a random encounter occurring every turn.

D10 roll

- | | |
|-----|--|
| 1-4 | Black Dragon: MV 12"/24"; AC 3; HD 6; hp 48; #AT 3; THAC0 13; D 1-4/1-4/3-18; SA Breath Weapon (6" x ½" stream); XP 588. |
| 5-6 | Blue Dragon: MV 9"/24"; AC 2; HD 8; hp 56; #AT 3; THAC0 12; D 1-6/1-6/3-24; SA Breath Weapon (10" x ½" stream); XP 1,210. |
| 7-8 | Green Dragon: MV 9"/24"; AC 2; HD 7; hp 33; #AT 3; THAC0 13; D 1-6/1-6/2-20; SA Breath Weapon (5" x 4" x 3" cloud); XP 664. |
| 9 | Red Dragon: MV 9"/24"; AC -1; HD 9; hp 63; #AT 3; THAC0 12; D 1-8/1-8/3-30; SA Breath Weapon (9" x 3" cone); XP 2,456. |
| 10 | Special (d4). |
| 1 | The Hierophant Druid (See Area 12). |
| 2 | Tiamat (See Appendix) polymorphed into humanoid form. |
| 3 | Demon Visitor |
| | 1-50 Type I. |
| | 51-75 Type II. |
| | 74-85 Type III. |
| | 86-93 Type IV. |
| | 94-97 Type V. |
| | 98-99 Type VI. |
| | 00 Demon Lord. |
| 4 | Teronus (polymorphed and curious about the PCs). |

The dragons will only attack if provoked.



1. HIPPOGRIFF NESTS

Three enormous oak trees form a triangle around a solitary altar stone.

Seven Hippogriffs nest in the trees; they will only attack if they are disturbed.

Hippogriff: MV 18"/36"; AC 5; HD 3+3; #AT; THAC0 16; D 1-6/1-6/1-10; XP 60 + 4/hp.

Fledgling: AC 8; HD 1; Non-combatant; SZ M; XP 0.

A: 2 Adults: hp 13, 17; 1 Fledgling: hp 2.

B: 3 Adults: hp 7, 18, 14; 2 Fledglings: hp 8, 3.

C: 2 Adults: hp 15, 12; 1 Fledgling: hp 7.

2. THARIZDUN'S ALTAR

A low black basalt stone stands slightly to the right of the pathway. On closer examination, the stone tapers slightly towards its 3' high top. The top is flat and has two hand shaped depressions in its surface. The face of the stone carries a silver symbol of an inverted pyramid.

If a PC places his hands in the depressions a voice booms out, "Who seeks my wisdom?" His hands become immediately bonded to the stone, the outcome depending on his alignment:

Good: The voice booms "Worship me - bow down to the power of mighty Tharizdun, Lord of Eternal Darkness, Master of Abyssal Decay, or perish!" If the PC agrees to worship Tharizdun he loses 1 level, shifts alignment to Chaotic Evil, and becomes a follower of Tharizdun. If he does not agree he screams in terrible agony and suffers D 1-10 per round until dead. The PC can be released by ripping the skin off the hands, for D 2-20 but both hands will be useless until a *Heal* spell is cast upon them.

Neutral: The voice says. "My wisdom is not for you." And the PC is released without harm.

Evil: The voice says, "Tell me your heart's desire," and grants the PC a *Wish*. Evil characters have no choice but to become followers of Tharizdun.

3. BROKEN BRIDGE

The pathway splits, leading southwest and north. The southwest way leads to a bridge, whilst to the west a mound appears to be the origin of the water flow, and the path to the north leads to another bridge with a broken span.

This is an illusion to all but Druids. The bridge is actually intact and may be freely crossed by Druids. Others cannot dispel the illusion, but will fling themselves into the water for D 1-6 plus another D 2-16 when the character hits the exit grill at the east.

4. ORIGIN OF WATER

Four streams flow from this central mound, running north, south, east, and west. The water seemingly flows from the centre of the summit of the hillock, but there is no sign of a source. Apparently the water flows constantly from nowhere.

The water comes from, and goes back to, the Elemental Plane of Water. It is pure and wholesome.

5. BOAT HOUSE

A boathouse lies on the riverbank, complete with jetty. A boat is in dock with a shadowy figure sitting hunched within. A notice nearby proclaims "FERRY. Cost per party: 1 Life".

The ferryman, a Minor Death, demands payment from the party. If this is not made, it attacks randomly. Only one PC may attack a Minor Death at once; for every additional PC who attacks, another Minor Death appears.

Minor Death: MV n/a; AC -4; HD ; hp 33; #AT 1; THAC0 n/a; D 2-16 (Scythe); SA Always Hits, Always Strikes First; XP 1,362.

The death of either a PC or a Minor Death fulfils the obligation, ends the combat, and instantly transports the entire party to the opposite bank.



6. GRANDSTAND

An impressive grandstand overlooks the vast area to the south. Apparently something is staged here on a massive scale. The seating is tiered, comfortable and spotlessly clean.

The grandstand overlooks the Dragon Fields to the south, where tournaments are held every 100 years. No action is due here for some time yet, but the stand is constantly maintained by dozens of harmless Unseen Servants.

7. THE DRAGON FIELDS

This is the site of the Dragon Tournament, but there is nothing of interest here now.

8. TEMPLE TO THARIZDUN

This is a one storey building of deep black basalt. Large double doors, also black, are discernible by the silver inverted pyramid symbols that adorn them. On closer inspection, it is apparent that each inverted pyramid contains an inscription in an ancient dialect of common.

The left door inscription reads:

Rough meaning:

Made to destroy the eight.

Exact meaning:

Dedicated to the destruction of the eight power gems.

The right door inscription reads:

Rough meaning:

Bow to Tharizdun and free him from Anu and St. Cuthbert.

Exact meaning:

All who pass within must prostrate themselves to Holy Tharizdun, pledge to honour him, and seek his ultimate release from the strictures of Anu and St. Cuthbert, the evil ones.

Rough meanings may be discerned by anyone, but exact meanings require magical or class abilities to translate fully.

An open doors roll will gain access to this area.

A. You enter a 20' square chamber of absolute black. A door in each 10' section of wall carries the symbol of the inverted pyramid.

There is nothing of interest in this chamber. After the PCs exit the area, the entrance doors will silently close. They may be easily re-opened using the handles on the inside of the doors.

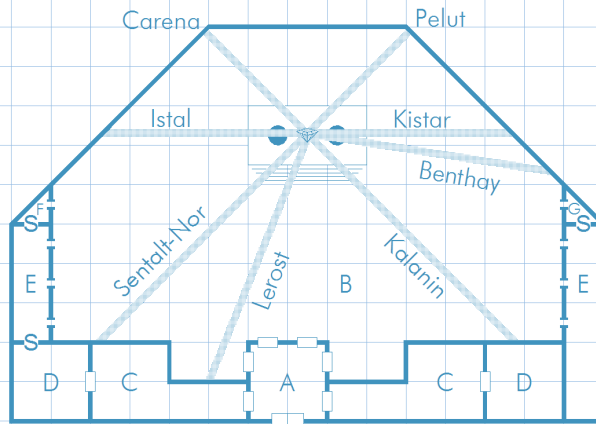
B. An enormous room with a shiny ceiling of black stone is speckled by beams of intense light that emanate from the direction of a solid black altar. More accurately, as your eyes become accustomed to the light, you can see that the beams shoot forth from a large glowing crystal globe that hovers above the altar stone. The beams hit the ceiling in eight places. The beam reflects off a shining name embossed on the ceiling at each of the eight points. Six of the beams are green, and illuminate familiar place names. Two beams are red and illuminate the names Sentalt-Nor and Pelut.

This is a magical status map of the slate of the power gems, and can inform the party how things are proceeding. It should also suggest to the PCs that the adventure is time sensitive.

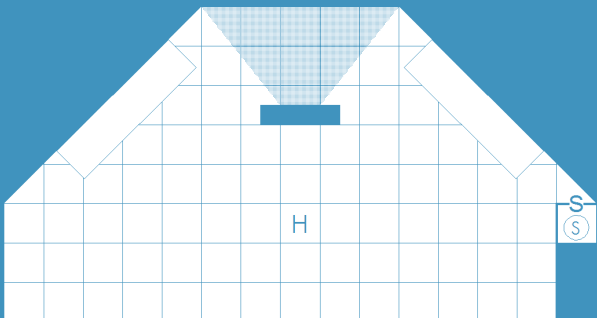
The black altar is adorned by the inverted pyramid symbol.

The successful destruction of the glowing gem will cause an explosion in this room. Any character standing on the altar dais or stairs will suffer D 1-100, and those standing elsewhere in the room D 1-30. In either case, a successful saving throw versus breath weapon reduces the damage sustained by half.

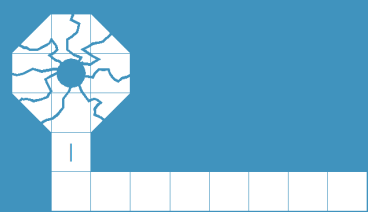
C. A 10' wide passageway leads 20' into a 20' square chamber. The black stone walls are covered with bas reliefs of men and women in fearful supplication. A giant black skinned man towers over them menacingly. He carries a wand from which extends a 4' long blade that seems to be composed of raw energy.



Level 1



Level 2



Level 3

Map Key



Door



Ray Of Light



Double Door



Energy Vortex



Secret Door



Gem



Altar



1 square = 10 feet



These rooms are empty.

D. This 20' square room is devoid of detail on its walls and appears to be empty.

Apart from the secret doors marked on the map, there is nothing of interest here.

E. This long secret chamber has a series of holes on the wall, allowing an excellent view of the main altar room.

At one time visiting dignitaries could indulge their pleasure by observing unseen the foul ceremonies that occurred in the main chamber. Now there are none left and no ceremonies are held. Not for the moment anyway.

F. The secret door is difficult to open, but finally it yields. With a hiss of air and a sudden and foul stench, a grotesque mass of rotting flesh leaps out at you, claw like hands grasping towards your throat.

Roll for surprise with a -2 penalty; if surprised, the PC is entangled with a rotting corpse that has fallen out of a small secret cupboard, and suffers D 1-6 for 1-3 rounds whilst disentangling himself. Even if not surprised, the PC takes D 1-6.

