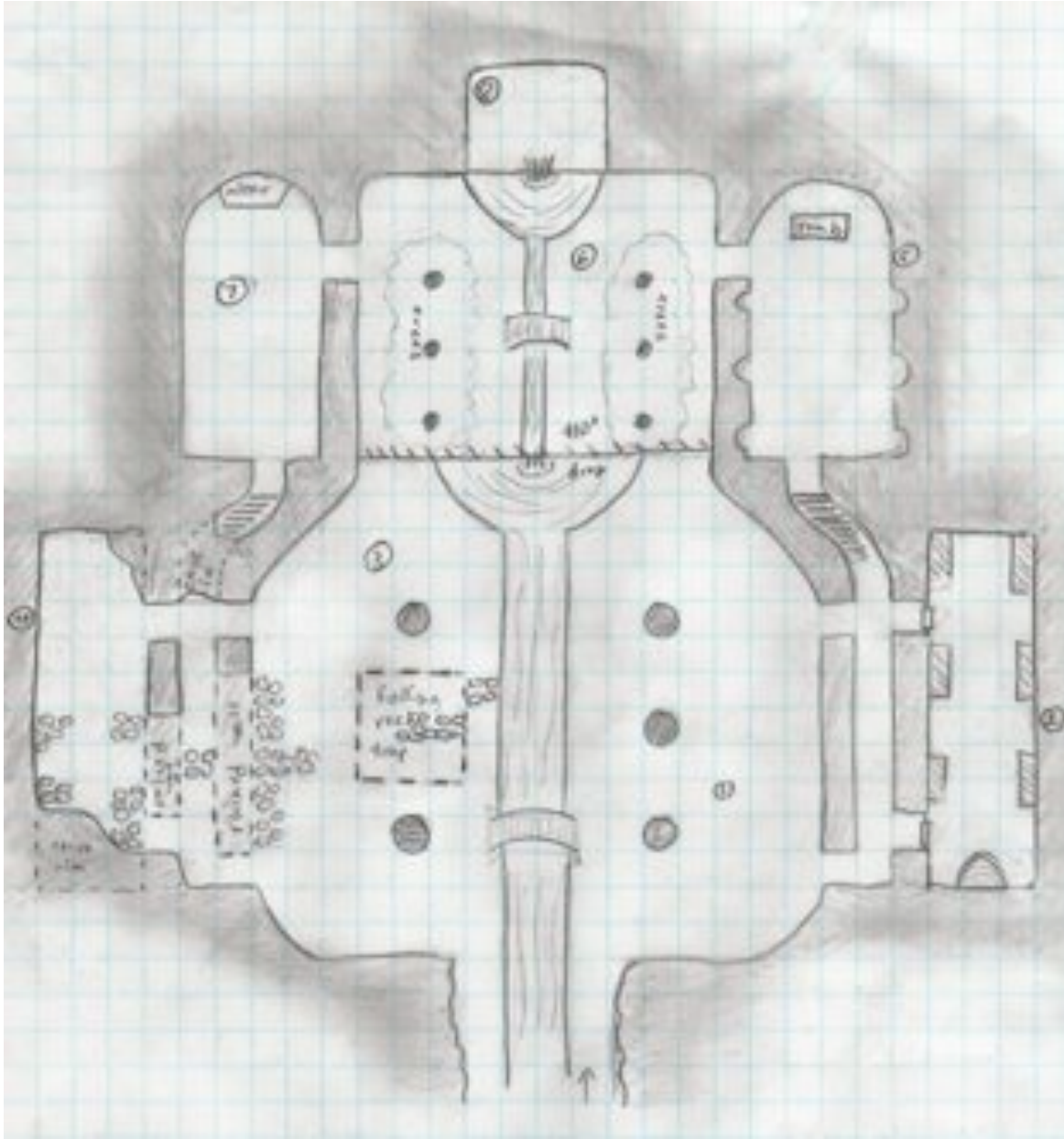


The Paradise of Avtranin



Background:

Centuries ago, a party of explorers set off underground to find the fabled treasures of Avtranin, and got lost deep beneath the earth. Stories of the surface inspired their descendants to construct such a place themselves, and built themselves a garden home. They even found a way to fill their caverns with sunlight, but at a price, and now nothing remains of them but their home and their treasure.

Lighting:

All rooms in darkness unless otherwise noted.

Events:

The dragon can be awoken by removing the skull chalice, by walking through the illusory wall, or by attempting to remove any treasure from the entire dungeon. It prefers to fight in the gardens, using the height difference between the two to its advantage.

All monsters keep to their respective areas, though monsters move freely between areas 3 and 4 (it counts as one encounter).

The players enter the dungeon at the bottom on the right side of the river, as indicated by the arrow.

Room Key

- The East Garden.** A bridge connects it to the east side. The river and pool are deep enough that swimming is necessary. Crops are flourishing here (a knowledgeable player character might realize they are grown by kobolds). Bright light, like sunlight, fills the room, from no discernible source.
- The Barracks.** 6 bunk beds (2 levels, both difficult terrain), and a fire pit (does fire damage). 3 melee kobolds, 2 ranged kobolds have taken up residence. The kobolds have gold and a healing potion. The fire pit provides dim lighting.
- The West Garden.** Again, bright light fills the room. An enormous creature has destroyed one of the pillars here. The ancient, charred skeletons of many humans can be seen. The falling rock trap has a 1 in 2 chance of being triggered if any fighting occurs in any of its squares, resulting in damage being done to any creatures within all 9 squares (area burst damage). There are two giant insects in this room.
- The Ruins.** Dimly lit. This room once resembled #2 but some of the walls have caved in and much of it has been destroyed. The ruined walls block movement but not line of sight. There are two giant insects and an ooze lurking in this room.
- The Crypt.** Upon entering, 4 of the 6 skeletons will animate, as well as the tomb guardian (homunculus or similar construct). Upon the destruction of the guardian another skeleton will rise out of the tomb. He is wearing a magical amulet, and his tomb contains a scroll.
- The Upper Garden.** Six trees, a bridge, a deep channel full of water, and a pool. The channel can be jumped across with no check necessary, the pool is 10' deep. Bright light fills the room.
- The Temple.** A mostly bare room, the walls adorned with images of the surface, drawn by someone who has clearly never been there. Some of the images depict the history of the place, not including its destruction. An altar holds an enormous jeweled chalice in the shape of a dragon skull. Removing the chalice will cause an intense light to appear in the room, doing damage and momentarily blinding anyone inside, as well as waking the dragon.
- The Dragon's Lair.** Contains a sleeping dragon behind an illusory wall. The dragon is a normal, level-appropriate dragon except for the fact that he sheds bright light within 40 squares. The dragon's treasure includes gold, a magical suit of armour, and a magical sword.