

## Dendorlig Hall

This is a huge subterranean complex under Mount Dendorlig in Malajuri, much of which was created by generations of Gnome builders over many hundreds of years. It grew to become a town-, or small city-, sized settlement over time. For reasons now much disputed, until quite recently, the Hall had been abandoned for several hundred years, until even its whereabouts were lost to those surviving Gnomes whose ancestors had constructed it. During the past half-century, rumours began circulating that the Hall's entrance had been rediscovered. Within the last ten years, those rumours have proven correct, and the Gnomes led by King Dendorlig XXX have started reclaiming their ancient homestead. So far, only a tiny fragment of the whole has been reoccupied, in the southern corner of the map, as this area was found to be in generally good repair, most especially the Water Temple area (17), which had been protected by the presence of Dendorla, Spirit of the Mountain, throughout the Hall's abandonment. Having secured a foothold from which to begin the intended full reclamation, a village-sized community has been established in the Hall, including a sizeable military presence to protect the new community from any lurking threats in the rest of the complex. During the last couple of years, more detailed explorations beyond this reoccupied zone have started, although the vast majority of the entire system remains unexamined, while even those parts that have been checked-through and mapped beyond the village compound, have often been done so only cursorily. The reoccupied fraction of the Hall is that mapped as all the numbered areas between 1 to 49 inclusive, known as Dendorlig Village.

### Dendorlig Hall - Internal Transportation

Unlike most towns or cities, the map makes clear there are no direct routes to anywhere within the Hall complex, except in a limited way between neighbouring parts of specific smaller areas. While everything is ultimately connected, the ways are commonly indirect, sometimes meandering, and filled with doorways and entrances that would be impractical to negotiate for bulky items, or for anything or anyone requiring swift access, such as food and furnishings, or urgent messengers, for example. Although the effective dampening of magical teleportation routes within the mountain rock prevents most such access, this form of transport was once possible between a few selected spots, thanks to concealed underfloor magical enhancement mats, made of metal mesh magically woven into the fabric of the locations involved. These links could be used only at the command of specially-trained magic-using Gnomes stationed at the various sites, and even then, just at certain times each day. The links would not, and will not, operate otherwise, to the point where even their existence remains presently unknown and unsuspected by the incoming Gnomes. Area 22, now the Market Place cavern, was the most important of these points, because it connected with all the other teleportation centres in the Hall, and could be used repeatedly through the day. Thus anything being so transported had to pass through this place, whether moving in or out of the complex. All the rest (and at GM's discretion, other places could be added to this short list) were capable of teleportation only to and from area 22, not with one another, and were sited in areas 149 (the Dendorlig Palace's Grand Atrium), 167 (the Khy Row Plaza), 201 (Upper Market Square in The Dell) and 272 (Manufactory Square). There is also one partly-functional portal, in Troll Manor (355), which works slightly differently.

### Dendorlig Village - General Notes

In common with much of the Hall complex overall, while important structures, such as the main gates (between 1 and 2), the Great Hall (13), doorways, entrances and ceilings in places such as the Royal Apartments (12 to 16 inclusive) and Kitchen (7), are of typical Human-normal to large sizes, most features are built to Gnome size standards, thus unless noted, most ceiling to floor heights can be considered around 6 to 7 feet (1.8 to 2.1 metres) with 5 ft tall doorways/entrances (1.5 m). The main exceptions in the Village area are the Entrance Cave (1), Entry Courtyard (2), Market Place cavern (22), Water Temple (17) and Muster Courtyard (39), which are all significantly higher, some 15 to 20 ft or more (4.5 to 6 m).

Gnome and Halfling farmlands in Dendorlig Vale, outside the Hall to its southeast, provide for most of the Hall's, and their own, needs, including Weyland's Garden, the main settlement, about eight miles away (13 kilometres) from the Hall. The folk hereabouts on the surface tend to be known collectively as the Garden Gnomes as a result. A separate Atlas map is available showing the Vale.

A strong druidical strain runs through the Gnome and Halfling bloodlines in the Dendorlig area, with floral and foliate decorative designs very common motifs on any solid surfaces, such as doors, doorframes, furniture and painted walls, for example. Floral personal names are popular as well.

### Dendorlig Village - Place Notes

**1) Entrance Cave:** This opens onto the lower southeastern slopes of Mount Dendorlig. There are several Gnome-height maple benches inside the western wall, affording a view over the lower hills, woods and fields of Dendorlig Vale to the southeast. The Cave's ceiling and walls are irregular, being a natural cave, and its height varies too, typically reaching some 20 to 30 ft from the, in-places artificially, flattened floor (6 to 9 m).

**2) Entry Courtyard:** The first fully-enclosed part of the Hall complex, with stone walls built at the northwestern end of the Entrance Cave (1), blocking it off from the outside. The Courtyard provides access to various parts of the underground Village, although there are always Gnome guards and workers about here, whether by day or night. Those on watch and gate duties are issued with magical shields for added defence. The double gates that provide access from the Entrance Cave are 10 ft high (3 m), and are solidly defensive wooden structures, with metal and magical reinforcement. A 10 ft high passage with a double portcullis leads off southwest to the Market Place cavern (22) with its workshops and homes, and the Royal Apartments (12-16). The portcullis can be magically-mechanically opened, closed and locked, when required, from either the Keep (3) or the Royal Apartments Lobby (12). Five-foot-high (1.5 m) doors lead northwest into the hallway to the Dining Hall (10) and Duty Barracks (11), the Latrine (8) and Watch Room (9), with an 8 ft high (2.5 m) open archway in the north corner leading down by some stone steps into the Kitchen (7). The eastern part of the Courtyard abuts the lower, heavy walls of the Keep, access to which is possible only using the magical-mechanical lifts from the Courtyard or the Cavern Passages (4), *via* the marked red-S doorways. All these red-S doors in the Village area are not secret doors, but sliding ones, retracting into the wall alongside them. They can be opened only using a suitably authorised magical, metal key card (about the size of a typical playing card, though somewhat thicker), each of which is linked to its specific user. This card must be presented to a small brass metal plate mounted on the wall alongside the door. Once the opening card-holder has passed through the door, it slides swiftly shut again, or within 10 seconds if the holder does not use the doorway. The door can be held open longer by keeping the key card at the opening wall plate. The lift platforms move up and down inside their tubes, opening their doors at each floor when someone is in the lift without needing to use a card to exit. The doors are on different sides of the platforms to the exterior doorways once within the Keep. The platforms lock mechanically when stopped, so they cannot fall down the shaft. The sliding doors should be treated as solid heavy metallic armour and magically locked, should anyone try to break through one while shut.

**3) Keep:** A heavy-walled structure that partly blocks the inner part of the Entrance Cave (1) with the outer wall of the Entry Courtyard (2). Along with the gated Courtyard wall, this is the oldest part of the Village. The Keep has two internal levels above the Courtyard one, which latter constitutes a third, although apart from the two illustrated lift shafts, this lowest level is actually solid rock. These levels have the same footprint as that mapped, although they are not otherwise illustrated. There is a further Watch Tower level some way further above the higher of these, which only the Cavern Passages (4) lift shaft reaches, a well-concealed lookout post beneath a hilltop, and is designed to be blocked quickly, or even completely collapsed, without damaging the rest of the Keep's

structure, should the need arise. The level above the Courtyard has a series of narrow, horizontal viewing slits, protected by internal metal shutters, looking out over the Courtyard area and into the Entrance Cave. Missile weapons can be shot through these ports, with lockers containing suitable equipment and ammunition on this level. There are also flushing toilets and piped water facilities available here, together with the magical-mechanical controls to operate and lock the double portcullis between the Entry Courtyard and the Market Place (22). A further set of such controls is in area 12. The next level up in the Keep has several larger horizontal shooting and viewing ports, and three heavy, ballista-style magical missile weapons, with ammunition lockers, which have greater power and range than the hand bows elsewhere, but these cannot be depressed to shoot at nearby surface targets, only those further away in the Cave, or at certain angles beyond it. The Watch Tower at above-ground-level has a further such ballista. There are guards on duty at all times in the first above Courtyard level in the Keep, and in the Watch Tower. Each level (including the solid rock lowest level) is about 10 ft (3 m) high, and the two open levels are explosively trapped to collapse into themselves separately, should that be required in a dire emergency.

**4) Cavern Passages:** Part of the natural caves into which the Gnome complex was originally built, though unlike many of the other areas, these have been only mildly adapted to better suit the Gnomes' requirements, such as slightly altering the natural stone steps that lead up from the three-way central junction here southwest to the northeastern lift access to the Keep (3), and west to the Defended Passageway (38), the main military and Village areas of the Hall. The third passageway remains at this lower level to the Mage-Alchemists' Workshop and Quarters (5 & 6). Ceilings and walls are uneven, though the floors are more flattened by long-term use. The floor to ceiling distance varies considerably, between about 6 to 9 ft in places (1.8 to 2.7 m). Reflectively shiny metal veins run near-vertically through the rock walls of these Passages in places, which can be unnerving to first-time visitors, thinking they keep seeing concealed enemies.

**5) Mage-Alchemists' Workshop:** Fitted-out with a small furnace-fireplace in the south corner, oak cupboards, tables and bookshelves, plus a vast assortment of equipment and information suitable for experimenting with, recording and storing magical and alchemical materials, by a small group of Gnome experts in such matters who live-in. Very occasionally, there may be a visiting expert from outside too, if so, sometimes a non-Gnome. Concealed flues on the surface expel unwanted smokes and gases from the furnace, and guided thus by metal hoods over a couple of fixed tables by the northwestern wall as well. There are curious yellow stains on this wall behind the tables and nearby. Sinks with piped water are on the northeastern wall, and there is a flushing toilet in a small wooden cupboard-room in the north corner.

**6) Mage-Alchemists' Quarters:** Beds and storage cupboards for the personal gear of the in-house Gnome Mage-Alchemists who use the adjoining Workshop (5) are here, with birch tables and stools as well. The beds are set along the northwestern and northeastern walls, interspersed with cupboards, and set like bunks against the walls, with access ladders attached to the walls alongside. A shallow niche in the southeast wall contains a two-foot high (0.6 m) silver statue of an upright, seated cat, facing enigmatically into the room.

**7) Kitchen:** Accessed by a stone stairway down from the Entry Courtyard (2) through an 8 ft (2.5 m) high archway, there is a large oven and cooking range on the northeastern wall, with a flue above leading eventually to a concealed exit on the slopes outside above. There is a granite-topped workbench along the southeastern wall, with cupboards above and below, plus pantries, larders, sinks with piped water and more cupboards on the northwestern wall. A serving hatch has been cut through the connecting wall into the Dining Hall (10), with a bench directly under it on both sides. The Kitchen feeds all the Gnome troops, the King and family, along with any visitors to the royal family, plus the Mage-Alchemists. The troops and Mage-Alchemists all eat in the Dining Hall. The Royal Apartments have their own Great Hall (13) for ordinary meals, official feasts, duties and entertainments. The room is always warm to hot, despite its 10 ft (3 m) high ceiling, with cooks and assistants bustling about. Five magical lamps illuminate the room, green globes suspended in bronze holders hanging from the ceiling. The cook and leading assistants have birchwood bunk-beds screened-off by floor to ceiling heavy curtains along the southwestern wall, and live-in. Some of the cupboards have locks only the head cook has keys for.