The corpse is that of one of Tharizdun's last clerics, somewhat preserved because of lack of air within the confined space. The corpse has the following treasure: *Cloak of Displacement*, *Ring of Protection* +2, *Mace +1/+4 versus Good Clerics* (this makes good clerics feel sick if they try to use it, and any attacks they make with it suffer a -4 penalty to hit), *Holy Symbol of Tharizdun* (inverted pyramid of silver on a silver chain).

G. The secret door leads to a small triangular cupboard, which appears to be empty.

There is a secret trap door here that leads down to level three.

H. Materialisation Chamber. Although this chamber is utterly black, you can see clearly in some extraordinary way. The north wall is composed entirely of a swirling vortex of black light. It extends towards infinity, except that at some distant point an image of a large man can be faintly discerned. He is apparently entombed in a black granite block. Twenty feet or so from the wall a black pillar extends from floor to ceiling, around 40' high in all. The vortex seems to extend from the wall and encompass this block. Against the northwest wall is a long black bench covered with scrolls, whilst against the northeast wall is a similar bench upon which are numerous busts of black basalt.

When Tharizdun rises, the stone column will lower into the floor. Tharizdun will then travel through the vortex and materialise on the lowered block, after which he will be raised upon the block into the temple above in glorious triumph and begin his revenge on the whole of sentient creation. The scrolls contain details of all transgressors and transgressions against Tharizdun and his minions. The busts are life like sculptures of the transgressors, and include the following: Sir Foldri Daydo, Sir Scodge Blackthorn, Aramis Gundan III, Grandor (The Grand), Fabian, Donan Thungleweed II, Biroc the Rock, Meredith the White, Sasha, Analees Greyhawk, Ballard, Fleetfoot, Wendelaine (The Martyr), Kellin, Radric, Karraway, Bruno, Anu, St Cuthbert, Gyax the Invincible, Katie, Bellator, Sir Fred, Claire, Kitty, Damon, Hawk, Dragdar, Helen and many more.

The details are entered by the Guardians of the Transgressions. If anything is moved, interfered with, or a spell is cast, the Guardians will appear.

A vile purple-black monstrosity snaps into being in front of you. Humanoid, perhaps, but bloated beyond recognition and with ribbed tentacles instead of arms; it wields a wicked two handed sword, which burns with an intensely painful red light.

If attacked it retaliates, otherwise it bellows, "Leave! Wait your time for Tharizdun's revenge!" If not immediately obeyed, it attacks.



Guardian: MV 15"; AC -8; HD 10; hp 200; #AT 3; THAC0 6; D 5-14 (*Two-Handed Sword* +4); SZ L; AL NE; MR 80%; SA rolls initiative on d8; SD knows all things concerning Tharizdun, if destroyed reforms in 1-10 days; XP 4,750.

If the party is more than 70 levels total, there will be two Guardians.

I. This octagonal room is 40' high and crackles with an intense energy. This energy forms a column of raw power that extends from floor to ceiling. Occasional shafts of lightning reflect off the columns and walls. It could be very dangerous to enter here.

Any character who enters suffers D 1-100 per round; a successful saving throw versus spells each round will reduce the damage by half. This is the energy source that controls the materialisation process and all the functions of the temple. PCs should not have the ability to interfere with power such as this...

9. TENT ENCAMPMENT

An encampment of small tents is fully enclosed by a wire fence some 10' high. At the eastern side an entranceway is flanked by two powerful looking men dressed only in plain white robes.

There is a golden dragon symbol on the back of their robes, indicating that these are Monks of the Order of the Celestial Dragon.

Level 7 Monks (2): MV 21"; AC 5; hp 35; #AT 3/2; THAC0 16; D 3-9; XP 725.

Each tent houses one monk, meditating, who will only attack if provoked. They are preparing for induction into the Dragon Temple on level 3.

Level 3 Monks (24): MV 17"; AC 8; hp 15; #AT 1; THAC0 20; D 1-6; XP 120.

10. HOUSE OF REST

Here, open on all four sides, is a wooden structure with four platforms, each facing a point of the compass. The areas can be freely entered from outside, and are also connected by internal doors.

This is a safe house for visitors of all alignments to rest in. There is a 30% chance that there will already be an occupant, which can be determined using the random encounter table. Any individual entering here will rest and/or sleep for 8 hours. They will awake fully refreshed and healed of all damage, ready to memorise spells of the appropriate levels. There is no saving throw against this effect, but characters may be freely awakened by others at any time, falling back asleep if left alone. Elves are 90% resistant to this effect if they so wish and Half-Elves are 30% resistant.

11. STATUE OF TERONUS

Atop a dais 50' in diameter and 10' tall stands a statue of what you know to be the dragon Teronus. A full 50' across, this fearsome beast dominates the entire area. Its eyes are glowing a piercing red, and they appear to be following you.

If the PCs address the statue, it will respond by asking, "Do you seek my wisdom?" If the answer is yes, it replies, "Then pray for the wisdom to worship me!" If the answer is no, then the response is, "Then seek my mercy..." If Anu or Saint Cuthbert are mentioned, the statue says, "Come to me, that I may crush your souls!" If Tharizdun is mentioned, then it says, "All things come to pass, behold the revenge of your destroyer!"



12. THE GROVE OF THE HIEROPHANT OF THE CABAL

You are faced by an impenetrable area of barbarously wicked looking thorns, several hundred feet across.

For many centuries the Hierophant Druids have used this remote grove as the centre of Druidic activity based on the Plane of Concordant Opposition. They are here to secure the balance, which on this level is absolute. It is impossible for anyone but a Druid to enter this grove without prior permission. It is surrounded by hallucinatory terrain of a special kind, created by the deity Lugh the Long Handed. Brambles and thorns block every point. Inside the grove, peace and tranquillity reign. Fresh water bubbles from babbling brooks, whilst small animals and birds play fearlessly. Druids may come and go freely; they are known and welcome at all times. At present, Ehlonna of the Forests is in residence, and should a PC meet him/her they will gain 10,000 XP for the unique event and inspiration that meeting a god will bring.

The Druids

The following druids are currently present:

Hierophant of the Cabal, Level 23 Druid: hp 128.
Numinous Hierophant, Level 20 Druid: hp 100.
Hierophant Adept, Level 18 Druid: hp 88.
Grand Druid of Hepmondaland, Level 15 Druid: hp 90.
Druids, Level 12 Druids (12): hp 72.
Initiates of the Seventh Circle, Level 9 Druids (3): hp 60.
Initiates of the Third Circle, Level 5 Druids (50): hp 30.

If a Druid enters here, he or she leaves with a full set of spells memorised and all hit points restored. If Ehlonna has been encountered, these spells will all operate at maximum efficiency.

13. THE WAY DOWN

As before, a 10' leap to a metal runged ladder leads down a long shaft, presumably to the next level.

This is indeed the way down to Level Three.

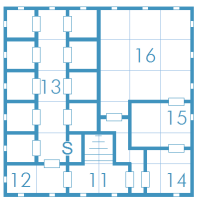
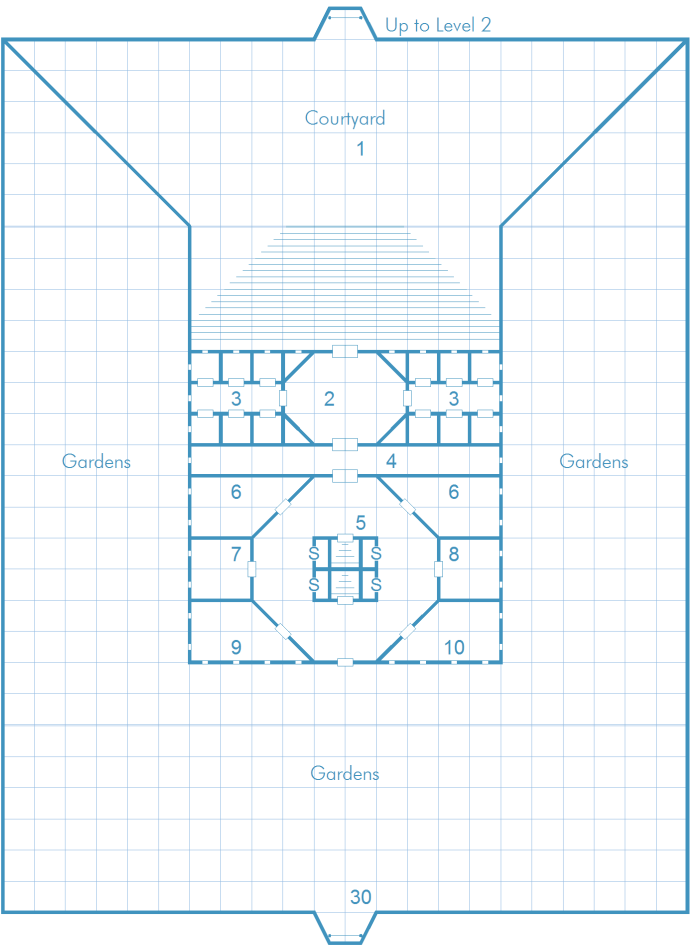




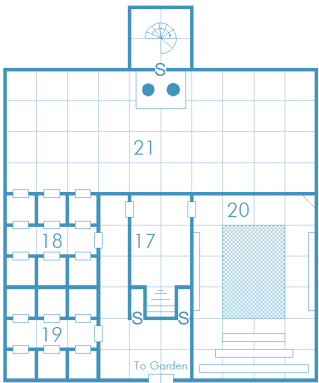
Dungeon Level Three

Temple Of The Order Of The Celestial Dragon

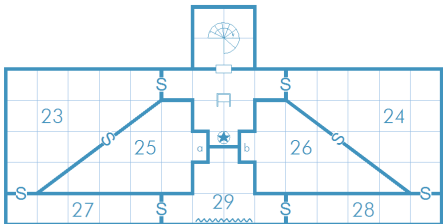
Entry Level



Upper Level



Lower (Ground) Level



Lower (Secret) Level

Map Key

	Door		Stairs
	Secret Door		Window
	Double Door		Ladder

1 square = 10 feet

Dungeon Level Three

(Oriental Adventures Level)

THE TEMPLE OF THE ORDER OF THE CELESTIAL DRAGON

Teronus has a human following of Lawful Evil Monks - The Order of the Celestial Dragon. They are identifiable by their white robes, the backs of which are adorned with a golden dragon symbol. The Temple protects the approaches to the Lair of Teronus and the Dragon Pens, serving as an initial entry point for most humanoid visitors. The Last High Priest of Tharizdun is also currently to be found here.

