



ARCHIBALD'S ARENA

Deep in the mountains north of Everlund in the Forgotten Realms lives a lich named "Archibald Dementinius", he has too much time on his hands and therefore he has created some dungeons to entertain him. He arranges a "kidnapping teleport" of unsuspecting heroes and watches them go through his dungeons like mice in a maze. He has no interest in killing anyone, but if they are not up for the challenge he doesn't help them either.

Some time ago a shadowy organisation heard rumours about his dungeons and sought him out, for unknown reasons they sometimes pay him to kidnap specific people into his dungeons. Archibald has not been bothered to question their reasons and he doesn't really care as long as he gets his entertainment. Pride is his biggest weakness, as such he left his markings all about his dungeons.

Archibald lived in Baldur's Gate, the son of a common blacksmith, gifted with a great intellect and a desire to not end up like his father. He sought out wizards to become apprentice and learn the arcane, but was often turned down until he met Krakzot Vlanco. Beneath the masquerade of being a regular wizard, Krakzot was researching necromantic powers and as time went by Archibald grew in power and was soon sent out on missions to fetch Krakzot specific ingredients. 'It was during one of his missions Archibald discovered what his old master was about, lichdom and greed got the better of Archibald. He hid a few key ingredients pretending to fail in getting them for his master and waited until he was powerful enough to cast down and kill his master. The ensuing fight between them tore apart most of the old masters tower and when Archibald stood victorious he quickly gathered up all he could and fled north. Eventually he achieved the lichdom his old master had sought and settled in an ancient dwarven keep long abandoned deep inside the mountains near Everlund in the silvermarches.

1: "You wake up in an oval chamber with no visible door, the walls are completely smooth and black. The floor is covered by a large fresco, it shows warriors, wizards and other heroes fighting." The fresco shows all the gods fighting during the times of trouble, it functions as a lock for unlocking a portal to the next room. The stones the fresco is made upon can be moved around, it shows Bane killing Torm, when in reality it was Torm who killed Bane. On the western wall surface is a small skull with a rune in the forehead it is Archibald's arcane mark.

Upon unlocking the fresco, a watery surface appears on the northern wall face, it functions as a portal.

"stepping into the watery portal you feel your body being pulled forward, and you feel yourself stretched like a tiny spec of butter on a piece of bread. As you feel gravity come rushing towards you, you hear a raspy voice in the darkness 'Ready for Clarity's sake or Clarity for readiness sake? Who is clearest of all?'"

2: "You enter a room that meddles with your comprehension of its dimensions, you feel like you are inside a hollowed out pocket in a crystal. The chamber is made completely of crystal, all rugged and filled with staglamites. It looks like the crystal was allowed to grow freely and chaotic like weeds in a garden."

This room is the home of a crystal golem that has the ability to "meld into crystal" when defeated it leaves a crystal rock with a wording carved into it "Northern wind blows in EAST, I now live where the sun rises".

A spot check during fight or search after when dead reveals Archibald's mark on the golem's right knee.

The crystal rock also functions as a key, placed in a hole in the southern part of the room. The wording means that

the compass is moved one turn clockwise so east is now north and south is now east where the sun rises. When the key is placed in its matching hole in the crystal "the stone glows blue and a faint humming fills the room as if the crystal is vibrating, slowly all the crystal begins to glow blue faint at first until it is hurting your eyes, finally the room is filled with the sound of breaking glass."

3: "With closed eyes and the sound of glass filling your ears you suddenly feel cold and weightless. When you open your eyes you see yourself 'hanging' in midwater and you can't see an immediate surface. It is cold and dark and your lungs are beginning to scream for air. Abit further down you see a rocky floor and a huge metal plate bolted to the rocks. The plate has the words carved 'Only a POLITE soul may enter for the gods favor.'" The wording means that you have to cast the spell knock on the plate, if you do it opens up and reveals a drain that swallows all the water. At the top of one of the bolts on the plate is another of Archibald's markings.

"with all the water gone you find yourself in a square granite room, 30 feet up on one of the walls close to the ceiling

you notice a small shaft." The shaft is just big enough for a normal human to lie down and crawl, at the end of the shaft

is a mirror that functions as a one way door to the next room, all you have to do is push thro and it flips.

4: "You tumble head first into a hallway and behind you is a huge mirror on the wall but you cannot push your way back through it. The hallway continues on ahead and turns left, but what seems odd is that the walls themselves is made out of purple silk that appears to be blowing in a constant wind without any cracks or splits anywhere in the cloth."

The silk walls form a small spiral, along the way several traps are laid, in the center is a chest with four scrolls each has a letter on it E, R, C, U, and a red wand, there are no exists at the center of the spiral and when the chest closes the traps reset. Back at the mirror,

there are now fiery words hanging in it, the red wand can write new letters, the writing says "A great treasure lies here under a curse and only those may enter who provide the"

The word "cure" has to be written at the end with the wand and the letter S in CURSE crossed out.

"As you finished arranging the words the mirror begins to melt away, revealing a hallway with red glowing lavastones."

5: "You enter the red glowing hallway and immediately notice the intense heat here, further ahead the hall takes a right turn. As you come around the corner the hall opens up into a huge chamber that most of all appears like some sort of throne room. Upon the throne sits a huge giant with black skin and flaming beard, he is wearing a black iron mask topped with a titanium crown that holds a huge ruby. He looks down at you and laughs loudly 'Hahaha you have proven your courage, cleverness and cunning skills. You have entertained me mightily, now you must show me your strength!' He rises from the throne and lifts high a mighty axe and begins to descend towards you."

At the right side of the room are 2 levers a red and a yellow one and on the left side is a red and a green one. Only one of the 4 can be

pushed down at any given time, each has a different effect. His titanium crown will glow with the color that is activated.

Blue – makes him susceptible for all kinds of magic – will make his body glow blue.

Yellow – removes a haste effect he has on him

Red – lowers his AC – will make it appear as if his armor melts away.

Green – heals the party, only works once. – will blow a wind through the room.

During the fight he will summon a fire elemental to fight for him.

If he is defeated he will utter his last words "you have proven your worth and liberated me from my immortal boredom, take your prizes and go home" Behind his mask is the head of a construct, the fire giant appearance was an illusion, as the construct giant dies an flaming portal in on the floor will appear and take the party back to their homes.

Beside the throne lies a huge treasure.