**8) Latrine:** A collection of cubicked flushing toilets, showers and sinks, all with piped water are available here for use by any of the military or kitchen personnel. There is often a smell of ozone in the air here.

**9) Watch Room:** This is the on-duty officer's quarters, where reports of events, sightings outside, or visitors wishing to arrive or depart by the main gates are sent. It contains a typical assortment of office furniture, such as a desk, chairs, cupboards and the like. The northeastern wall has an impressive jungle landscape painted over it, depicting some of the local wildlife and plants in detail. A short granite bench on the northwest wall has a group of four small locked, wooden cupboards on it, stacked two-by-two. Each contains an iron flask with a healing potion in it for emergency use. The southwest wall has an inlaid ivory relief sculpture of a coiling, Earth-Oriental-style dragon, very precise and lifelike. The inlay contains an intelligent spirit which likes to be kept informed of events in the complex, and which can be quite talkative. In return, it will warn of even unseen threats approaching, or passing the complex, within five miles.

**10) Dining Hall:** This is chiefly for the Gnomes' military personnel, along with the Mage-Alchemists. A serving-hatch with a bench below it opens directly through the wall into the Kitchen (7), and there is an open archway to the cross-hall and Duty Barracks (11), with a passageway southeast to the Entry Courtyard (2) too. There are long mahogany tables and benches here, all Gnome-sized, with cupboards containing plates, dishes, bowls, cutlery and drinking vessels, and other tableware. A large, empty cauldron stands by the northern wall angle. Above the cupboards on the southwestern wall is a locked walnut cabinet with a glass-panelled front and a mirrored back panel. On shelves inside it are a large pair of iron scissors, a small lead figurine of an indeterminate animal (possibly an unidentifiable mythical, or extinct, creature), a finely-crafted obsidian arrowhead, an electrum chalice, and a coil of silken rope some 37 ft (11 m) long. While carefully preserved, and presumably important mementos or trophies of some kind, no one here seems to remember their significance, or if they do, none will say to outsiders.

**11) Duty Barracks:** Bunks, tables and chairs are provided here, the bunks screened by heavy curtains running across the northeast-southwest centre of the room, with the bunks to the southeast of this line, for use by resting guards (shifts are twelve hours at a time, although those on watch are changed every two hours). The room is generally quiet, as those using the Dining Hall (10) opposite its open entrance to the northeast, use the broad passageway from the Market Place (22) to the Entry Courtyard (2) for access. Only those coming on or off duty use the shorter accessway behind the Gems & Jewellery shop (36). A magical pale red globe lamp in a small iron cage on the northwest wall provides dim illumination.

**12) Royal Apartments Lobby:** This is the entrance to the Royal Apartments. It is accessed from the broad curving passage between areas 2 and 22 using a sliding door, openable only by card-key holders. There is a crest on the outer side of the door, so no one can be in any doubt as to where it leads. There are ornate decorative flowing foliate designs around the door jambs. There are always people here, including a couple of guards, and one or more officials to check the credentials and business of any visitors. There are places here for guests to leave their outer clothing, armour and all weapons securely, before being allowed to proceed further into the Royal Chambers, including aromatic cedar storage racks and cupboards along the southeast wall. A suit of golden splint mail hangs from one of the armour racks already. A line of small gemstones is set into all four walls above door-lintel height, each spaced roughly four feet apart (1.2 m). They are not especially obvious, as the walls are all painted with flowing abstract arabesque designs, nor do they seem particularly valuable to anyone who does spot them. However, when set by one of the card-key holders authorised to do so, they form a trap which lances deadly beams of magical fiery heat across the room, hitting any living things in it. This trap can be set by someone in or just outside the room using the door panel. The beams automatically miss any authorised

card-key holders in the room when the trap goes off. The double portcullis in the passage outside the door can be raised, lowered and locked shut using a separate concealed magical control panel here, again accessible only to authorised key-card holders. An arched opening to the southwest leads into the Great Hall (13). The ceiling is 9 ft high (2.7 m).

**13) Great Hall:** A long mahogany table with padded chairs on either side of it is placed towards the southeast wall. At each end is a larger, granite, high-backed seat, again comfortably padded, that to the southwest, bearing the royal emblems of the King's seat, fitted with golden fabric, while that to the northeast is for the most high-ranked or honoured guest (which can also be left empty for occasions when that person is dead, or has been prevented from attending for some vital reason), padded with rich scarlet fabric. Magical lamps hang from the ceiling, and the Hall is warmed by unseen underfloor magics. Feasts and entertainments are held here, and at other times, the King sits here with his advisors to discuss matters of import, make rulings and judgements, when the furniture may be moved or adjusted accordingly. The walls are hung with magnificent scenic tapestries of the Mount Dendorlig region and its wildlife, which can also be moved to conceal the three entrances from the Lobby (12), Guest Quarters (14-15) and Royal Chamber (16). The doors to the Guest Quarters and Royal Chambers are clearly marked as such with runic Gnome script, and are painted with illustrative decorations too. The Hall's ceiling is lightly barrel-vaulted, 12 ft above the floor at most (3.5 m), and is decorated with a large central circle of all of Nibirum's visible night sky as seen from this region, the brighter stars picked-out with appropriately coloured gemstones. The whole design can be magically illuminated when the Hall's other lights are dimmed, to appear almost like the actual night sky, if the entire sky could really be viewed like this at any one time. On the middle of the southeast wall, directly opposite the door to the Royal Chamber, is mounted a large, ancient, battered bronze shield of archaic dipylon form, an heirloom said to date from the reign and ownership of King Dendorlig I. It has a mildly magical aura, though no definably-obvious magical properties.

**14) Guest Quarters Antechamber:** The first of two guest rooms, connected by a short, 9 ft high (2.7 m) passageway, this has shower and toilet facilities in cubicles on the northwest wall, with maple-wood cupboards, chests and racks to the southeast for clothes, boots and other gear not already stored in the Lobby (12). The walls have decorative floral designs painted across them. A large, metal, cauldron-like pot stands on the floor in the south corner, containing an almost ceiling-height (the ceiling here is 10 ft high, 3 m), flourishing, rubber plant. Magical lighting and underfloor heating can be activated and controlled by a small panel to the left of the entrance, on the southeastern wall. The entrance to the passageway has a heavy curtain that can be drawn across it.

**15) Guest Bedchamber:** This comfortably-appointed, 10 ft high (3 m), room is hung with tapestries of the local area, and has beds appropriate to the stature and number of guests set out in readiness, along with cupboards, tables, chairs and a dressing table. Like the Antechamber (14), lighting and heating is available here as well, although the control panel is on the same wall as the entrance, to its left, in the Bedchamber. There is also a heavy curtain by this open entryway, again similar to that in the Antechamber, which can be drawn over the opening. Towards the western end of the northwestern wall, close to the ceiling, and ordinarily completely concealed by the wall-hangings, is a delicately chiselled map to a "treasure hoard", apparently located in a spot among the hills between the shores of Loch Drennar and the Temple of the Sky in the lightly-wooded hills 150 miles (240 km) or so northwest of Dendorlig Hall. The carving has a very archaic style of lettering, and if questioned, the King or one of his advisors will say they know of the map, but that repeated expeditions to the area over the centuries have found nothing in the supposed "hoard's" area.

**16) King's Chamber:** The broad, curved, 10 ft high (3 m), "passage" leading to the main rectangular room beyond the door on the northwest wall of the Great Hall (13), is also part of the Chamber, containing washing and toilet facilities, along with storage cupboards, wardrobes, seats and a couple of small tables. The whole is richly-appointed, with wall-hanging tapestries throughout, which chiefly highlight some of the more magical, possibly in some cases imaginary, creatures of the region. The main Chamber itself has a bed, more storage cabinets, tables, seats and other, more personal, features, appropriate to the King and his consort, and has a heavy curtain that can be used to close the open entryway. Near the south corner of the southwestern wall, behind the tapestries, is a concealed wall panel, behind which is an oak strongbox with a locked padlock. The strongbox must be slid out on its unseen basal rollers to allow it to be opened. Unless the hidden button above the inside opening of the wall panel is pressed first, sliding it out activates a powerful scything blade trap, which swings out from the adjoining southeastern wall, striking whoever is in the way at, or by, the front of the box, around 2 ft (60 cm) above the floor. In the strongbox are a number of high-quality cut gemstones, a rare crystal bottle of very old, high-quality, wine, and what seems to be an ordinary woodcutter's one-handed hatchet. The hatchet is actually a magical axe able to cut through 3 ft of wood (1 m), such as a tree trunk, with a single swing, which is equally effective when wielded against a huge creature, such as a giant. It is known as Swatpold's Axe. The ceiling in the main Chamber is around 12 ft high (3.5 m). A card-key access doorway on the southwest wall opens into a passageway leading to the Water Temple's main chamber (17).

**17) Water Temple:** A large, high-ceilinged (mostly 15 ft, 4.5 m), echoing, square area, with four connected arrowhead-shaped chambers descending from it, each pointing in a cardinal direction, at the southernmost tip of the Hall. The central chamber has broad, open accessways from the King's Chamber (16) in the northeast, and, around a right-angle bend, from the Market Place (22) to the northwest. In the centre of the floor is a circular pool, in which a delicate fountain plays, the pool raised above the general floor level by a single step all around it. The ceiling has the form of four domed arch-vaults, whose central meeting point, over the pool, rises about 20 ft above the floor (6 m). By the southwest wall is a statue of a very tall, slim, willowy, female humanoid, sculpted exquisitely from the same pale, oddly unidentifiable, stone, which makes up the whole of the Temple and all its fittings. The detailing of the statue is so perfect, it looks as if it was created without carving, with rounded lines and curves typical of water-rounded stones. It is not a petrified creature, as some might suspect from this appearance, being instead an exact likeness of how Dendorla, Nature Spirit of the Mountain, typically manifests when she chooses to do so, in her beneficent aspect as Bringer of Fresh Waters. A small fountain basin on the southeast wall has a little silver cup on its rim, attached to the base of the basin by a silvery chain (actually silvered steel). The cup can be used by those behaving reverently here to drink of the waters, and gain refreshment - sometimes magically so - and perhaps a minor magical insight in a dream when they next sleep. The Temple walls are carved and painted in watery- and floral-motif designs, and numerous delicate ferns grow from pots and planters here; the place is softly lit magically on a diurnal cycle that matches the daylight outside. Steps down into each of the arrowhead cardinal side-chambers face towards a small pool raised above the floor level there by a broad step, with wall decorations that match the character of the Mount Dendorlig region in which each arrowhead points. It is rare indeed for Dendorla to physically manifest here. However, all the Gnomes routinely visit here, and firmly respect, if not always quite worship, her. There are small stone benches to sit and contemplate in every part of the Temple, and the place is always peaceful, with often just the sounds of gently splashing water. All the piped water and plumbing used by the Gnomes originates from the same springs that feed the pools and fountains here too, so everyone is well aware of just how significant the Temple area is. The Priests' Quarters are in the small chambers (18 & 19) along the northwest passage from the main Temple room, and one at least is always available to assist those needing advice, or wishing to ponder in the Temple itself. Each of the larger pools contains numerous small, white, water-rounded pebbles, and it is traditional that those asking for Dendorla's aid or healing should cast such a pebble into one of the pools at their earliest opportunity.