MAGIC

Only ORIENTAL ADVENTURES (OA) spells will function on this level. If a spell is cast, check the OA lists and follow the OA description for the spell, or possibly for the closest spell to the one attempted. Modify descriptions accordingly - for example, a *Magic Missile* spell might result in a stream of glowing shuriken.

ROSTER OF NPCs

Monks serve the Grand Master of Flowers

Sohei protect the Temple

Shukenja are represented by the Last Cleric of Tharizdun

Samurai are holy warriors, one of whom has lost his Honour by losing his Family Weapon without dying. He is abject and wretched, and likely to challenge a PC to mortal combat in the hope that his honourable death may restore some of his Family Honour.

MANNERS AND ETIQUETTE

Good manners and etiquette are the by-words of the Temple. All NPCs will be very polite to the party,

but any offence will result in instant attack. If the PCs are courteous and request passage to Teronus, this may be granted if a reaction roll with a 30% penalty is successful. A failed roll will result in attack. Honour is more important than personal safety.

AREA KEY

1. COURTYARD

Impressive 100' wide stairs lead up to the enormous golden double doors that lead into the temple. Four strangely garbed oriental warriors flank the entryway and the stairway, armed with what appear to be sticks of wood joined by a chain. The pagoda-style roof towers over you, and from that direction you sense movement of a vast bulk. Occasionally, small falls of rubble and dust cascade over the entrance.

Level 7 Sohei (4): MV 12"; AC 6; hp 70; #AT 3/2; THAC0 15; D 2-7 (Nunchaku); SD Dexterity 18; XP 1,250.

Ki Power: For one turn 1/day: MV 15"; AC 5; HP 70; THAC0 15; #A 5/2; D 3-8

Fanaticism: Fight to -10 hp, +2 to hit, +2 to damage.

Spells: *Bless*, *Deflection*, *Resist*, *Chant*, *Messenger*, *Warning*.

A dragon reclines upon the roof.

T'ien Lung, Celestial Dragon: MV 9"/48"/6"; AC -2; HD 12; hp 96; #AT 3; THAC0 9; D 1-6/1-6/4-40; SA Breath Weapon (9" x 3", cone), Control Weather; XP 6,086.



It is the representative of Teronus, and may or may not intervene as follows:

- 1 Attacks the PCs
- 2 Attacks all humanoids in the courtyard
- 3-6 Disinterested in petty affairs

2. ENTRY HALL

As you enter this octagonal chamber, one of the two guards reaches for a small golden bell.

If allowed to ring the bell, the Sohei will summon one Monk 7 (Superior Master) who will wish to guide the PCs to the Tea Ceremony room (11A). Superior Master Chang will arrive from area 14 in 1-4 rounds. Four monks stand behind secret doors.

Level 7 Sohei (2): See above.

Level 5 Monks (4): MV 19"; AC 7; hp 25; #AT 5/4; THAC0 18; D 2-7; XP 300.

3. SOHEI QUARTERS

A corridor leads away; every 10' section of wall contains a curtained alcove.

There are four off duty Sohei here.

Level 7 Sohei (4): See above.

4. CORRIDOR

A long corridor runs west to east the full width of the building, and a Temple Guard stands at either end. Opposite, ten feet away, a further set of double doors presents itself.

Visitors are not allowed this far unless escorted, and will be attacked on sight by the guards.

Level 7 Sohei (2): See above.

5. HEX OF CHALLENGE

As you enter this area, a bitter looking Samurai Warrior approaches one of you and snarls viciously into his face. You can feel the power of his aggression as he attempts to face you down.

This is Cheung, a disgraced warrior. He is engaging in a Psychic Duel (See OA page 100), but regardless of the outcome the PC selected will be challenged to a duel of bols. The bols are in a fitted wooden case, and represent the trade off between speed and damage. They are based upon the duration of musical notes in concept and do damage as follows:

Bol	//O//	#AT 1/2	D 4-16
Semi-Bol	O	#AT 1	D 2-8
Qua-Bol	o	#AT 2/1	D 1-4
Oct-Bol	.	#AT 4/1	D 1-2
Semi-Bol	. ~	#AT 8/1	D 1

Cheung, Level 8 Samurai: MV 6"; AC 3 (O-Yori); hp 80; #AT 3/2; THAC0 13; D 5-11; XP 1,560.
Ki Power: For eight rounds 1/day +3 to hit, +9 to damage.

Award 150% experience points if Cheung is defeated honourably.

6. NOVICE'S CHAMBERS

Five monks leap to the attack as you enter their chamber.

Whether they think the PCs are a test or for real, these monks attack on sight. There are five in each chamber.

Level 1 Monk: MV 15"; AC 10; hp 5; #AT 1; THAC0 20; D 1-3; XP 30.

7. INITIATES' CHAMBER

Slightly faster than in the previous encounter, these monks also leap to attack.

There are five second level monks here.



Level 2 Monks (5): MV 16"; AC 9; hp 10; #AT 1
THACO 20; D 1-4; XP 65.

8. BROTHERS' CHAMBER

With a scream of rage, three monks leap out at you.

Level 3 Monks (3): MV 17"; AC 8; hp 15; #AT 1;
THACO 20; D 1-6; XP 120.

9. KITCHEN

This is obviously the temple kitchen, and although the monks in here are busy with their tasks, they immediately drop whatever they are doing and leap to the attack.

Level 1 Monks (5): MV 15"; AC 10; hp 5; #AT 1;
THACO 20; D 1-3 or 1-6 (Hatchet); XP 30.

10 LATRINES AND WASHING AREA

The smell reveals this area to be for washing and toileting. There is no one here at present.

There is a 40% chance that a monk from areas 1-9 will enter here while the PCs are present, assuming any of them survive. There is a 30% chance of a visitor from rooms 11-16.

11. LANDING

A small landing here has two exits, east and west.

There is nothing of interest, except perhaps a view out over the gardens. If the PCs observe any monks in the garden (30% chance), they will notice that when they approach the walls they stand silently for a moment before turning round and moving back into the garden. This is because only monks of level 7 and higher can recognise the boundaries of their world.

12. MASTER PO

Master Po assists in looking after visiting students in the adjoining meditation cells. There are no students at present.

Master Po, Level 6 Monk: MV 20"; AC 6; hp 30; #AT 3/2;
THACO 18; D 2-8; XP 465.

13. MEDITATION CELLS

These chambers are meditation cells and contain only a small mat. PCs could visit here, but it is unlikely. The area is empty but any NPC could be found here at the DM's discretion.

14. SUPERIOR MASTER CHANG

Chang escorts visitors to the Tea Ceremony, and can perform the Tea Ceremony himself, if necessary.

Master Chang, Level 7 Monk: MV 21"; AC 5; hp 35;
#AT 3/2; THACO 16; D 3-9; XP 725.

15. MASTER OF DRAGONS KEN-PO

Ken-Po is in charge of the Tea Ceremony, which is meticulous and takes at least two hours. Tea? Milk? One lump or two? Sugar? If you need the humour, by all means use it.

Master Ken-Po, Level 8 Monk: MV 22"; AC 4; hp 40;
#AT 3/2; THACO 16; D 2-12; XP 1,080.

16. TEA CEREMONY ROOM

A low table surrounded by cushions lies at the centre of this ornate chamber. Two beautiful black cabinets inlaid with gold and ivory stand to one side.

The contents of this room are extremely valuable: 2 Inlaid Cabinets (5,000 gp each), 1 Silver Tea Set (500 gp), 20 Oriental China Tea Cups (1,000 gp for the set), 1 Low Table, Ivory Inlaid (1,000 gp for the set), and 50 Small Cushions (5 gp each).



17. TEMPLE ENTRY

This 20' x 30' chamber is adorned by heavy tapestries that depict the subjugation of the entirety of the human and demi-human races by a gargantuan black man of terrible destructive powers. You know this to be a representation of Tharizdun.

There are three tapestries worth 25,000 gp each to evil clerical organisations. Good parties should destroy them and will gain 10,000 XP if this is done. There is a 40% chance that Tharizdun's cleric will be here; otherwise he is in the temple.

18. DISCIPLES' CHAMBERS

Level 4 Monks (6): MV 18"; AC 7; hp 20; #AT 5/4; THACO 18; D 1-6; XP 190.

19. IMMACULATES' CHAMBERS

Level 5 Monks (6): MV 19"; AC 7; hp 25; #AT 5/4; THACO 18; D 2-7; XP 300.

20. COMBAT ROOM

Seating in the southern end of this large chamber looks down over a large raffia mat, obviously intended for combat practice. There are long benches on either side of the mat, racks of weapons of unfamiliar design on the north wall and in the northeast corner a large, thick wooden board.

There is a 10% chance of a practice combat being in progress between two monks of levels 1-6; both will be the same level. The following weapons are on the north wall: 20 Shuriken, 4 Nunchaku (one of which is a +2 weapon), 4 Katana (one is a +1 weapon), 4 Khopesh (one is a +4 weapon), 4 Jo Sticks, and 4 Bo Sticks.

21. TEMPLE TO THARIZDUN

Several black braziers are releasing dense black smoke that drifts throughout the temple. The air is heavy and oppressive, but attention soon focuses on the central altar. A large stone of blackest basalt is adorned with the inverted pyramid symbol. In front of the altar stands a cruel faced man of advanced years. His eyes glow with a piercing red light.

This is the Last High Priest of Tharizdun.

Name Forgotten, Cleric 12: MV 12"; AC -1 (*Plate Mail +4, NE*); hp 70; #AT 1; THACO 9 (*Mace +4, Life Drainer*) D 7-12; SA Spells; AL NE; XP 6,410. S 17; I 12; W 18; D 9; C 17; Ch 15.