**18) Duty Priest's Quarters:** A small, neatly-appointed room, simply decorated with flowing, foliate designs, for the duty priests when not in the Water Temple (17). There is always at least one druidical priest here, should anyone require assistance. There are rosewood cabinets for robes, texts and other regalia, on the northwestern wall, and a set of six magically-lit, hand-held torches that glow on command, kept when not in use in six bronze sconces on the southwest wall.

**19) High Priest's Quarters:** A slightly larger, similarly appointed, chamber to the Duty Priest's Quarters (18), here with a bed and an oaken basin with piped water on the southwest wall in addition. The High Priest lives here, unlike the Duty Priests, who usually live with their families elsewhere in the Village around the Market Place (22). The High Priest's regalia includes fancier, more richly-decorated items than those of the other priests, while retaining an overall quite simple, naturalistic style. The secret door to the Treasury (20) in the northwest wall is a genuinely well-concealed entrance, whose existence is known-of only to the King and his most trusted advisors (a group that includes the High Priest). The High Priest also acts as a guard for the door. The room is never left empty, even when the High Priest must be away on activities elsewhere.

**20) Treasury:** Accessible only by a secret door from the High Priest's Quarters (19) in the main room's southeast wall, this is a plain, substantial chamber, containing several large chests filled with assorted coins, bars of precious metal, gems and jewellery. In the northeastern half are a number of tall cabinets in rows, holding books, scrolls and other forms of text (clay and stone tablets, for instance), chiefly dealing with historical matters, land surveys and other materials pertaining to the Dendorlig royal line and properties, along with other more esoteric matters involving Gnome magics, alchemy and druidry. One of the cabinets contains racks of fine wine in sealed bottles, some of them extremely old. There is a short passageway to the Inner Treasury chamber (21) in the northwest wall which is concealed behind a high-quality illusory wall that blends-in perfectly with the other stonework here. It cannot be dispelled by any means, and may be a natural, if magical, feature of the Hall.

**21) Inner Treasury:** A much smaller, plain, chamber to the adjoining Treasury (20), to which it is connected by a short, narrow passageway from the southeast, that ends in an apparently solid stone wall, an illusion which is permanently visible from both sides (so in here and the main Treasury room). Pinewood racks hold three magical suits of mail armour, complete with helms and shields, all Gnome-sized, and three magical weapons, again Gnome-proportioned: a great axe, a broadsword and a spear. Each piece has oak-leaf decoration on it, often in a variety of places and forms.

**22) Market Place:** A grand, high, mostly natural, cavern containing the more civilian parts of Dendorlig Village. The central area is open and used for many purposes, including, at different times, storage or workshop space, community events and entertainments, and as a regular market place, where visitors come from outside in Dendorlig Vale - and occasionally even beyond - to buy and sell goods, including those made by local artisans. Broad passageways lead out east to the Entry Courtyard (2) with its double portcullis, northeast to the Duty Barracks (11) by a stout, 5 ft high (1.5 m) door, and southwest around a right-angle bend to the Water Temple (17). A smaller, natural, passage off the western corner leads to the Volatile Stores (31). Often busy and quite noisy, with at least a few folks around somewhere at almost any time of day. The irregular cavern roof is up to 20 ft above the floor in places (6 m). This was the, currently unsuspected, nexus for the magical teleportation routes that linked selected parts of the Hall complex for rapid transport of bulky goods. See the "Dendorlig Hall - Internal Transportation" notes earlier for details on these.

**23) Baker:** Together with the other smaller properties in the Market Place cavern (22), this is a stone-built structure which reaches up to - indeed is then built into - the cavern's roof, containing a shop or workshop at ground level (sometimes extending into the floor above as well), with the family's living quarters on the upper levels. Each property is fitted with piped water and flushing toilet facilities, and those that require them have concealed surface exits for any flues. In this building, there are flues from the baking ovens on the ground floor, for instance. Access to the upper floors in these properties varies by personal taste and/or available space. Ladders set on, or cut into, a wall, staircases (often of spiral form), or a magical elevator platform are all possibilities. At the Baker's, wall ladders are the preferred option. Windows open on various sides of each property, again according to taste and needs, below the cavern roof levels. None of these features are shown on the map, primarily for space reasons, and the mapped cavern illustrates simply the ground-floor level across the area, with the main entry doorway to each house. The Baker's family name is Houndell, and aside from the shop counter, which is often set up outside the main door, particularly when an event is happening in the Market Place, the ground level is dominated by the ovens on the southeast wall, paraphernalia racks and tables, plus a pair of large mixing cauldrons by the northeast and southwest walls respectively. Notable cooked items are their full-meal pasties, with sweet at one end, savoury the other, and cock's-comb loaves (long bread loaves with a carrying handle crust along the top, shaped like a cockerel's comb). The building is in the eastern corner of the cavern, ideally sited to take advantage of passing trade and travellers moving to and from the outside.

**24) Scribe:** The Baker's shop (23) has notes on the general features for all the Market Place properties. The Scribe is at the northeast end of a short terrace of three buildings. A ladder by the interior south corner leads to the upper floors. Most of the work undertaken here is of an official nature, although private commissions for documents and signs can be arranged too. Writing materials are also available, with the fancier items - such as coloured inks, gold leaf or high-quality slunk vellum - all more expensive than could be found elsewhere, given they are much harder to come-by in these parts. The northeast wall has a map, beautifully drawn and calligraphed (in Gnostic rune characters, naturally), of the Mount Dendorlig area, displayed in a crystal frame, an ideal advert for its creators, the Gimera family, who run the business. An iron trunk below a concealed floor panel holds a very specialist bottle of magical invisible ink and a golden-topaz-nibbed pen. Anything written or drawn with this ink using the pen, and with the correct ceremonies, can be charmed to appear only under whatever specific circumstances the scribe stipulates when creating it. In one of the cabinets, among numerous papers and scrolls, are two scrolls containing magical spells which only the head of the family knows about and can use, passed down from one generation to the next. In a locked iron chest on one of the upper floors is another family heirloom, a magical flamberg broadsword which can be commanded to burst into flames when wielded in combat.

**25) Feed & Seeds:** The middle property of the southeastern short terrace in the Market Place cavern (22) provides agricultural supplies, including fodder for the animals stabled nearby (33) and seeds for growing plants under artificial light below ground, or more usually out in the fields and gardens of the Vale beyond. Stocks of seeds held here are very limited, as most are maintained in family properties scattered among the villages of the Vale. The family name is Dofany, well-known to farmers and gardeners of the region. A spiral staircase leads to the family apartments above from the eastern corner.

**26) Glassblower:** Southernmost of the short, three-property terrace in the Market Place cavern (22), the owner's family name here is Agate, and they have a glassblowing furnace on the ground floor against the back (southeast) wall, inside which wall the flue runs to its concealed exit on the hillside far above. They are known for making chiefly smaller items of glassware, if often intricately detailed, with glass colours and patterning that others less-skilled elsewhere would find impossible to duplicate. The area beside and behind the property is often blocked by piles of sand and coal, raw materials for the business. Access to the upper family floors is by a ladder set into the southwest wall.

**27) Weapon Maker:** A square-plan building in the southern corner of the Market Place cavern (22), alongside the public accessway to the Water Temple (17). The furnace is in the south corner of the ground floor, while the staircase up to the family apartments starts just north of the doorway, in the opposite corner. Coal fuel piles behind and beside the property are shared with the Glassblower (26), although the metal and wood materials for weapon creation are kept in metal storage bins and lockers indoors. Spears, axes and hammers are particular specialities, all popular Gnome weapons locally, and although swords can be well-repaired and sharpened here, the owners (family name of Woodchair) prefer to make smaller blades for dagger-sized weapons instead, having less confidence in manufacturing full-sized swords. A lathe for turning wooden hafts and handles is by the northeast wall, below the staircase. For decoration, copper, coloured enamelling inlays and white opal gemstones are preferred, when requested by patrons.

**28) The Pipe & Slippers Tavern:** Run by Brewster Corncob and family, this is a pleasant, comfortable tavern, always welcoming to locals and polite visitors alike, with a decent selection of local ales and spirits available, together with simple, nourishing, home-cooked food. Toilets are towards the northwest end of the main common-room downstairs, with stairs to the upper floors by the south corner, behind the bar. A couple of rooms are available for hire, including to accommodate weary travellers, on the next floor up, with the family's rooms beginning on the floor above that. There is wooden furniture made of aromatic cedar wood to be found throughout.

**29) Tailor:** Good-quality clothing from a range of locally-made textiles is available, both made-to-measure and off-the-peg (the latter in a range of Gnome-related sizes only), and in fairly current styles, produced by the Rosecream family. Stairs up in the southern corner lead to the fitting rooms on the next floor up, and continue beyond there to the private floors with the family's rooms higher up. Oak cupboards and panelling are very much in evidence. A locked rosewood cupboard on the fitting rooms' level has the face of a cyclops carved in low relief across its double doors. Inside it are patterns and materials for creating magically protective robes. A secret compartment contains an oak box of magical arrows that will catch fire when shot from a bow, on command.

**30) Armourer:** The furnace is in the south corner of this westernmost property in the Market Place cavern (22), with its fuel supply of coal stored partly inside, partly heaped behind the building. The flue leads up through the walls to the usual concealed surface exit far above. Most of the activity here involves repairing armour, although new sets can be made too, and a variety of Gnome-sized helmets and shields are available to buy immediately. A metal spiral staircase leads up in the north corner to the family's quarters above. The family name is Wood.

**31) Volatile Stores:** A short, natural tunnel off the western corner of the Market Place cavern (22) leads to a small natural cave to the northwest, and a larger, rectangularly-cut chamber to the southwest. Both of these form the Volatile Stores, where an assortment of dangerous liquids are stored in sealed barrels, chiefly oils and acids, along with lamps, candles and matches, and a variety of measuring buckets and jugs. These are the property of the King and community, and are always guarded to avoid accidents. On the southeastern end wall of the rectangular chamber is a short carving in ancient Elvish characters, clearly made a very long time earlier. If magically translated and read, the characters spell the personal name "Okson".

**32) Blacksmith & Farrier:** Situated appropriately next to the Stables (33) on the northwest side of the Market Place cavern (22), this combined enterprise is run by the Wildnut family. The furnace is in the south corner, with a metal spiral stair up to the family apartments in the north corner. A metal hood over the fire leads up to the usual concealed surface flue exit on the surface. Aside from good-quality ironwork, and shoeing the local ponies, part of the family comprises vets for the animals here and in the Vale outside. Intricate flowing foliate designs in all their metalworking seems to come naturally to the family's smiths, and are a very distinctive feature of their work. There are also two friendly dogs here. Well, friendly unless you try to harm any family members, or they scent something untoward about you. They are Dendor Hounds, a breed specific to this region. They are good trail and stock-control dogs, and have an uncanny ability to sense dangerous magics.

**33) Stables:** The largest building in the Market Place cavern (22), cut into, and expanding, the northern part of the cavern itself, this has a card-key sliding-door accessway through into the adjacent military compound, by the Defended Passageway (37), and a normal double door into the cavern. It is another community asset, available for use by anyone with riding or draught animals to tend, with spill-over space into the open Market Place nearby when required. Pleasantly appointed inside, with fresh hay in all the stalls, the animals usually stabled here are a mixture of the sturdy, mountain ponies the Gnomes favour for riding and draught use, including some of the military, and giant mountain hares used for riding when speed is important (including racing contests). Messengers almost always use riding hares too. Harnesses and tack are stored on rosewood racks and in cupboards. Staff are always on-hand here, with a magical lift platform in the western corner providing access to the upper levels. The floor above the ground one includes more tack stores, dry feed and hay for the animals. The floor above that one has rooms for the staff who live-in. The extended Wrust family runs the place for King and community.

**34) Delarge General Store:** A variety of general dry goods not available elsewhere in the Market Place (22) can be obtained from the Delarge family here, including things such as sacks, ropes, boxes, chests, pots, pans, beds and bedding, lamps, stools, chairs, small tables and a host of other small items. A large maple-wood candelabrum is suspended from the middle ceiling in the main ground floor room, providing light, while a two-foot diameter (60 cm) ball of brown string forms a central feature behind the counter, along with a large, elaborately decorated, glass bottle of perfume. A staircase leads up in the east corner to storerooms on the next two levels up, followed by the family's rooms on the levels higher still.

**35) Food Store:** Run by the Reisa family, this middle of three properties by the northeast Market Place cavern wall (22) sells a range of foodstuffs, many of them dried or preserved in some way, as most fresh produce comes in from the Vale to the Market here regularly. The quality is in general reasonable to good, although their dried meats and fish have sometimes been likened to old leather in consistency (and some say taste!). Their sweetmeats are much more favourably regarded, and their iron-ration packs are considered an essential, and worthwhile, purchase for those planning trips into the mountains and other rugged places, as being reliably long-lasting and energy-producing. Access to the family apartments above is by a round magical elevator in the north corner.

**36) Gems & Jewellery:** Quite a specialist store for this small village, though the mines once here and below the mountains nearby were noted for their gemstones and precious metals at one time, some of which still turn up in fresh digging, along with more recovered from exploration of the rest of the vast Dendorlig Hall complex beyond this little southern corner. Crystal chimes tinkle whenever the outer shop door opens, and the ground floor is fitted-out with walnut cabinets, display cases, benches and store cupboards, plus a staircase up to the gem-cutting studio above, with the family rooms on the levels above that, rising from the eastern corner. Owned by the Grelman family, the head of which, Rayzer Grelman, has a pet winged viper always somewhere about his person, or very nearby, that can spit a deadly poison, and which has exquisitely colourful, jewel-like, scales and patterned wings. When coiled on his shoulder, newcomers have often mistaken it for a piece of his best-quality jewellery. There are several locked boxes of gemstones, cut and uncut, and others with precious metals (both scrap and bars), stashed in various concealed spots throughout the premises, each of which is fitted with its own unique lock and trap mechanism (every one is different). The quality of the work here is very high, again something of a surprise for such a relatively parochial setting.

**37) Defended Passageway:** This is the southwestern entryway to the military compound section of Dendorlig Village, directly behind the defended entrance from outside of the Keep (3) and Entry Courtyard (2) and the ancillary military areas 7 to 11. The compound comprises areas 37 to 49. The southwestern end of this Passageway has a card-key sliding-door access into the Stables (33) and thence the Market Place cavern (22). Moving northeast along the Passageway towards the Muster Courtyard (39), passes by two concealed shooting ports, one on either side of the passage, and then an iron portcullis grating which can be raised or lowered from the 8 ft high (2.4 m) ceiling as required. A 5 ft high (1.5 m) doorway to each side of the passage after this provides access to two side chambers, where shooters and defenders able to operate the portcullis are located (the portcullis can be raised or lowered only from the southeastern chamber). There are always two duty guards on the Passageway side of these doors, although most of the time, both side chambers are simply used as extra dry storage space for weapons, ammunition and foodstuffs, here including more supplies for the animals in the Stables, as well as weapons and spare tack for use by the pony and giant hare cavalry. By the northwestern wall in the northwestern side chamber is also an unused grindstone for making flour, and a spare mixing cauldron. Smaller, non-food items are stored in cedar racks and chests in both chambers, as appropriate, and the chambers are sometimes referred to as "armouries", or collectively - and quite confusingly, given there are four such rooms (see 38 below) - as "THE armoury". The side chamber doors into the

Passageway can be trapped from inside their respective chamber, such that if either door is then opened or broken-in (trigger-points are the latches and hinges, should any one not be in its correct "closed" position), a cloud of red gas spills down from concealed ports in the Passageway ceiling, quickly filling the whole Passageway and all adjoining areas that do not have closed doorways. The gas causes those inhaling it to suffer substantial memory loss for about four hours.

**38) Defended Passageway:** Identical in form to Defended Passageway 37, here running southeast-northwest between the west end of the Cavern Passages (4) and the eastern corner of the Muster Courtyard (39). The shooting ports, portcullis and routinely-guarded side chamber doors with their red gas traps are all the same too (except that the portcullis controls here are in the southwestern side chamber). The stored side chamber contents are chiefly spare armour, shields, infantry weapons and missile ammunition, all on or in racks of aromatic cedarwood, along with some bulk foodstuffs stored separately in non-scented containers for use in the Kitchen (7). A typical punishment detail for lesser infractions by military personnel would be spending a morning lugging some of these bulk foods to the Kitchen, or into the side chambers from a delivery in the Entry Courtyard (2), usually through the Keep (3) using the lifts, although for somewhat greater infractions, doing so by the "long way round" *via* the Market Place (22), Stables (33) and Muster Courtyard would be commoner. The northeastern side chamber also has a series of 50 ft long (15 m) hanks of rope, pitons, crampons and ice-axes, hanging all along its northeastern wall, used for mountaineering expeditions. At the northwest end of the Passageway, on its northeastern wall is a card-key sliding door into the passage just southeast of Chamber 50. This is the entrance to the currently unused, as well as little-, to wholly un-, explored, vastness of the Hall beyond. A guard is always posted on duty here too, as much to warn of anything approaching from the Chamber 50 side of the door, as to stop anyone entering from the Gnome-occupied area.

**39) Muster Courtyard:** A large, open, flat-paved area, with a ceiling about 20 ft (6 m) high, in the heart of the military compound area of Dendorlig Hall, where much weapon and animal handling training and practice is carried out, along with parades on special occasions, and also musters of the Gnome forces when necessary. After mustering, the army can then move out to the exterior by the passages and doors through the Market Place (22), or the Keep (3), or both, to the Entry Courtyard (2) and Entrance Cave (1). Although this Courtyard is usually kept clear and ready for use, its northern corner especially is sometimes used for additional storage space. Often a busy place, and rarely completely empty of people moving about on and off duty.

**40) Officers' Barracks:** Areas 40 to 47 inclusive around the southeast and southwest edges of the Muster Courtyard (39), are all military barracks of one sort or another, some with purely military personnel, some with family quarters too. Much like the properties in the Market Place cavern (see the Baker, 23, there for general details), these stone-built structures extend up and into the ceiling of the Courtyard and the native rock beyond, though these buildings all have only metal spiral staircases as their accessways to the upper floors, always in the furthest corner to the right of the doorway at ground level. Each property is similarly provided with piped water, washing and toilet facilities. Personal and military gear for each warrior Gnome is stored on cedar racks and in cupboards, with bedframes made of the same wood (and commonly in a multi-level bunk style in the non-family barracks). This building is the Officers' Barracks, with four floors above the Courtyard level, each occupied by a single officer and their family. The Courtyard level is a communal area with an office set up to administer daily activities around the barrack buildings and Muster Courtyard.

**41) Barracks:** See the Officers' Barracks (40) for general notes on all the barracks buildings. This property has four above-Courtyard levels, and is used by groups of personnel with no families. Each level typically considers themselves to be a cohesive unit or squad, even when some on the same level may be cavalry and others foot soldiers. The Courtyard level has all the toilet and shower facilities for use of this Barracks.

**42) Barracks:** As Barracks 41, except that in the Courtyard level is a well-drawn map of the Dendorlig Vale area outside the Hall, set in a sturdy frame on the northeastern wall, beneath which is a low, upright-rectangular, stone-block altar, obviously very ancient, as rather weather-worn, which is carved with flowing foliate designs that have been recently repainted in bright, naturalistic, colours. A small copper saucer in a hollow in the altar's top contains a small amount of fresh water, which is changed daily.

**43) Barracks:** As Barracks 41, except that in the Courtyard level here, the southeastern wall has been decorated with a quite skilful wall painting of Gnomes battling what seem to be Ogres, set against a jungle backdrop. Next to this is a second wall-painting of comparable quality, in which Gnomes are fighting against a pair of lithe, white-scaled, wyrm-like draconic creatures (they have four legs each and no wings), across a mountainous ice-field. The eyes of the Gnomes in the first painting have been further decorated by the addition of gem-class pearls, each with its own painted iris. Those in the second painting are made of similar painted gem-class rock crystals, which have been carefully cut into faceted spheres. On the next floor up, there is a wooden loom standing by the southwestern wall.

**44) NCO Barracks:** This is the barracks building for the lower-ranked military officers, which has an identical layout to Barracks 41, except that only the floor immediately above the Courtyard level is a communal room. The floors higher up in the structure are family quarters. A steel cabinet on the Courtyard level, standing by the southwestern wall, contains a series of star charts for teaching navigation by the stars.

**45) Family-Quarter Barracks:** While similar in design and layout to Barracks 40 and 41, this and the two adjoining barracks buildings have five internal levels above the Courtyard one, each for a separate ordinary-soldier military family, with their own washing and toilet facilities per level. The Courtyard level is used to store the military gear for all the personnel in the building, on and in the usual cedarwood racks and chests.

**46) Family-Quarter Barracks:** Identical in layout to Barracks 45, except that one of the Courtyard level armour racks is made from mahogany instead of cedarwood. There is also a new mattress rolled-up and tied, lying by the southeast wall, and on the wall above is a series of short, yellow-painted lines, with names and recent Gnome-calendar dates (these show the heights and growth of different children living in this block at various times).

**47) Family-Quarter Barracks:** Again, identical in layout to Barracks 45, except that on the Courtyard level, there is an oaken basin attached to the southwest wall, carefully carved with flowing foliate designs, which contains fresh water, replenished daily, above which is an oak shelf whose edges and brackets are similarly decorated with carvings. On top of the shelf is a white ceramic, stoppered decanter of scented oil with a long red feather lying beside it, a small brass tankard, a small birchwood wand, a small portrait of the head and face of an elderly female Gnome, and a small pair of bronze scissors. By the northwest wall is a Gnome-child-sized oak bunk bed, once again decorated with the same kind of designs as the basin and shelf, while a loom without any decoration stands near the southwest wall. On the top bunk lies an iron hacksaw, and a four-foot long (1.2 m) iron bar. This room feels rather cluttered, given all the armour and weapon racks and equipment chests here as well.