Spells

Level 1: *Augury, Curse, Cure Light Wounds, Detect Good, Detect Harm, Detect Magic, Detect Poison, Trance.*

Level 2: *Aid, Chant, Create Spring, Dream Sight, Know Motivation, Protection from Spirits, Withdraw.*

Level 3: *Cause Blindness, Cause Disease, Dream Vision, Invisibility to Spirits, Remove Paralysis.*

Level 4: *Cause Serious Wounds, Poison, Polymorph Self, Protection from Good 10' Radius.*

Level 5: *Cause Critical Wounds, True Seeing.*

Level 6: *Longevity.*

His mace drains 1 life energy level per hit. When the Priest is killed, he will decay and rot within minutes as his true age of 5,524 becomes apparent.

The Altar

The altar is evil and dangerous. Touching it causes the following damage per touch by class and alignment:

Good clerics and paladins	D 3-30
Neutral clerics	D 2-20
Other good alignments	D 2-10
Other neutrals	D 1-10
Evil alignments	healed of 2-20
Evil clerics	healed of 3-30*

* *The Priest may avail himself of this feature.*



A way must be found past the altar to proceed further. A secret compartment in the front of the altar conceals a bronzewood *Rod of Resurrection* with 24 charges. The secret door behind the altar leads down 100' to the lower level.

22. SECRET COMMUNING ROOM

This dull, dingy chamber contains only a chair of rough wood facing a small alcove. The alcove contains a jade statue of the now familiar dragon, Teronus.

The chair is a *Chair of Protection* +2, value 5,000 gp. The jade statue is worth 3,000 gp. Beneath the seat of the chair is concealed a set of Wu-Jen spell scrolls - the OA equivalent of a spell book. The spells contained are on separate scrolls for each level and are as follows:

Level 1: *Read Magic, Chameleon, Prestidigitation, Still Water.*

Level 2: *Fire Shuriken, Ice Knife, Rope Trick, Whispering Wind.*

Level 3: *Detect Shapechanger, Fire Rain, Fire Wings, Scry.*

Level 4: *Dancing Blade, Dimension Door, Fire Enchantment, Spectral Force.*

Level 5: *Creeping Darkness, Ironwood, Spirit Self, Water to Poison.*

Level 6: *Aura, Disintegrate, Metal to Rust, Warp Stone.*

Level 7: *Withering Palm.*

Level 8: *Surelife.*

Level 9: *Internal Fire.*

(XP of scrolls 10,800)

Monks of levels 7 and up may come here to meditate and commune with Teronus. They sit in the chair and address the dragon statue, which then replies. The statue is AC 0 and has 100 hp. The replies are actually provided by the Grand Master of Flowers, who divines the answers using his *Tapestry of Fate*.

23. MASTER OF THE NORTH WIND

A solitary monk stands in the northwest corner, motionless.

Po-Chen will attack when he is ready to.

Po-Chen, Level 9 Monk: MV 23"; AC 3; hp 45; #AT 2; THAC0 16; D 3-12; XP 1,530.

24. MASTER OF THE WEST WIND

A solitary monk stands in the northeast corner, motionless.

Clam-Ping will attack when he is ready to.

Clam-Ping, Level 10 Monk: MV 24"; AC 3; hp 50; #AT 2; THAC0 14; D 3-13; XP 2,100.

25. MASTER OF THE SOUTH WIND

This monk stands in front of a small table, upon which lie an assortment of strangely shaped stones.

Chiang is protecting one of the temple's great treasures - a complete set of *Ioun Stones*, as detailed in the DMG.

Chiang, Level 11 Monk: MV 25"; AC 2; hp 55; #AT 5/2; THAC0 14; D 4-13; XP 2,180.

26. MASTER OF THE EAST WIND

A monk stands in front of a large rug, upon which is a small iron rod tipped with a fine diamond.

Weng protects two treasures. A *Diamond Mace* lies atop a *Rug of Welcome*.

Weng, Level 12 Monk: MV 26"; AC 1; hp 60; #AT 5/2; THAC0 14; D 4-16; XP 4,080.

Rug of Welcome

The command words are woven into the rug:

ALANTOIN 6" x 9" *Carpet of Flying*: MV 24"; 4 person capacity.

ALANSIN *Rug of Smothering*: up to Ogre size in 3-6 rounds.

ALANGOL Steel bridge/barricade up to 27" x 2" AC 0; hp 100.

ALANMIN Shrinks to 6" x 9".



Diamond Mace

Delivers a D 12-72 lightning bolt (80" x 5" or 40" x 10"; Range up to 16" start point). Command Word "RYU" (Pronounced "Roo") engraved on rod (20 charges).

27. MASTER OF WINTER

Kendrick exchanges his post every three months with the Master of Summer, who is away on Temple business.

Kendrick, Level 13 Monk: MV 27"; AC 0; hp 65; #AT 5/2; THAC0 12; D 5-17; XP 5,120.

28. MASTER OF AUTUMN

Karraway exchanges every three months with the Master of Spring, who is at present away on Temple business.

Karraway, Level 14 Monk: MV 28"; AC -1; hp 70; #AT 3; THAC0 12; D 5-20; XP 6,650.

29. THE GRAND MASTER OF FLOWERS

Finally you confront the Grand Master of Flowers. He stands in front of a large wall hanging, upon which images of this encounter move and change as events proceed. One moment shows the death of one of your companions, the next the party defeating this powerful monk. Many potential fates seem to be unfolding at the same time.

The Grand Master is mad. Every round of this encounter, roll 1d20 as a save versus spells (9+). On a

failed result he takes one of the following randomly determined actions:

- 1 Kills himself with his dagger.
- 2 Activates and delivers his Quivering Palm attack.
- 3-8 Attacks normally.
- 9 Does not attack this round.
- 10 Surrenders, but checks again next round.

Grand Master of Flowers, Level 17 Monk: MV 32"; AC -3; hp 85; #AT 4; THAC0 10; D 8-32 or 14-17 (Dagger +5, Monk Slayer); XP 10,225.

His dagger causes monks to save versus death magic or die instantly if hit; even if successful they suffer an additional 10 points of damage.

Tapestry of Fate: On the south wall is the *Tapestry of Fate*. It shows many futures and responds to questions and events with images. It has a value of 100,000 gp.

The party will now have to retrace its steps to proceed.

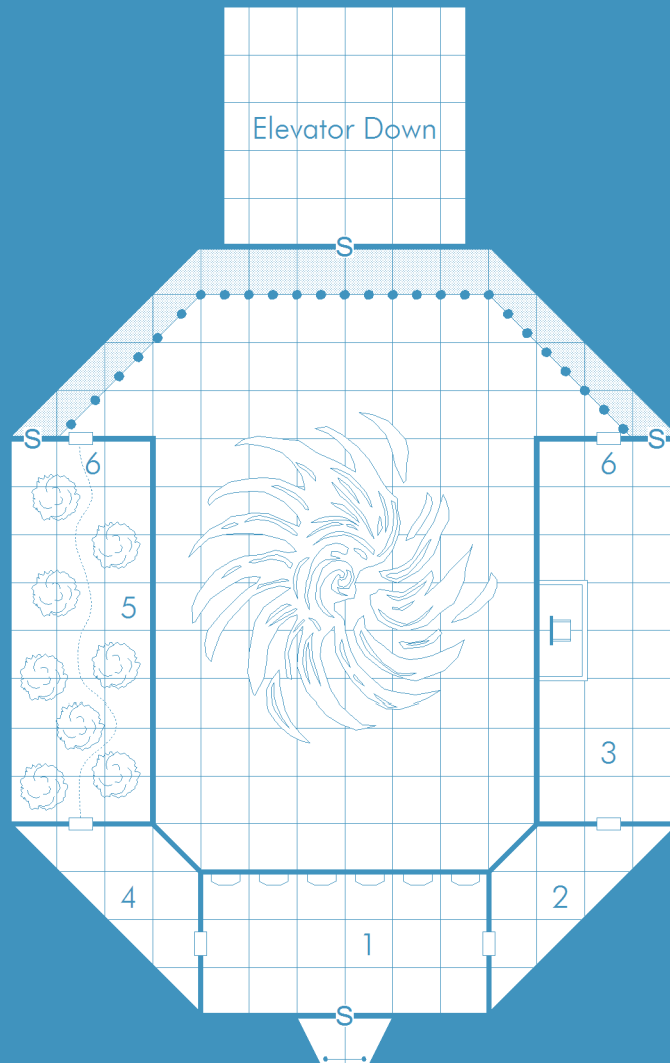
30. THE WAY DOWN

The way down to Level Four is via the gardens. Food is grown here for the monastery, tended by a small band of Unseen Servants and a select group of low level Monks. There will be no encounters on the way out.

The by now usual jump to the ladder leads 200' down to level four. This time there is a secret door at the bottom, through which entry may be effected.



Dungeon Level Four



Map Key



Door



Railing



Secret Door



Throne



Sarcophagus

1 square = 10 feet



Tree

Dungeon Level Four

(Tournament Style Level)

This level is partly based upon an original design by John Parker.

1. ELVES OF AL-ARIN

Opposite the secret door, through which you have just passed, stand six upright sarcophagi. Each contains a perfectly preserved Elf, from left to right, Drow, Grey, High, Valley, Wild and Wood. The area is clean in a way that would be best described as sterile

These Guardians are no longer active, but their essences still exist and they are capable of communication. The Elves are in fact only images and cannot be attacked. But they are capable of summoning the Gorbels that lie within secret chambers in the ceiling. Initially, the PCs will be asked to account for themselves and explain why they have disturbed the elves. They may even offer help to the PCs, but any information will be 5,500 years out of date. If the Gorbels are released:

A swarm of grey spheres plunge downward from holes in the ceiling, crackling with sparks of energy as they swoop to the attack. A chattering noise fills the room as they swarm towards you.

Gorbels (10): MV 18"; AC 3 (AC 10 when attached); hp 16; #AT 1; THAC0 16; D 1-4 (automatically hits for D 1-6 when attached); XP 64.

2. THE DRAGONNE

A notice on this door states in the common tongue, "All who enter do so at their own risk."

When the door is opened, a Dragonne roars its welcome. PCs must save versus paralysis or lose half their strength for 2-12 rounds. Everyone within 3" is deafened (-1 to hit) for 2-12 rounds.

Dragonne: MV 15"/9"; AC 6/2; HD 9; hp 60; #AT 3; THAC0 12; D 1-8/1-8/3-18; XP 2,120.

It does not mean any harm, but is lonely and would love to talk to the PCs. Its greeting may cause them to believe it is attacking. Treasure: 1000 pp, 10,000 ep, 25,440 gp, 40,000 sp, Clerical Scroll of *Detect Harmony*, *Omen*, *Dream Sight*, *Protection from Spirits*, *Dream Vision*, *Flame Walk*, and *Detect Shapechanger*, *Ring of Protection +4*, *Ring of Free Action*, *Bag of Holding* (50,000 gp capacity).

3. THE LAIR OF THE UCH

The door has a notice on that states "Lair of the Lich"

The walls of this room are covered with old tapestries, now so faded and torn that the subject matter is impossible to even guess at. On the west wall is an ornate golden throne mounted on a huge golden plinth. A copper urn stands behind the throne, atop a vast pile of copper coins.

The throne is solid gold (value 500,000 gp) as is the plinth (value 1,000,000 gp). The urn is a copper *Urn of Everful Water*, which is always full of pure, cold water, and will pour an unlimited amount, being connected permanently to the Elemental Plane of Water. There are 650,000 cp in the pile of coins



Sitting unseen on the throne is the lich, who wears a Ring of Invisibility, and has automatic surprise as a result.

Lich: MV 6"; AC -4 (*Ring of Protection* +4); HD 11; hp 66; #AT 1; THAC0 10; D 1-10 (causes paralysis); SA Spells as Cleric 20; SD +1 weapons needed to hit; spell immunities; XP 11,556.

Spells

Level 1: *Curse, Command, Cause Light Wounds, Detect Good, Detect Magic, Darkness 15' Radius, Protection from Good, Cause Fear* x2.
 Level 2: *Augury, Detect Charm, Hold Person* x2, *Know Alignment, Resist Fire, Silence 15' Radius, Speak with Animals, Spiritual Hammer*.
 Level 3: *Animate Dead, Continual Darkness, Cause Blindness, Cause Disease, Dispel Magic* x2, *Locate Object* x2.
 Level 4: *Cause Serious Wounds* x2, *Undetectable Lie, Poison* x2, *Protection from Good 10' Radius, Speak with Plants, Tongues*.
 Level 5: *Cause Critical Wounds, Dispel Good, Flame Strike, Slay Living* x2, *True Seeing*.

The Lich hates all living creatures, but is bound to this room. He has spent so long here that there is a 20% chance that he will miscast any given spell. If the Lich is destroyed the treasure may present some problems due to its bulk.

4. REST ROOM

A notice on the door, written in the common tongue, states "Rest Room."

This room appears to be empty. When all the PCs are inside, the door closes and the room fills with gas. A successful save versus breath weapon results in one hour of deep and restful sleep, worth 16 hours of normal rest. All damage is restored, all diseases and curses removed and the PC is ready to memorise spells. A failed saving throw has the same result, but the PC cannot wake up without magical intervention. Magical protections, such as a *Necklace of Adaptation*, will protect from all the room's effects, including the benefits.

5. HOME OF LOST HOPE

A notice on this door says. "Home of Lost Hope and No-Hopers. Vacancies." Within, the chamber is filled with a small forest of trees bathed in crystal clear silver moonlight. A path leads northwards, through the trees.

This area contains seven unfortunate Owlbears, actually polymorphed adventurers who have displeased Teronus. If killed, they return to their original forms, but if rescued from their curse treble the experience award for each.

Owlbears (7): MV 12"; AC 5; HD 5+2; hp 30; #AT 3; THAC0 15; D 1-6/1-6/2-12 SA Bear Hug; XP 405.

Handu, Half Elf	C4/F5	NG
Alan, Human	R10	CG
Eloise, Elf	MU9	LG
Tudu, Halfling	T11	CN
Kapak, Half Orc	A5	LE
Penelope, Puredreed	P14	LG
Yusaf, Elf	F8	NG

Treasure: *Long Sword* +2 (LG), *Dagger* +1 (+4 versus Dragons), *Staff* +3 of Holding (centre of handle opens to reveal a long tube that holds 3 gallons of liquid of no encumbrance), *Dwarven Battle Axe* +4, *Elven Bastard Sword* +3/+6 versus Dwarves (detects Dwarves with 2" range; speaks Common, Neutral, Elven, Dwarven; I 6, E14; speaks in riddles and rhymes), *Wand of Annoyance* (all within 3" save or attack the wielder, 3 charges), *Scroll Tube of Holding* (10 scroll capacity), *Ring of Protection* +5.



6. EXIT TO THE ABYSS

A notice on this door has been scrawled roughly in Common. "All who pass this portal will die."

If the PCs use this door:

As the door swings open, you are pulled by a howling wind towards the vacuum of a swirling vortex of black light. The wind screams its power at you as you attempt to keep hold and avoid being sucked out into the whirlwind.

Characters opening this door must make a strength check with a -4 penalty to avoid being dragged out. If this fails, they may make a dexterity check with a -4 penalty to hold onto the door handle and hang from it precariously. If this fails, the character falls in the abyssal maelstrom and is lost forever.

The secret doors are a little safer, and the only way to reach the next level down. Attempts to fly will not be successful – the pull of the maelstrom is too strong.

If the secret door is opened:

As the door swings open, you are pulled by a howling wind towards the vacuum of a swirling vortex of black light. A pathway protected by a metal railing leads towards the northern part of this complex. The rooms you have been in seem to be isolated, suspended above the raging maelstrom below.

This is a little safer, but not much. First, a character must make a strength check at -4 to avoid being pulled out; if that is failed he may make a dexterity check (no penalty) to grab and hold onto the railing. Failure means the PC is lost in the maelstrom as above.

Traversing the pathway results in D 1-6 per round from vacuum damage, unless protected.

The secret door in the north wall gives access to a 50' square elevator that heads down to Level Five. It takes ten minutes to reach the next level.

At the DM's option, visitors direct from the abyss below may be here at the same time as the PCs.



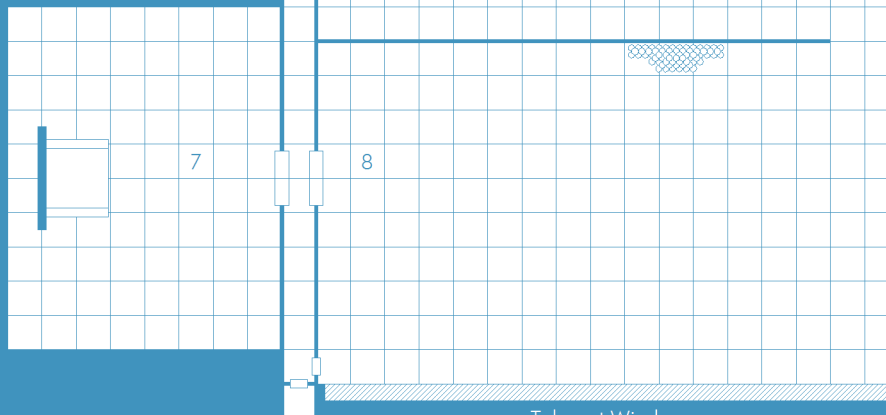
Elevator Up

Dungeon Level Five

Map Key

-  Door
-  Double Door
-  Curtain
-  Throne
-  Lava
-  Mist
-  Fireball Bombs

1 square = 50 feet



Lift down to Level 6

Teleport Window

Dungeon Level Five

(Halls of the Dragons)

INTRODUCTION

A portal to the Prime Material Plane allows dragons to freely enter and leave this level, which exits 10,000 feet above the Forgotten City of Al-Arin. When the PCs arrive, there are no dragon flights here, but there is a 30% chance of a flight arriving back at any time the PCs enter a new set of chambers. The scale here is vast, but not all the dragons met will be evil...

1. THE LAIR OF FIERY TONGUE

You descend for around ten minutes, finally coming gently to rest. As the doors open revealing a large echoing hallway, you see a huge red dragon bearing down towards you. He is carrying a large tome in his left claw, and with some amazement you realise that he is wearing an enormous pair of gold rimmed glasses.

Fiery Tongue, Red Dragon: MV 9"/24"; AC -6 (*Girdle of Protection* +5, worn as a ring); HD 11; hp 88; #AT 3; THAC0 10; D 1-8/1-8/3-30; SA Breath Weapon (9" x 3" cone); AL N; XP 5,808.

Fiery Tongue is a genius and a scholar, interested in everyone and everything. Unfortunately, he is allergic to Elves, and there is a 60% chance that his nose will begin to twitch if an Elf is with the party. He needs to save versus poison every round to avoid sneezing, and hence covering the PCs in his fire breath weapon.

The other copy of the tome found on level one, and in which the PCs were compelled to record their details, is with Fiery Tongue so he knows who is on the way.

Treasure: 20,000 sp, 5,000 ep, 2,500 gp, 359 pp, *Potion of Treasure Finding*, *Potion of Green Dragon Control*, *Mace of Turning* +3 (+4 versus Undead, adds +4, T becomes D, 3 becomes T), *Canaith Mandolin* (Instrument of the Bards in waterproof bronzewood case, engraved with Bardic symbols. Any non-Bard opening this case must save versus spells or be stunned for 1-3 rounds and take D 4-40), *Lectern of Read Magic and Comprehend Languages* (any writing, magical or otherwise, is completely understood by any Magic User or Illusionist if the work is placed upon this lectern), a library of 6,000 general and specialist works (the specialist area of this Dragon Sage is Magical History).

Fiery Tongue will ask the PCs to wait for Teronus in the waiting area. Unfortunately, Teronus will not arrive, so sooner or later they will have to get past this point by one means or another.

2. LAIR OF THE BLACK DRAGON FLIGHT

This vast chamber reeks of the acidic tang of Black Dragons. Piles of acid refuse and droppings are strewn about the chamber. Within these piles can be seen the glitter of metal and jewels. At the far end of the chamber a 100' wide opening admits a shaft of brilliant daylight.

There is a 30% chance that the Flight will return while the PCs are here.