**48) Cell:** This area and its neighbour (49) are holding cells for prisoners, with portcullis-grate openings on their southeastern sides that can be opened and locked or unlocked only from the Muster Courtyard (39) side. Each has a bed, a toilet and a sink with piped water. When not in-use, the Cells tend to be used simply as extra storage space. At present, there are a few sacks of meal for the ponies in the Stables (33) here.

**49) Cell:** As Cell 48, except there are no sacks of meal here. Instead, there is a granite bench-top propped by the northeastern wall, an empty brazier and a two-foot (60 cm) length of chain in the middle of the floor.

## The Partly-Explored Hall

Beyond the Village area, the Gnomes have investigated only a small part of the remaining Hall complex as yet, comprising areas 50-66, 93-110 and 143-146 inclusive. None of the marked blue-S secret doors in these areas have been located at present. There are indications that another chamber or passageway may lie a short distance outside the northwestern walls of Cells 48 & 49, although no means to access this, if it exists, has been discovered till now. The following descriptions cover these relocated areas in their numerical sequences. The "missing" numbered areas are detailed later as part of the unexplored Hall. Unless noted, ceiling heights in all these places are around 6 to 7 ft (1.8 to 2.1 m), with 5 ft high (1.5 m) doorways and entrances.

**50) Forest Battle Chamber:** Once through the card-key sliding door at the northwest end of Defended Passageway 38, a new passage opens up running parallel to Passageway 38. To the right, it runs southeast, then turns northeast to Chamber 51. To the left, it continues for a short distance before opening out into this large, square-plan Chamber, through an arched, 6 ft high (1.8 m) entrance. It has a second, identical, open accessway on the wall directly opposite, which turns right and forms a T-junction with another passage that leads to areas 54 and 93. The ceiling in here is roughly 20 ft high (6 m) in its centre, with graceful arches curving up to this point from the room's corners, and midway between them, from all sides. The walls are bas-relief carved into very natural-seeming, actual-size, deciduous tree trunks, their branches in full leaf stretching up and across the whole ceiling, although not solidly, or especially densely in places. The trees are a mixture of temperate woodland types, quite unlike the more typical tropical evergreens found immediately beyond the Hall outside, and include (for those with sufficient knowledge) recognisable oak, beech, birch, ash and elm trees. A pair of oak trunks flank both entryways, with their lower branches helping form and disguise the curved archway-tops of the entrances. Although worn and faded in places, the entire chamber is painted in naturalistic early summer colours. The sky beyond and between the ceiling leaves and branches is painted dark blue, and over the lower western part is a slightly curving line of four widely-separated bright coloured small circles, seemingly representing bright stars, whose right-hand end points towards the waxing crescent White Moon, roughly halfway between new and first quarter. This curving line of stars is more or less parallel to the horizon, if imagined as the line joining walls to ceiling in here. The star closest to the Moon is painted yellow, followed by an orange star-disc roughly twice as far from the first star, as that first star is from the Moon. The third star is a similar distance to this from the second, and is purple in colour, with the fourth star about as far from the third as the Moon is from the first. The fourth star is a slightly paler lavender colour. To the right of the middle two stars (higher in the sky) are two more painted circles, around the same distance apart as are the third and fourth stars, although that disc closer to the second, orange, star is blue, while that nearer the third star is orange. Anyone with sufficient knowledge could realise that this would be similar to the evening sky view, not long after sunset, close to the midwinter solstice for the southern hemisphere, as seen from somewhere at a similar latitude to Dendorlig Hall, despite the trees being wholly anomalous for such a location. [Those wishing for more precision and information on the star-positions should see the Nibirum Star Maps elsewhere in the Atlas. For reference, the stars involved here are all 1st magnitude, and are labelled on the colour-star versions of the Maps as numbers 11, 10, 9, 8, 13 & 12 respectively, in the sequence as described above. The Dendorlig Hall area is at approximately latitude 32° South.] Inside the quadrilateral formed by the second, third, fifth and sixth stars, is the head of a red-painted comet, which has a long tail, passing between the fifth and sixth stars, then curving further upwards in a sweep across much of the central sky view, where the branches and leaves allow. It is quite the most dominant sky-feature, and would have been clearly perceived as a mighty portent, if real. Completing the early-nocturnal forest glade appearance, much of the floor away from the room's centre, has also been lightly bas-relief carved with typical temperate woodland early summer plants, some fallen leaves and twigs, again painted in a comparably realistic manner to the rest of the Chamber. A central circle, about 15 ft in diameter (4.5 m), has a different bas-relief carving, prepared as if the woodland floor had been cleared-off to show it. In this circle is a carving of a huge, scaly, serpent-bodied, draconic creature, with seven necks and heads, locked in combat with a similarly scaly draconic beast with eight legs, a long snaking tail, and a single head, from whose open maw a lightning bolt streaks. These creatures too are painted, the multi-headed hydra in greens and yellows, although one of its heads, the largest, is red, with the eight-legged beithir done in blues and greys. They are placed so as to seem upright for a viewer approaching from the southeastern passageway. Above them, as seen from this direction, and looking left to right, is a crescent Moon, six stars in the same colours as those in the ceiling sky painting, but here in a single curving line towards the central, cleared, circle's circumference, and a red painted comet. There are hard to find secret floor panels under the head of the beithir, and the largest, red, head of the hydra. Each conceals a floor cavity containing a black iron chest with foliate and floral designs all over it. Each is locked. Attempting to open either without the correct key (to be found in Chamber 51) causes the black metal designs to come to life, sprouting strong, sharp thorns and spiky-edged leaves, which wrap and tangle around the attempted opener, restraining and trapping them, while also causing potentially severe damage, even forcing their way through plate armour ultimately. The metal vines can be damaged only by magic, something which is liable to cause additional damage to the trapped person without extreme care. Plant control magics are effective in stopping the growth and motion of the vines, and reversing them if repeated, although another attempt to open the chest without the proper key starts the whole process once more. Once opened, the chest below the head of the beithir contains a leather-wrapped ivory sculpture, about 3 ft long (1 m), of a beithir, exquisitely carved, set with two large, white pearls for its eyes, and with a lapis lazuli inlay of a lightning bolt, running from its open mouth down the length of its body (its neck is turned so the head points towards its tail). Beside this object is a silver flask containing a magical potion that gives one drinker temporarily the strength and lightning resistance of a beithir. Beneath both of these is a strongly magical mail armour hauberk, complete with attached coif and mittens, made to fit someone Gnome-sized, and of an unusually lightweight blue-grey metal. Beneath this again is a layer of solid gold ingots. The chest is lined with soft, padded, blue velvet. In the other chest, from below the red head of the hydra, and padded with soft scarlet velvet, is a 3 ft long (1 m) ivory sculpture of a seven-headed, serpent-bodied, hydra. The eyes in six of the heads are fitted with cut gemstones. Two heads have amethyst eyes, another has star sapphires, two more have jacinths, and the sixth has topazes. These colours match those of the six bright ceiling-sky-painted stars. The seventh head is sculpted from a single, huge, ruby gem, yet it somehow flows directly into the ivory body with no join line. It has faceted gemstone star ruby eyes, which again seem, incredibly, not to be separate from the rest of the ruby head. It is carefully wrapped in soft leather. A scroll beside this model contains the tale of the great conflict shown by the central floor design, couched in ambiguously mythological terms, which might suggest this was all a record of a great red comet, possibly one with multiple heads, that collided with the White Moon (portrayed as the Nibirum-defending beithir). The language is in an extremely ancient form of Gnomish, written in characters of a similarly archaic origin.

**51) Cold Chamber:** This Chamber has its closed sides oriented in the cardinal directions, while the four intervening walls each have an open passageway leading into it. One of these approaches from the southwest in a dogleg out of Chamber 50, with a similar dogleg passage proceeding northeast to Chamber 55 and beyond. To the northwest is room 54 along a short stretch of passageway, while to the southeast, the passage narrows sharply a little way out of this Chamber, into Chamber 52. This room feels unusually cold. Characters may see their breath condensing in the air when passing through, or lingering, here. There are scratches and claw marks on the ceiling above the southwestern entryway from Chamber 50. The stonework elsewhere is plain and unmarked by anything unusual. One smaller stone in both the east and west walls hides a small recess in which is a key. That in the east wall is of silver, has a crescent White Moon shape as its handle, and will open the hidden beithir chest in Chamber 50. The west wall's key is carved from a single ruby, has the form of a comet, with the head as its handle, and will open the hydra chest in Chamber 50. Searching this Chamber will cause the ghostly figure of a humanoid-headed serpent to manifest with a warning hiss. Persisting will cause the ghostly figure of an apparently long dead, robbed and hooded Gnome to appear as well. Once one or both secret compartments have been found, both figures can manifest as more solid, undead creatures, a naga and a wight. Depending on the party's size and attitude - the presence of one or more Gnomes from the Dendorlig region will help - up to four of each creature may appear in both ghostly and physical form. They are trapped in this Chamber and cannot leave it, with the task of guarding the keys and preventing their removal from this room, unless a Dendorlig Gnome is here bearing the Crown of the Mountain King (an object mentioned in old tales hereabouts, indicating it to have been lost long ago; see area 61, however). They

know it to be not far away, although their ideas of distance are extremely vague and distorted. Both types of creature can converse, albeit only in a very archaic dialect form of Dendorlig Gnomish.

**52) Treble Chamber:** A group of three small chambers aligned along a northeast-southwest axis at the southeastern end of a short passageway out of Chamber 51. The passage enters into the central room of the three, the other two linked to it by short, narrow passages. The middle room is 6 ft high (1.8 m), but the adjoining narrow passages and rooms are only 5 ft (1.5 m). At the northeastern end of the northeast chamber is a 4 ft high (1.2 m) door to Room 53. On the northwest wall of the southwestern small chamber is a surprisingly intact, and impressive, mounted moose head, whose size, because of its antler-spread, is too large to fit through the connecting passageway. Moreover, the moose is not a native creature to these parts.

**53) Square End Room:** Beyond the closed 4 ft (1.2 m) door from the northeast end of Treble Chamber 52, is this larger, rectangular room, with its longer axis lying northeast-southwest. It has a 7 ft high (2.1 m) ceiling, a very odd contrast to the 4 ft high doorway leading in. There are some fragments of a broken metal cauldron by the southeastern wall (part of its handle, rim and one side only). On the ceiling and upper walls, extending from the east corner almost one-third of the way to the centre of the room, are reddish stains that look a little like dried blood, although they are in fact patches of a harmless red mould. The air here is rather stale.

**54) Ogre's End:** At the northwestern end of the short northwest passage out of Chamber 51, this is an almost square chamber with an 8 ft high (2.4 m) ceiling, from which another passageway opens in its southwestern wall, leading to areas 50 and 93. On the floor towards the middle of the northwestern wall lie the skeletal remains of an Ogre, whose arm and leg bones are still partly fastened to the wall by roughly hammered-in bronze manacles. The working of the bronze looks like very deep subterranean Darklands Goblin style, for those familiar with such things, so is crude, yet efficient. Most of the other bones lie in a pile on the floor, and show signs of injuries, including some that could suggest torture. In the north corner is a padded oak chair of Gnome style, somewhat battered, with an old brass mug lying on the seat. A maple-wood armour rack stands by the northwestern wall too. On it is a suit of orange leather armour, a badly-rusted mail corselet in need of repair, and a dented circular wooden shield, which too has seen better days. The leather armour is made from unicorn hide, should anyone with knowledge or abilities enough investigate it, and all the items are of common Gnome sizes.