Flight Leader: MV 12"/24"; AC 3; HD 8; hp 56; #AT 3; THAC0 12; D 1-4/1-4/3-18; SA Breath Weapon (6" x 1/2" stream); XP 1,660.

Spells: *Charm Person*, *Detect Magic*, *Magic Missile* x5.



Sub-Leader: HD 7; hp 42; THAC0 13; XP 836.
Flight Troops (10): HD 6; hp 30; THAC0 13; XP 630

Treasure Piles

- 1: 30,000 cp, *Two-Handed Sword +5*, *Chaos Avenger* (as *Holy Avenger*, but chaotic good).
- 2: 17,000 sp.
- 3: 10,000 cp, 218 pp.
- 4: 50,000 cp, 148 pp.
- 5: 5,845 gp.
- 6: 3,400 ep, 24 sp, 44 pp.
- 7: 100 ep, 75 sp, 10,000 cp, 10,000 gp.
- 8: 48 brass candlesticks.
- 9: 142 ep, *Long Sword +2*, *Small Shield +4*.
- 10: 300 Dwarf skulls, 40 x 1000 gp diamonds (one diamond contains the soul of any previously slain PC).
- 11: 50 potion bottles of acid (D 4-40 if sipped).
- 12: *The Invulnerable Coat of Arnd* (80% invulnerability to weapons, AC 5 versus other attack forms; +5 to all saving throws; acts as *Ring of Fire Resistance*; acid, cold, and electricity cause no damage) Powers: 3 x I *Feather Fall*, *Immune to Fear*, *Water Breathing*; 2 x II *True Seeing* 1/day, 1 hour, *X-Ray Vision*, 2/day, 1 hour each time; 2 x III Hair turns white, gain 10lbs weight; 1 x IV Magic drained from most powerful magic item on PC when armour is donned; 1 x V Total immunity to all forms of cold; 1 x VI Add 2 points of strength and deduct 2 points of dexterity).

3. LAIR OF THE BLUE DRAGON FLIGHT

A neatly laid out series of 100' square chambers is divided off with billowing hangings of diaphanous blue fabrics. The air crackles with electrical static.

This is the Blue Dragon area. There is a 30% chance the dragons will return whilst the PCs are in this area.

Flight Leader: MV 9"/24"; AC 2; HD 10; hp 60; #AT 3; THAC0 10; D 1-6/1-6/3-24; SA Breath Weapon (10" x ½" stream); XP 2,790.
 Spells: *Magic Missile* x3, *Web*, *ESP*, *Tasha's Uncontrollable Hideous Laughter*.

Sub-Leader: HD 9; hp 45; THAC0 12; XP 1,840.
 Spells: *Shocking Grasp*, *Magic Missile* x2, *ESP*, *Tasha's Uncontrollable Hideous Laughter*.

Flight Troops (10): HD 8; hp 32; THAC0 12; XP 970.

The treasure for all the dragons is stored in area marked A on the map.

Treasure: 50,000 gp (50 sacks), 2,000 pp (2 sacks), 8 Long Swords, *Long Sword +1*, *Long Sword +4 (Defender)*, 10 Maces +1, *Bastard Sword +3*, 10 gold rings (one is *Elemental Command, Air*), 1 Book, "Orbium Celestus, Volume II" (6 hours to read, increases Intelligence by 1).

There is also an additional 1,000 gp in every alcove.

4. LAIR OF THE GREEN DRAGON FLIGHT

Your vision into this area is restricted by the swirling, nauseous green mists.

The poisonous atmosphere in this area causes D 2-16 per round against unprotected characters. There is a 30% chance that the Green Dragons will return while the PCs are in this area.

Flight Leader: MV 9"/24"; AC 2; HD 9; hp 54; #AT 3; THAC0 12; D 1-6/1-6/2-20; SA Breath Weapon (5" x 4" x 3" cloud); XP 1,948.

Sub-Leader: HD 8; hp 40; THAC0 12; XP 1,050.

Flight Troops (10): HD 7; hp 28; THAC0 13; XP 624.

The following treasure is located at point A on the map.

Treasure: 100,000 gp (100 bags), *Two-Handed Sword +1* (detects Kuo-Toans and Svirfneblin within 3"); dedicated to Blipdoolpoolp; speaks Kuo-toan and Svirfneblin).

5. LAIR OF THE RED DRAGON FLIGHT

The whole area glows red from the glow of three steaming, hot lava pits near the centre of this chamber. The air is uncomfortably hot.

There is a 40% chance that a Red Dragon Flight will



return whilst the PCs are in this area.

Flight Leader: MV 9"/24"; AC -1; HD 11; hp 66; #AT 3; THAC0 10; D 1-8/1-8/3-30; SA Breath Weapon (9" x 3" cone); XP 4,756.

Sub-Leader: HD 10; hp 50; THAC0 10; XP 3,250.

Flight Troops (10): HD 9; hp 36; THAC0 12; XP 2,132.

The following treasure is scattered around the chamber.

Treasure: *Potion of Storm Giant Control*, *Potion of Speed*, *Potion of Invulnerability*, *Elixir of Madness*, *Philtre of Beauty*, *Oil of Impact*, *Scroll of Protection from Magic*, *Scroll of Protection versus Dragon Breath Weapons*, *Ring of Shocking Grasp*, *Staff of Curing* (24 charges), *Boots of Dancing*, 75,000 gp, 10,000 sp, 759,000 bp (1 bronze piece = 1/10 cp).

6. LAIR OF THE WHITE DRAGON FLIGHT

This chamber is a barren landscape of white, ice bound frozen waste.

There is a 30% chance that the White Dragons will return whilst the PCs are in this area. Unprotected PCs suffer D 1-4 per round from the cold.

Flight Leader: MV 12"/30"; AC 3; HD 7; hp 42; #AT 3; THAC0 13; D 1-4/1-4/2-16; SA Breath Weapon (7" x 2½" cone); XP 786.

Sub-Leader: HD 6; hp 30; THAC0 13; XP 480.

Flight Troops (10): HD 5; hp 20; THAC0 15; XP 265.

Their treasure is buried in the frozen mass of ice and will have to be extracted somehow.

Treasure: *Ring of Fire Resistance*, *Wand of Frost*, *Wand of Ice Storms*, *Cube of Frost Resistance*, 150,000 pp, 1,000,000 sp.

7. GUEST CHAMBER

A gargantuan throne dominates this chamber. Scattered across the floor are thousands of clean silk cushions. Light is provided by gently smoking reddish brown torches, ideal for creatures with infravision.

There is a 40% chance to meet the Chromatic Dragon, Tiamat here. If so:

On the throne is a massive, grotesque beast - a dragon with five fearsome heads. This is Tiamat, the Queen of Evil Dragons! By her side is one each of the red, white, black, green and blue dragons that you have already met.

Tiamat's reaction will be intelligent and she will fight or depart as she sees fit. If she fights there will be no mercy.

Tiamat: MV 6"/18"; AC 0; HD 16; hp 128; #AT 6; THAC0 7; D 2-16/3-18/2-20/3-24/3-30/1-6; XP 63,580.

Head	Damage	Hit Points	Spells
White	2-16	16	<i>Magic Missile</i> x2.
Black	3-18	16	<i>Levitate</i> , <i>Tasha's Hideous Laughter</i> .
Green	2-20	16	<i>Dispel Magic</i> , <i>Protection from Normal Missiles</i> .
Blue	3-24	16	<i>Minor Globe of Invulnerability</i> , <i>Polymorph Self</i> .
Red	3-30	16	<i>Teleport</i> , <i>Wall of Force</i> .
Tail	1-6	-	
Body	-	48	



White Dragon: MV 12"/30"; AC 3; HD 7; hp 35; #AT 3; THACO 13; D 1-4/1-4/2-16; SA Breath Weapon (7" x 2½" cone); XP 580.

Black Dragon: MV 12"/24"; AC 3; HD 8; hp 40; #AT 3; THACO 12; D 1-4/1-4/3-18; SA Breath Weapon (6" x ½" stream); XP 1,050.

Green Dragon: MV 9"/24"; AC 2; HD 9; hp 45; #AT 3; THACO 12; D 1-6/1-6/2-20; SA Breath Weapon (5" x 4" x 3" cloud); XP 1,540.

Blue Dragon: MV 9"/24"; AC 2; HD 10; hp 50; #AT 3; THACO 10; D 1-6/1-6/3-24; SA Breath Weapon (10" x ½" stream); XP 2,200.

Red Dragon: MV 9"/24"; AC -1; HD 11; hp 55; #AT 3; THACO 10; D 1-8/1-8/3-30; SA Breath Weapon (9" x 3" cone); XP 4,580.

Tiamat is holding court if present. She is vain and pompous, and loves to impress. She will not endanger herself, however, and if she takes any damage will attempt to teleport back to the Nine Hells immediately.

8. ASSEMBLY AREA

This vast area is brightly lit by the light pouring through the entire southern wall, which appears hazy and indistinct. By the north wall is large pile of golden metal spheres.

The wall is in fact an opening to the air 10,000 feet above the ruins of the Desert City of Al-Arin. PCs who walk through here will fall 10,000 feet and suffer D 20-120. This is where the dragons fly in and out of the complex as they travel to bomb the desert communities.

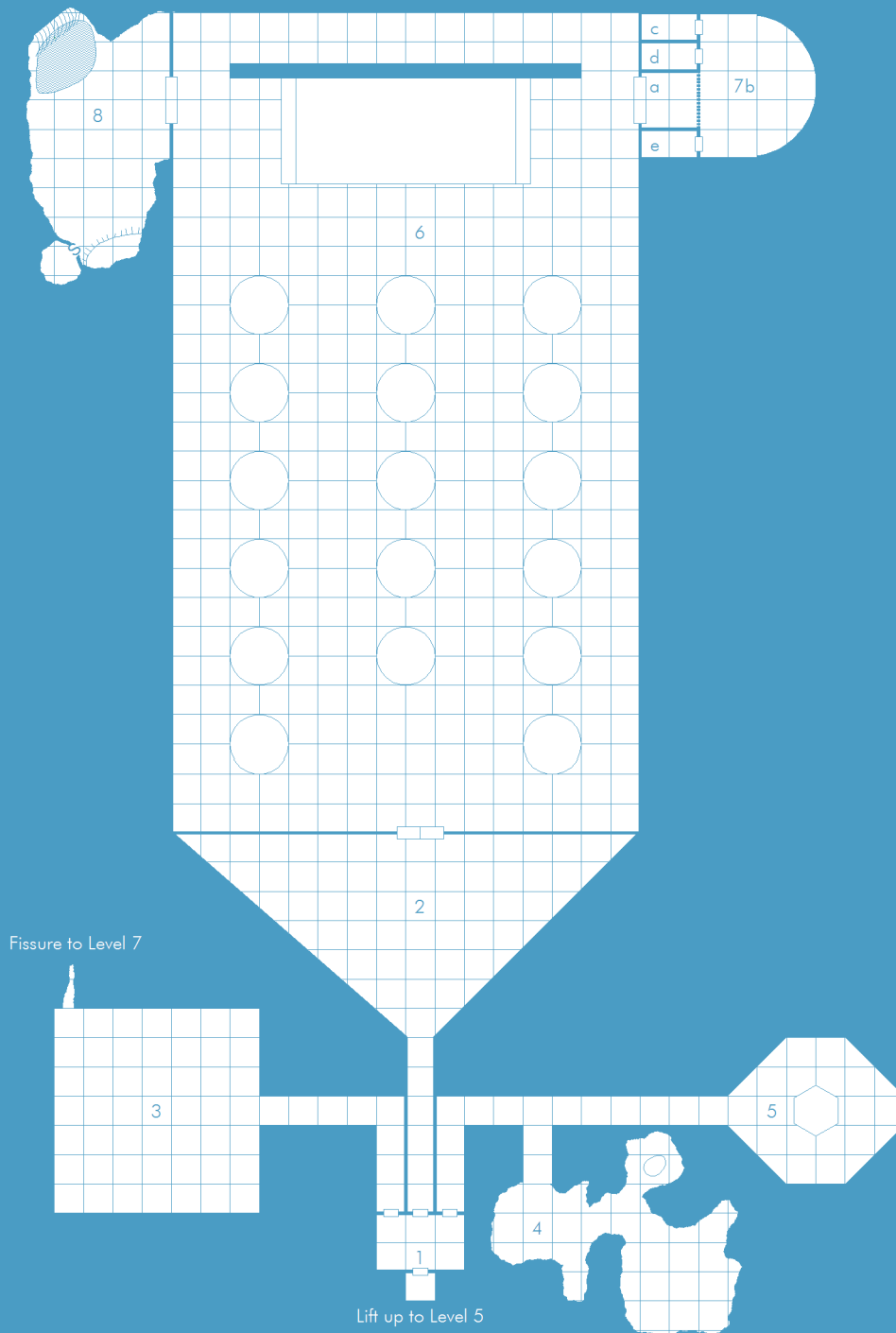
The metal spheres are a stock of 340 delayed action fireball devices, the bombs. When activated, each one will flare into a D 14-84 fireball in 1-2 rounds.

9. THE WAY DOWN

Another lift, this time 10' square, travels downwards towards the next dungeon level.



Dungeon Level Six



Map Key

	Secret Door		Platform		Ledge
	Door		Dragon's Egg		Illusory Wall
	Double Door		Table		Throne
			Waterfall		Water

1 square = 50 feet

Dungeon Level Six

(Lair of Teronus)

LOCATION OF TERONUS

When the PCs arrive on this level establish the position of Teronus using the following table:

01-10 Throne.
11-20 Quarters.
21-90 Inner Sanctum (Level 7).
91-99 Chamber of final Entombment (Level 8).
00 Area 2 on this level, waiting for the party.

1. THE THREE GUARDS

Three Iron Golems protect three doors. Each of the golems has two glittering red gems for eyes.

The command words to pass each door are "One" "Two" and "Three". Otherwise, the golems will have to be fought.

Iron Golems (3): MV 6"; AC 1; HD 18; hp 80; #AT 1; THAC0 7; D 4-40; SA 1" cube poison gas every 7 rounds; SD +3 weapons to hit; electrical attacks slow for 3 rounds; fire restores damage; XP 14,550.

2. ENTRANCE DOORS

A funnel shaped area leads to two massive doors, each adorned with the symbol of Teronus.

Two more Iron Golems guard the doors:

Iron Golems (2): See above.

3. BOMB STORAGE AREA

A large number of wooden crates line the west wall. The area otherwise appears to be empty.

The crates contain a total of 1,000 of the D 14-84 delayed action fireball devices for the Dragon Flights. This is the total remaining stock. If one detonates the others have a 10% cumulative chance to do the same [i.e. if 10 were detonated the chance of the rest going off would be 100%].

A crack in the north wall leads into a fissure that leads down to Teronus's Inner sanctum on Level 7. An unarmoured Halfling could pass through here.

4. HATCHLING AREA

An Iron Golem guards the way into this rough hewn tunnel.

Iron Golem: See above.

This set of caves contains hundreds of assorted dragon eggs, including one very large egg of unknown type.

The very large egg is that of Teronus. If the egg is warmed for 48 hours it may (60%) hatch, in which case the hatchling will "attach" to the first PC it observes.

Teronus Hatchling: MV 15"; AC 4; HD 10; hp 50; #AT 1; THAC0 10; D 1-30 (Bite); XP 2,200.

If the Hatchling is destroyed, Teronus will instantly become aware of it and will attack the PCs with



doubled strength.

5. PLANNING ROOM

The walls here are covered with plans, maps and diagrams of the entire desert area, and it is obvious that a major strategy is under way. In the centre of the room is a hexagonal table with a central dome of milky white glass. Surrounding the dome are eight metal plates, each set into the table surface.

If a PC places his hands on a metal plate the milky whiteness will clear and the device can be used as an enhanced *Crystal Ball*. There is unlimited use for a Magic User, but other characters will have the usual restrictions as per the DMG. This device also has the powers of *Clairaudience* and *Telepathic Projection*.

6. AUDIENCE HALL

Approaching past two rows of circular platforms, you see an ornate and immense multicoloured, shell encrusted throne area. This is illuminated by various *Continual Light* orbs, giving a bizarre but impressive chromatic effect. This has to be the hall where Teronus holds court.

Iron Golems guard the exits at the top of chamber.

Iron Golems (4): See above.

7. QUARTERS FOR THARIZDUN

These rooms have been prepared ready for the arrival of Tharizdun.

A. Illusion Room

You are looking into a 20' square room that is absolutely empty.

The far wall is a permanent illusion that cannot be penetrated, except by magic.

B. Tharizdun's Room

This is probably the most luxurious and lavish apartment you have ever seen. The walls are chased in pure gold, wall hangings of platinum thread hang twinkling in the subdued lighting. A large double bed encrusted with magnificent gems stands against the curved east wall. The floor is covered by a thick layer of white hides. On the west wall, three platinum doors are adorned with the now familiar symbol of Tharizdun. These quarters would be a fitting setting for the arrival of a god.

C. Gifts of Riches

Piles of platinum pieces cover the floor.

There are 250,000 pp here.

D. Gifts of Valour

A metal rod lies atop a silk cushion.

E. Gifts of life

Four naked prisoners are shackled to the far wall, ready for Tharizdun's pleasure.

The prisoners are: Tanzan Nangi, a Barbarian; Cristabel of Greyhawk, the daughter of a rich Elven merchant; Princess Alani of Sensol, a fair maiden of 14 summers; Abbey, a female Half Orc slovenly trull.

Unseen Servants attend to their needs. If they are freed, they will be very grateful, and the parents of Cristabel will reward the PCs with 100 pp each and a scroll of honour. The Royal Family of Sensol will appoint the PCs as honorary Princes of the Desert, and bestow upon them 100 camels each, by way of reward.



8. QUARTERS FOR TERONUS

This large cave is fit for a King of Dragons. Large cushions lie by the west wall, a waterfall cascades into a clear pool to the north, and to the southeast can be seen a rewarding pile of treasure. The treasure pile lies on a shallow ledge about 5 feet above floor level.

Treasure: 10 *Javelins of Lightning*, *Eyes of Minute Seeing*, *Bracers of Defence AC 2*, *Bracers of*

Defence AC 3, *Two-Handed Sword of Dancing +2 (to +5)*, *Potion of Invisibility*, *Potion of Super-Heroism*, *Potion of Heroism*, 7,000 pp, 20,000 gp, 80,000 sp, *Portable Hole* (30' square room).

The secret door is protected by an antipathy spell, and requires a save versus spells to be approached; it has a 1 in 10 chance of being detected, or 2 in 10 for Elves. The shaft beyond the door leads to the inner sanctum.



Dungeon Level Seven

Part One



Dungeon Level Seven

1. THE INNER SANCTUM

If not already encountered Teronus will be here waiting for the PCs.

A large underground cave is lit brilliantly by a pure white glowing gem that floats in mid air, throwing delicate strands of white light in rapidly changing tracteries that flicker across the rock walls and ceiling. The sense of raw power is virtually tangible (but cannot dwarf the unique presence of the awesome bulk of Teronus, truly the Ultimate Dragon).

Teronus will engage in combat - see the appendices for details of this monstrous dragon. If he is reduced to less than 100 hit points, he will leap through the teleport window. This is a trap, because if the PCs follow they will be diverted. Only dragons are teleported out of the complex - humans and demi-humans are sent to the Chamber of Final Entombment.

The gem is of course the Master Gem that binds Tharizdun. If it still shines, then he is not yet freed and there is still hope.

On a shelf of rock there is also a vast treasure hoard, if the PCs have time to think about it.

Treasure: 10,000 sp, 30,000 gp, 20,000 pp, 13 gems (worth 2000 gp each), Crown of Diamonds and Rubies, set in platinum (worth 40,000 gp), Jewelled Sceptre, set in platinum (worth 35,000 gp), 2 of each potion type, and 1 of each protection scroll type, as listed in UNEARTHED ARCANA, Rings of *Invisibility*, *Blinking*, *Sustenance* and *Fairie* (Evil aligned), *Staff of the Serpent*, *Wand of Metal and Mineral Detection*, *Talisman of Zagyg*, *Dust of Illusion* (10 pinches), *Spoon of Stirring* (in silk lined box), *Small Shield -1* (Missile

Attractor), *Dwarven Splint Mail* +2, *Elven Chain Mail* +2 (Halfling sized), *Ring Mail* +2, *Bastard Sword* +2, *Long Sword* +1 (+4 versus *Reptiles*), *Two-Handed Sword* +5 (*Holy Avenger*, +2 to Non-Paladins), *Long Bow* +3, *Scimitar* +4.