**55) Chamber of the Wisps:** Along the dogleg passage northeast from Chamber 51 are two 5 ft high (1.5 m) doors, one at its northeast end (which leads into a northwest-southeast-aligned fresh passage with two more doors off it, to areas 57 and 62), the other on the northwest wall before that, which leads here. This is a squarish room, with a passage-like extension from its northeast corner towards the northeast, that ends in another 5 ft high door. An unusually well-concealed secret door on the southeast wall towards the far end of this extension gives access to Hidden Chamber 56. A faint scuttling sound can be heard on entering the room, although its source cannot be identified. In the west corner of the squarer part of the chamber are the broken remains of a padded oak chair in a heap (similar in style to the intact chair in area 54). Only one padded arm of the chair has survived intact, and lies below the rest of this debris. Careful investigation though will show this to be an illusion (the intact chair had no such padded arms, which may be a further clue), as the chair arm is really a magically-concealed, small, locked birchwood chest, containing a small, blue cloth, drawstring bag, in which is a small number of very worn old coins of various worth, two cut green gemstones (peridots), and a yellow-ribbon-tied scroll containing a druidical animal communication spell. Investigating the Chamber or the chair rubble will attract the attention of up to three will o'wisps, who may be simply curious, or might attack. One each is blue, green and yellow. If seriously threatened, they will simply retreat through a convenient wall, ceiling or floor, ultimately into Hidden Chamber 56, if it has still to be found, or elsewhere if it has been. Should the GM require, a party of up to eight Dark Goblins could be encountered here, one of whom is a necromantic shaman, coming to question the bones of the Ogre they believe to be somewhere in the vicinity (in area 54, though they haven't found it yet). Should a greater threat be needed, they could be Hobgoblins instead, on the same errand. In either case, they have had a long, weary journey, ultimately from the depths of the Darklands (see the separate Atlas map for this) to get here, entering the Hall complex up the Chasm between areas 160 and 168 (see both descriptions for notes on the Chasm).

**56) Hidden Chamber:** The secret door from Chamber 55 into here is remarkably hard to find from the Chamber 55 side. Once located, opened and accessed, the rectangular Chamber revealed is irritatingly quiet and empty (unless any of the will o'wisps from Chamber 55 retreated here to recuperate). It seems no one else could recall where its door was either!

**57) Chamber of the Mirror:** Reached by following passageways northeast from Chamber 51 through a couple of doors, this is a squarish room with an angled south wall. A 5 ft high (1.5 m) round-topped arched opening leads southeast into area 58. Propped against the southwestern wall is a 4 ft tall (1.2 m), upright rectangular, thin sheet of iron, which was once silvered as a mirror on its roomward face, although the silvering is now very worn and pitted-away. Enough is left to still cast odd reflections of any light here, and to make any movement seem startling.

**58) Angled Corner:** This room seems little more than an expanded passageway in half-octagon form, creating a right-angle accessway between Chamber 57 and areas 59, 60, 64, and beyond. Most of its walls conform to the typical non-cardinal rectilinear pattern of the Hall, though it has angled north and east walls forming something like a funnel shape towards the northeast exit, a similar 5 ft high (1.5 m) rounded archway to the entrance from Chamber 57. The ceiling here is also 5 ft throughout. On the floor by the eastern wall is a bent, thin, sheet of iron, originally of a similar shape and size to that in Chamber 57. In this instance though, it has been partly folded-over on itself. It too was once silvered as a mirror (on what is now its inner side), with a reflective surface in still poorer condition than that in 57. There are some moss patches on this wall, and beneath the mirror is a nest of some half-dozen large centipedes. The centipedes are not a serious threat to most healthy humanoids, although they do have a mildly poisonous bite.

**59) Little Shrine:** Off the southeastern side of the northeast passage out of area 58, where the passage turns a corner to the northwest to Gallery 64 at the head of some stairs, is this tiny, rectangular chamber, accessed through a 4 ft high (1.2 m) open, narrow round-topped archway. The room is elongated slightly on its northeast-southwest axis, and has a 7 ft high (2.1 m) barrel-vaulted ceiling. A second 4 ft narrow, rounded archway on the adjacent northeastern passage wall leads to chamber 60 at the same corner. The longer southeastern wall in here has a magnificent mural painting of a Gnome army led by a heroic, armoured, figure in the act of defeating a great, spectral, much taller, kingly creature at the head of an undead army, in a mountainous setting that looks like Mount Dendorlig. A caption in old Gnomish characters identifies the hero as "Ancelyndy the Conqueror", while surviving tales tell of such a hero having defeated various enemies in and around the Mount Dendorlig region, including a force of undead believed to have been raised in the Haunted Barrows east of the mountains, long, long ago. Not obvious, as set above the painting, where the wall meets the start of the barrel-vaulting ceiling arch, a narrow stone shelf runs the length of the room. On top of it is a well-made brass scroll tube with oak end-caps, which has three pieces of pink, gem-class coral evenly spaced along one side of the tube. One has been cut in the form of a rayed Sun disc, another is in a White Moon crescent shape (the convex side facing the end of the tube), while the central piece is in the shape of a seven-pointed star. The tube is empty. Also along the shelf are three pieces of gem-quality amber, each containing a beautifully-preserved insect - a colourful dragonfly, a shimmering silvery moth, and a large wasp with alternating abdominal bands of orange, dark blue and mid green. Somewhat incongruously, there is a ball of fine, brown string (43 ft long, 13.1 m, should anyone care to check), a small glass bottle containing a bright green powder (leprechaun spice), and six, small, unworked, gold nuggets. On the floor in front of the painting, is an old Gnomish wooden holy symbol and a wooden club, placed in a "V"-shape, with a small bronze pail nearest the wall between them, towards the open end of the "V". There is a well-concealed small cupboard

with a stone-door in the lower part of the painting (Gnome stone-workers gain a bonus to spot this, as it follows a classical design). A mahogany trunk inside holds an impressive, floral-decorated, gold jug, a set of ten wool shirts, elegantly made and Gnome-sized, and a finely-crafted musical horn. Should any of the objects in here be disturbed or removed and not replaced, a wraith will manifest and pursue until the items are returned, or it is destroyed. If the latter happens, however, it will reform at full strength again and continue its pursuit at the next full White Moon. It always knows where the items are, and can reappear in their immediate vicinity when it chooses after reforming.

**60) Little Cloakroom:** At the northeast end of the passage out of area 58 is a 4 ft (1.2 m) high round-arched opening into this room, a small, not-quite-square, 5 ft high (1.5 m) place. It has a tall cedarwood cupboard by the southeast wall, and 10 brass coat hooks fitted to the northwest wall in a horizontal line, about 3 ft (1 m) from the floor. Much of the northeastern wall is covered with substantial patches of stinging lichen, an unpleasant wall-clinging growth, touching which causes a persistently painful, mildly poisonous, rash on exposed skin, which is almost certainly why the Gnome explorers from Dendorlig Hall Village have so far failed to detect the secret door into Hidden Chamber 61 also on this wall. The doors to the cedarwood cupboard are relief carved into the form of a multilegged, scaly, draconic beast, twisting about a rocky pathway, and which those familiar may recognise as a type of basilisk. While not locked, the cupboard doors are trapped, and unless disarmed first, by pressing a concealed switch behind the decorated board that projects a short way above the true top of the cabinet, each time they are opened, there is a brilliant flash of light that affects everyone in the room, dazzling them so as to be temporarily blinded for up to ten minutes. In the cupboard are three shelves. On the top one is an elegant, white ceramic perfume decanter, and on the middle shelf is a leather-covered wooden box containing velvet-lined compartments, each with a piece of finely-crafted silverware in it, totalling 6 forks, 7 spoons and 9 knives. The lowest shelf is apparently empty, but this is an illusion, as the shelf and the space below are actually a concealed, locked, iron strongbox, holding a selection of old Gnome coins, a single jasper gem, and a folded old brown cloak. This is Bearhome's Cloak, which gives its wearer the ability to fly like an eagle for ten minutes once a day, when its controlling magic word is uttered (finding the word requires a detailed magical examination of the cloak).

**61) Hidden Chambers:** Beyond the stinging lichen covered secret door in Little Cloakroom 60 (which lichen will largely need clearing away to find and open) are these two Hidden Chambers, the first a large, rectangular room with a 6 ft high (1.8 m) ceiling, the second a smaller, square room with a 5 ft ceiling (1.5 m). The two are separated by a short, 5 ft high, round-arched passageway. The rectangular Chamber has its long axis aligned northwest-southeast. There are some minor cracks in the stonework of its northwestern wall, and a rosewood stool near the north corner. On the middle of the southeastern wall hangs a small, oval, wood-framed, iron mirror, whose silvering is surprisingly intact. In the small square chamber is an iron tub in the eastern corner, with a lid fastened over its top. Inside the tub is a golden circlet set with three cut diamonds along its raised front edge, which edge has the form of a triple mountain peak. It has a magical aura, but possesses no definable magical properties, and is Gnome-sized. Sufficiently knowledgeable local Gnomes with historical interests, would recognise it as the Crown of the Mountain King, thought to have been lost long ago (see Chamber 51).

**62) Broken Armoury:** Accessible by doors from Chamber 55 and the passage between areas 55 and 57, this is a long, narrow, rectangular chamber, with an angled extension to the northeast at its northwestern end in an enlarged half-octagon shape. Another door leads from it southeast to Chamber 63. A maplewood weapon rack hangs on the north wall of the angled area, on which are placed an iron short sword with a leather hilt (although much of this leather has worn away, and the blade is badly rusted), a light foot mace with a broken haft, a metal-shod wooden battle-staff with several bad cuts along it, two of which are deep enough to make it unusable as a weapon, and a broadsword whose blade has been snapped-off about one-third of the way along its length, and which longer part is missing. All are Gnome-sized weapons.

**63) Arena Entry Chamber:** A square chamber accessed from area 62 by a doorway in its northwest wall. An open passageway continues northwest out of here on the same wall, following a rounded corner to a door into the Arena (66). The ceiling here is squared-off, and 8 ft (2.4 m) high. There is a mouldy, long, black-upholstered, Gnome-sized, couch by the southeastern wall, with nine iron clothes-hooks set into the wall in a horizontal line about two feet (60 cm) above it. A high, rosewood stool is by the southwest wall. A broken clay jug's fragments lie beneath the couch, next to an empty blue canvas sack. A very worn wall painting on the northeastern wall shows a tiger with some slightly humanoid characteristics (especially its eyes), prowling right to left (towards the open passage) through a jungle setting that looks somewhat like the nearby Dendorlig countryside. Much of the painting is very damaged, however.