2. THE CHAMBER OF FINAL ENTOMBMENT

As you are teleported, you feel a dizzying sickness as Teronus sails on in one direction and you are wrenched aside to a different path. Moments later, you materialise in a cold, damp rocky area in total and utter blackness.

This cave is deep beneath the earth, totally empty and devoid of cracks or fissures. There is enough air for 48 hours, after which a necklace of adaptation would ensure survival for a further seven. The cave is too deep for teleport spells to work. However, at the southeast corner the cave wall comes within 30' of the Undersea and it might be possible to break through at this point and escape. In fact, that is the only hope, but how it is achieved is up to the party. If the party does break through, they enter the Undersea.

3. THE UNDERSEA

As you break through the rock walls, the wetness of an amazing underworld sea assails you. Salt water sprays through the opening as you look out over a seemingly endless expanse of water. Snaking along the rock wall to your right, a narrow ledge disappears into the darkness.

In fact, there is a little light from various lichens that adhere to the rock wall. The PCs can travel along the wall and down a long tunnel until they reach the next encounter area.



4. STAIRWAYS TO HEAVEN

The Undersea finally washes into another cave, and rising from the floor to the ceiling can be seen the remains of six metal spiral stairways. Three of the stairways look too dangerous to climb, but the other three appear to be in reasonable condition

The three remaining stairways can all be climbed up to the final encounter area for this adventure. All it needs is the will to climb for 30 minutes. There is nothing else of interest in this underground cave, but the Undersea is available for adventure at some future time should the players so wish.

5. THE END OF ALL THINGS

You climb and climb, until eventually you arrive at a further underground chamber. A column of black smoke rises from floor to ceiling near where you enter. Behind the smoke stands Teronus, patiently waiting for you, and apparently fully restored. Further back, behind a shimmering force shield, lies Bahamut, the Platinum Dragon, chained and helpless. "Now you can all die," says Teronus, as he closes for the final attack.

Unfortunately for the PCs, Teronus has a special magic item that creates illusions that are real. The dragon they are about to fight is an illusionary one, but with very real effects. Bahamut is actually the

real Teronus, waiting to deliver a cruel double cross.

If the PCs destroy the illusionary dragon and remove the wall of force, then read the following:

Bahamut wearily raises his head, painfully straining his wounded neck. "Thank you my friends," he whispers. "Thank you for using your spells and your strength to save me. Good creatures are so foolish..." As you slowly register the strangeness of his words, with horror you realise that this is not Bahamut at all, but another Teronus leaping to the attack!

The PCs may now fight the Ultimate Dragon again. This twist to the tale is optional if it means that the adventure becomes too high a level for the characters involved. In this case, Bahamut is not present at all as a plot element.

In any event, PCs may now discover the secret door and its special treasures:

Treasure: *Staff of Power*, *Sceptre of illusions* (creates permanent illusion that cannot be dispelled, 6 charges).

The Column of Smoke

This is a teleport window that will lead the PCs to whatever destination they imagine, including back to get more of the treasure if that is what they decide.

HERE ENDS THE ADVENTURE IN THE FORGOTTEN CITY OF AL-ARIN

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This adventure was originally played as a follow up to the excellent series *Pharaoh*, *Oasis of the White Palm* and *The Lost Tomb of Martek*, plus the later *The Day of Al'Akbar*. It also draws upon the ending of *The Forgotten Temple of Tharizdun* (WG5).

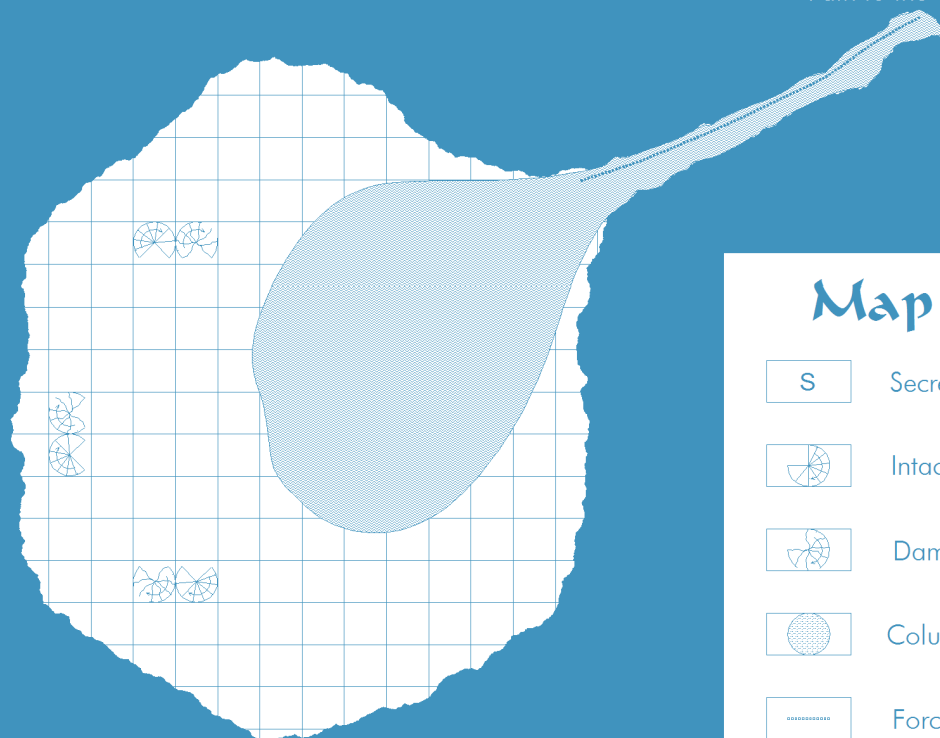
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Dungeon Level Seven

Part Two

Path to the Undersea

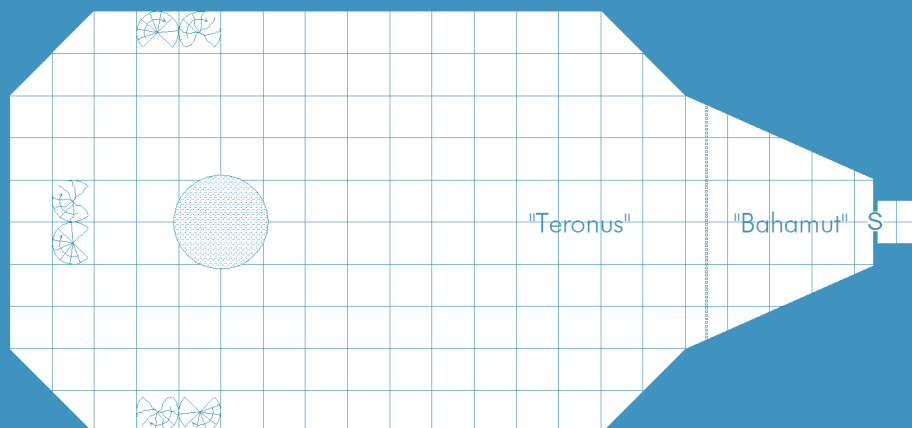


Stairways To Heaven

Map Key

S	Secret Door
	Intact Stairway
	Damaged Stairway
	Column of Smoke
	Force Wall
	Water

1 square = 50 feet



The End Of All Things



Appendix 1 (NPC Capsules)

TERONUS (THE ULTIMATE DRAGON)

Frequency: Unique
Number Appearing: Unique
Armour Class: -5
Movement: 12"/24"
Hit Dice: 26 (208 hp)
% IN LAIR: Never met randomly
Treasure Type: Special
Number of Attacks: 4 (Claw/Claw/Bite/Tail)
THACO: 1
Damage: 1-30/1-30/10-100/1-30
Magic Resistance: 50%
Intelligence: Genius
Alignment: Neutral Evil
Size: Large (75' long)
PSIONICS: Nil
Languages: Common, Dragon Common, All evil dragon tongues, NE, thieves' cant

Spells as MU 10:

Level 1: *Charm Person, Detect Magic, Magic Missile, Shocking Grasp.*

Level 2: *Know Alignment, Levitate, Tasha's Uncontrollable Hideous Laughter, Web.*

Level 3: *Clairaudience, Clairvoyance, Dispel Magic.*

Level 4: *Polymorph Self, Polymorph Other.*

Level 5: *Contact Other Plane, Teleport.*

Breath Weapon: A cloud of illusory gas that acts as any dragon breath weapon, doing exactly the damage that would be expected. The Breath Weapon can be split into as many as Teronus likes, up to a maximum of 208 hp of damage per day and a maximum of 88 hp of damage per breathing. The usual saving throw is applied for half damage.

XP: 52,680

THARIZDUN (THE DARK ONE)

(Greater god)

Tharizdun has all the abilities detailed for greater gods in the WORLD OF GREYHAWK Fantasy Setting. He stands for Evil, Eternal Darkness and Decay.

S25 125 W20 D25 C25 Ch -5 (25 to Evil creatures)

All good aligned creatures that view Tharizdun must save versus death magic or become insane until cured.

Armour Class: -4

Movement: 12"

Hit Dice: 400 hit points

Number of Attacks: 2

THACO: -1

Damage: 16-26 (Giant Black Mace, save versus spells or be disintegrated)

Magic Resistance: 80%

Size: Large (7')

Alignment: Neutral Evil

PLANE: Hades

CLERIC/DRUID: Cleric 20

FIGHTER/RANGER: Fighter 18

MAGIC USER/ILLUSIONIST: Magic User 15/Illusionist 15

THIEF/ASSASSIN: Assassin 15

MONK/BARD: Nil

PSIONICS: Nil

There is no intention that the PCs will meet Tharizdun in this adventure, at least let us hope not. Should the worst happen, Tharizdun would emerge into the world as a destroyer of all things, running on a rampage for 1-10 days. After this time, he will settle back to considering what scores have to be settled, and will begin to organise his minions to find and destroy the PCs. Very slowly. Hopefully, that is one adventure which can remain unwritten.