**64) Arena Gallery:** A long room, and quite narrow, its long axis aligned northeast-southwest, reached by a door at the top of some ascending stairs in a slightly dogleg part of the passage out of area 58, after it has passed the corner beside chambers 59 & 60. Its long, northwestern wall is composed of intact, large, panes of clear glass in wooden frames set in a gently curving arc over, and looking down into, the Arena (66), which are the same height as this room in total. Using suitable illumination, a similar window with a gallery room behind that glass, can be seen towards the top of the Arena's wall opposite (110). The Arena's ceiling has a series of regular, large, pale blue rectangles set all across it, panels which once provided magical illumination for the whole area. That ceiling lies about 10 ft (3 m) above the 7 ft ceiling (2.1 m) in this room, while the Arena's floor is roughly 30 ft (9 m) below this Gallery's floor level. There are signs there were once metal fixtures attached to the floor here, in lines towards the window side (possibly for seating), though now suggested only by numerous rusty holes and scrape marks there, and in places there seem to have been narrow, possibly wooden, panels fitted to the floor and/or walls. There is no more substantial surviving debris from any of these presumed features, however. The window glass is impressively robust, along with the wooden frames supporting it, though neither is indestructible. Towards the far end of the southeast wall from the entrance is another door, leading to area 65. On that door is a sign in Gnomish which reads "Toilets".

**65) Toilets:** Down a slightly dogleg staircase from Gallery 64 is a 5 ft high (1.5 m) open, square-topped archway at the end of the short passage by the foot of the stairs. Through the archway is a rectangular room, elongated southwest-northeast, which contains a series of plain, wood-panelled cubicles containing toilets, all along its southeastern wall, with a series of sinks along the northwest one to either side of the entrance. None of these currently function, for all they are typical of the Gnome plumbing features found in the Hall more generally. There are indications some form of panelling was once attached to the wall above the sinks as well, although that has long gone. Balled-up in one of the toilet cubicles is an expensive, knitted hemp dress, dyed a rich shade of purple.

**66) Arena:** One of the largest chambers in the entire complex, this is a broad, very elongated octagonal area, stretched along its northeast-southwest axis. From floor to ceiling, its height is approximately 50 ft (15 m). The ceiling has numerous large, pale blue, rectangles set in a regular pattern all over it, elongated in the same direction as the Arena. These once provided magical light to the whole area. They do not currently function. Around 30 ft above the floor (9 m), a long series of glass windows about 7 ft high (2.1 m) are set in a gently convex curve, looking out over and into the Arena from Galleries 64 and 110 on the central southeastern and northwestern parts of the walls respectively. Neither Gallery can be accessed from the Arena. Outside the top of the south end of the northwest Gallery window (110) is an iron bell, suspended high above the Arena too. Four doors lead into the Arena, all towards the longer ends, a little before the angled cardinal walls. That from the passage out of Chamber 63 is of typical 5 ft height (1.5 m), as is that opposite, which leads to passages connecting with areas 93 to 97. The other two doorways are larger, at about 7 ft tall (2.1 m), and are broader as well. That on the southeast wall leads to area 67, that on the northwestern wall to area 68. The Arena walls and floor are plain, regular stonework blocks, without any other markings. Attached to the middle of the southwestern wall is an empty maple-wood weapons rack. For all it is not obvious, the Arena's floor can - or once could - be changed in appearance quite dramatically, with both mechanically- and magically-controlled features, including raising and lowering parts of it, creating angled slopes in some areas, or pits,

spikes and the like, while the doorways can/could be completely sealed with walls raised out of the floor, making the whole lower part watertight so it could be flooded. The temperature in the whole area could be raised or lowered too. The controls for all this are in Gallery 110. All manner of events of an athletic or combative nature were once held here, with spectators in the two Galleries. Several floor flagstones have been shifted out of position (pushed up in some cases) in the north and northwestern part, with some stone and earth debris scattered around. There is access to one of the underfloor pit shafts here, where a group of dwarf giant boring beetles sometimes congregate and nest. These beetles are about half the size of the more typical giants of their kind, thus are about 4 ft long (1.2 m). If any are here, there can be up to eight at a time. Their tunnels out of the pit are usually in a state of semi-collapse, so could not be used safely by other creatures. Among the debris by the pit opening are scattered three pink pearls, three alexandrite gems, a small silver brush and a small silver comb. The brush and comb are Gnome-sized.

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**93) Spider Room:** Following the 7 ft high (2.1 m) passage northwest from the Forest Battle Chamber (50), or that southwest out of Ogre's End (54) which joins it, the passage broadens as it curves around to the northeast, ending in a 5 ft high (1.5 m) door into this squarish room. Another similar door is on the wall directly opposite this entrance, with a broad opening directly into another 7 ft high, long passage, heading northwest, on the wall between. This long passage has many dead-end alcoves, several doors and openings along it, as it winds its way among most of the remaining parts of Dendorlig Hall cursorily explored so far. None of the secret doors along it have been found yet. Meanwhile, in this room, there is a damaged wooden bench, Gnome-sized, towards the northeast wall's eastern corner. This is partly hidden behind spider webs all across this corner, and which extend from there over much of the southeastern half of the chamber's floor, walls and ceiling. Up to eight huge spiders may be encountered here; they have an unpleasantly poisonous bite that affects most humanoids. A discarded orange leather backpack, still holding a small number of gold, silver and copper coins of local, though not recent, Human manufacture, is concealed both by the webs and the bench.

**94) Manticore Room:** Beyond the door on the northeast wall of Room 93 is a 7 ft high (2.1 m), arch-vaulted passageway, with similar doors off it to areas 66 and 94-97 inclusive. This room is behind the first door on the right-hand wall when heading northeast, an 8 ft high (2.4 m), rectangular chamber, set with its long axis parallel to the passage. Across its longest wall, to the southeast, is a painted bas-relief sculpture in profile of a huge, classical (that is, ancient-Earth Persian) manticore, with a male Human head, mouth wide open to display its three rows of sharp teeth, a muscular lion's body striding towards the left as viewed (northeast), and a high-arching scorpion's tail, with its stinger highest above the lion's back, around 7 ft above the floor. The creature is set against a typical local, near-tropical, landscape. The room is otherwise empty. The tail-sting can be depressed into the wall slightly, which releases a hidden panel in the wall between the lion's legs, under its belly, down to floor level. Inside is a locked, oak, rectangular trunk, rather like a footlocker in shape. Starting to slide the trunk out of its hiding place without first pressing the concealed panel between the manticore's jaws, activates a trap which instantly teleports anyone touching the trunk onto the floor in the middle of the Arena (66). However, this transfers only the person or people involved. All their clothing and other worn or carried gear falls to the floor here in a heap, so they arrive in the Arena completely naked. In the trunk are over 300 silver coins, all of old Gnome type, an exceptionally fine, large, golden goblet, set with four large gemstones, placed equidistantly around the outer midline of its bowl, a diamond, a ruby, an emerald and a sapphire, along with three more gem-class white opals set as an equilateral triangle in its base, and a very well-crafted silver belt, Gnome-sized, with chased designs of intertwining serpents and scorpions all over it.

**95) Web Chamber:** An 8 ft high, rectangular room lies beyond the door at the passage-turning from northeast to northwest out of Room 93, almost as if it continues the passage, as other than its extra height, it has similar dimensions and direction. There is a faint scent of spoiled fruit and vegetables mixed with rancid milk here when the door is first opened. There are many scratches and claw-marks in the middle of the ceiling, and a few more in the floor directly below, although all these are hard to see, as much of the Chamber is heavily festooned with spiderwebs. To the left of the door inside, on the southwest wall, is a walnut cabinet. In the cabinet are some shelves, on one of which are two star rubies, two bloodstones and a leather pouch with a few old Gnomish silver and copper coins in it. A phase spider uses this room as its home lair, although it likes to go phase-travelling to hunt, so is often absent for days at a time.

**96) Arena Preparation Room:** Once used to store mobile items for use in the Arena (66), together with the 9 ft high (2.7 m) passage that lies through the round-arched opening in its southwestern wall, that runs around the outside of this room to the Prop Workshop (98), this large, square chamber has a 10 ft (3 m) ceiling, and is accessed by the door on the southwest wall of the passage between Rooms 93 and 97, after its turning. There is a vague smell of rotten onions and eggs in here. A line of tall, walnut cabinets stands along the northwestern wall down to the west corner, all of which are empty. In the north corner is a locked walnut casket, which is again empty. An open-topped steel tub stands on the floor by the southeast wall, a little way inside the door.

**97) Arena Store Room:** Originally used for similar storage purposes to Room 96, this one has a 9 ft high (2.7 m) ceiling, and is accessed by the door at the northwest end of the dogleg passage out of Room 93. By its western corner along the northwest wall is a Gnome-sized torture rack with dried bloodstains on it. The adjoining southwest wall has a lot of cobwebs over it. Things are not though quite as they seem. The rack is a non-functional stage prop, and the "dried blood" is really just paint. The mass of cobwebs are latex-string fake ones as well. Underneath them all is a metal device like a combined rotary fan and handgun that spun them. It developed a fault during its long storage here, and self-generated the webs until its latex supply ran out. Hidden under the webbing too are four rounded, black stones, ideal for use as sling ammunition, and a finely-made, quite valuable, electrum chain, of a size and type suitable for use as a necklace, or from which to suspend a pendant, for example.

**98) Arena Props Workshop:** At the end of the 9 ft high (2.7 m) passage out of Room 96 that winds around two sides of it, this is the last of the group of related and connected rooms accessed through Room 93 and the Arena (66). It too has a 9 ft ceiling, is square in plan, and is entered through an 8 ft high (2.4 m) open, rounded archway in its southwest wall. By the northwest wall is an oak armour rack, a stone workbench with a badly cracked surface is attached to part of the southeast wall, and a large ceramic sink with a maple-wood surround is attached to the northwest wall, towards the north corner. There is currently no piped water running to it. A circular magical lamp-holder with no lamp, is suspended by a chain two feet (60 cm) from the ceiling in the room's centre. Below this is a weaving loom. The chamber was once used as a workshop for making and repairing items used in Arena displays and activities, although the lack of a forge shows it was not used for major weapon and armour work.

**99) Wardrobe Room:** A large, 8 ft (2.4 m) high chamber off the winding, 7 ft (2.1 m) high passageway which links all the rooms nearby. Sounds echo quite alarmingly loudly in here. There is just one entrance and exit, an opening in the northeast wall, opposite which, against the middle of the southwest wall, is a huge, elaborately relief-sculpted, double door, maplewood wardrobe. Scenic panels over its front suggest a connected, pictorial narrative, involving a group of four Gnomes, and the rescue of a land from a terrible, possibly magically-induced, winter. The tale involves a great, central, battle scene right across the width of the middle of the wardrobe, between forces of creatures and monsters on both sides that seem to represent aspects of temperate autumn-winter (such as emaciated creatures, undead or ghostly ones, and leafless walking trees, led by a tall, thin, spiky humanoid who apparently embodies the icy magics and power of the winter) and spring-summer (including walking leafy trees, well-fed, lively creatures, some of which seem to represent the procreative forces, such as satyrs, all led by the four Gnomes, as warrior-mages). Other scenes suggest the recruiting of followers by both sides, and the fact these are placed both above

and below the central battle scene could suggest the cyclical, repeating, procession of seasonal time through the year, as seen in the temperate lands, at least. The wardrobe is empty, and although there is an oily scent in the air of this chamber, it contains nothing more.

**100) Room of the Black Bag:** A rectangular chamber, elongated northwest-southeast, 8 ft (2.4 m) high, accessed from the passage outside by an open, round-topped, archway 5 ft tall (1.5 m) in its northwest wall. Just inside the archway on the right-hand (southwestern) wall, is an iron chain suspended from a wall hook, about 2 ft (60 cm) long. To the archway's left, on the northwest wall, is a rusty iron shelf about 3 ft long (1 m) and a similar distance above the floor. In the south corner, an empty, black cloth satchel hangs from another hook fixed to a bracket spanning the angle between the southwest and southeast walls. Again, the hook is roughly 3 ft from the floor.

**101) Throne Room:** A square room, 7 ft high inside (2.1 m) with a 5 ft (1.5 m) door from the winding passage in its southeast wall. In the middle of the northwestern wall is a once-ornate, though now crumbling, yellow sandstone throne. A short way inside the door along the northeastern wall is a half-barrel of rosewood that has been made into a chair, using staves from its missing other half for a backrest. It is Gnome-sized. Elsewhere, and quite scattered about the room are: a metal knife; 18 small groups of twigs and sticks, all tied into various simple shapes with twine, some of which look vaguely humanoid, others like individual Gnome runes; a small brass shovel; an iron pot with one side bent-in so badly as to make it unusable as a utensil; a small leather pouch containing a quantity of powdered silver; a metal hammer head designed for fine work; and three short sticks of white chalk.

**102) Snake Room:** Another square chamber, this time one that backs onto the Throne Room (101), without having any access to or from it. This Room shares the same dimensions as the Throne Room, including to its door from the passageway to the northwest beyond. A little way inside the door, towards the north corner, is an empty wooden keg, and there are patches of an unidentifiable dark mould growing on the ceiling and part of the upper walls across the northwestern third of the Room. Elsewhere, there is a bent-handled spoon, the end of which has a moulded, forward-facing, canine face with Human ears, bulging eyes and an open mouth as if snarling; four rounded stones of a size, shape and weight suitable for use with a sling; and the skull of a Hobgoblin. The feature most likely to catch the attention of visitors, however, is a rather hungry giant cobra! If the cobra can be avoided, a concealed floor panel in the southern quarter may be found. In the space below it is a leather pouch containing some very ancient Human coins made from electrum, silver and copper, all of which are in remarkably fine condition; two clasps, one made of electrum, the other of gold, both of which have an identical snake-headed form; and a plain, yet still substantial, gold bracelet. So long as the brass altar remains in Room 103, if it is killed, a fresh giant cobra appears in here at the next sunset (see 103 for more details).

**103) Evil Demon Room:** The door to this chamber lies directly opposite that to Room 102, on the same part of the winding passageway. The Gnome runes for "DANGER" have been very recently, and clearly, carved into the wooden door. Inside, the Room is similar in size and shape to others in this part of the Hall, with a 7 ft high (2.1 m) ceiling, albeit it is slightly less square in plan than some, such as Rooms 101 and 102, nearby. There is a low stone bench by the middle of the northwestern wall, on which has been placed an upright, rectangular-block, brass altar, 3 ft high, 1.5 ft wide and 1 ft deep (1 m, by 45 cm, by 30 cm). It has various bas-relief sculptings over its surface, of which there is one very striking, dominant, central figure, along with a number of less well-defined, smaller objects and creatures. The larger, more identifiable other sculpted features include a standing donkey in what looks like a reed river boat, with a high prow and stern, both seen in profile. The boat's prow has an unidentifiable animal figurehead on it. The donkey is portrayed as if steering the vessel with a single, large steering oar beside it, the oar near the stern, while the donkey faces the prow (how the oar is held by the donkey is not obvious). Both these are in the lower centre of the altar's front. Kneeling on the back of the donkey, also facing the same way as it, although with the upper torso twisted to a more face-on view, is the dominant figure, a hairy humanoid with two naked, female Human-like breasts, a lioness' head with long, erect donkey ears, long, claw-like fingers, and feet like the talons of a great raptor. She holds a serpent in each hand, one to either side of her torso, and two smaller, seated, creatures, perhaps a piglet and a puppy, are placed one to either side of the figure's chest. Those sufficiently knowledgeable - the topic is quite obscure and very ancient, however - may recognise this to be an evil, disease-bringing deity, known by various names, of which "Masha" or "Mashtar" are more likely to be known by someone from Malajuri. The altar radiates an odd, weakly magical, and faintly evil, aura for those able to detect such things. Touching it inflicts a curse on anyone doing so, causing them to walk with an irregularly crooked gait for about seven days. Remaining in the Room, examining it or the altar for more than a few minutes, activates a magical trap associated with the altar. A blinding flash of light emanates from it, with a frighteningly loud rumble of thunder. Those unprotected are blinded, and possibly deafened, for up to five minutes. Against the wall below the stone bench, and not easy to spot, is a small, leather, box-like pouch. In it are a number of coin-sized discs of electrum, silver and copper, each bearing the likeness of the kneeling female figure on both sides. While valuable as metal, they do not appear to be coins. Removing and not replacing any of these activates another magical trap. The Room door slams shut, and a series of spiked, snakeskin strips, with the toughness of iron, appear in a portcullis-like fashion all over the inward side of the door, fastening it to the doorframe. The door cannot be opened while these strips are in-place (the door simply will not open from either side), and the spikes are really venomous snake fangs, thus removing this net-like seal carries the risk of becoming poisoned. Behind the pouch below the bench is a hidden wall panel, which conceals an iron chest bearing again the likeness of the kneeling female figure, placed on a metal disc larger than the pouch's "coins", and not locked. The first person to open this activates yet another magical trap. Leaving all their clothing and carried or worn gear behind in a heap here, they are instantly teleported naked into the centre of Snake Room 102. This disarms the trap until the chest's lid is closed again, which immediately resets it. Inside the chest are a small number of old electrum coins from various places and times, ten copper spear tips in the form of snake heads, a silver goblet chased with scenes very like those on the altar, and an oak staff with an amethyst at the top. The staff radiates a magical aura, and is the Enchanted Staff of Krothu. If used to strike an opponent, it causes magical damage, which appears as an inflamed lesion on the part struck (even through any armour). This uses one of its magical charges. By invoking more of its magical energy (2 charges), along with this damage, the creature struck ages ten years instantly. Its most powerful strike causes its usual damage, and the affected limb withers to become uselessly weak (3 charges). The Staff currently contains 20 charges. The altar is extremely dangerous, albeit less so here than it might be elsewhere, as its powers are mostly dormant in its present isolation. Unfortunately, over time, it attracts inimical, intelligent humanoids who would wish to remove it from here. Once outside in the open air, every place it stays for more than a day or two, diseases start to appear among the local populace, especially including humanoids, though also eventually domesticated animals as well. Those worshipping at the altar, or moving it from place to place become similarly afflicted, albeit if by choice, they will regard this as a blessing from the goddess, even though many will die as a result. A chosen few remain healthy and unaffected, becoming instead carriers of disease that they can spread still further from the altar. Investigation will suggest the only way to destroy the altar would be depositing it in molten magma, perhaps somewhere such as the Mount Imengo Naga volcano on the other side of Malajuri, some 1,200 miles (1,900 kilometres) away from Dendorlig Hall. It is possible to protect against the ill-effects of the altar (which would also prevent any of the traps in here from activating), by bearing openly, or presenting, a figurine of the dog-headed figure found on the handle of the bent spoon in Room 102. This creature is called Pazu, and in full form has a slim, naked, male Human body covered in scales, with feathered wings like a bird, raptor feet, clawed hands, a tail with a scorpion's sting at its tip, and a dog-like face with large, bulging eyes, Human ears and a snarling, open, mouth. [For those interested, Masha and Pazu are based on the real-world ancient Mesopotamian inimical deity-demon Lamashtu, and her sometime demonic accompanist, commonly viewed as defensive against her disease-bringing, Pazuzu, both from the first millennium BCE.]

**104) Shield Room:** A small, 7 ft high (2.1 m) room at the northwest end of a long, straight passageway among the winding passages in this area, accessed by a single door on its southeastern wall. On the northwest wall facing the door is hung a brass kite shield of Gnome size. Its face is weathered and worn, although it still shows traces of having once been painted with a chequerboard pattern of red and white squares.

**105) Old Storeroom:** An 8 ft high (2.4 m) rectangular chamber, elongated southwest-northeast, with the door opposite a junction among the winding passages in its southwest wall. A second door, also 5 ft high (1.5 m), leads on into Chamber 106 through the middle of the northwest wall. To the left (southwest) of this second doorway is a mahogany weapon rack that holds a heavy war hammer with a cracked metal head (one blow and it will break, falling off its haft), a rusty, blunted, battle-axe, and an equally rusty broadsword, all of Gnome proportions. Along the same wall to the right (northeast) of the doorframe are a lot of scratches and claw-marks, up to about 3 ft from the floor (1 m). A fairly badly-folded pile of canvas in the eastern corner is really a sheet of roughly 12 square feet in area (one square metre) once opened out. It is surprisingly intact, and seems never to have been used for anything. Underneath this untidy pile is a vial of insect repellent, and a rusty iron cooking pan.

**106) Midway Chamber:** Through the northwestern door from Storeroom 105, this is a large, rectangular area, elongated southeast-northwest, with a 9 ft ceiling (2.7 m). A second doorway in its northeastern wall leads on to Room 107. It is strikingly unusual in that instead of being faced with local stone blocks, or planed-off native stone, the walls, floor and ceiling are faced with fired-clay red bricks, each mortared-in and about the size and shape of a modern house-brick. There is a faint scent of old rotten fruit and oatmeal about the place. The Chamber is though devoid of furnishings, except for a small rosewood cupboard hanging on the northwest wall, near the northern corner. It is empty.

**107) Fireplace Room:** Once through the northwestern door from Chamber 106, this room proves to be rectangular too, elongated on the same axis, although it is narrower, and its ceiling is lower, at only 7 ft (2.1 m), while the solid surfaces have the usual block-stonework facing, rather than Chamber 106's red bricks. There are four more doors inside the room, two on the narrow southeast wall, one on the facing northwest one, with the fourth on the northeast wall. Both the latter are towards the room's northern corner. Three are of the usual 5 ft high (1.5 m) wooden construction, but that in the northwestern wall has two doors, each 5 ft wide and high, made of blackened metal. They also are each hinged in their middles, so as to fold-up concertina fashion, to lie almost flush with the walls of the area beyond, once fully opened. The small room with the angled tip beyond these is not actually a room at all, but a huge fireplace, which for all its awkward placement in relation to the room outside, could warm a significant part of that main room's northern quarter, if a large enough fire was burning, and the doors were folded open. There are two stone bench seats in here, one each on the left and right walls, so with a smaller fire, it would be possible to be warm and secluded here, even without shutting the metal doors. The doors are moulded in low-relief, with a scene across both that shows gigantic spider-like beasts in a jungle setting. Inside this area too are a large cooking pot and its supporting trivet, albeit one leg of the trivet has broken, and the pot has a hole in its base where it has fallen and struck the floor. The fireplace has obviously been used in the distant past, from the reddening of the stone, if not for a great many years. The triangular room extension at the back of the fireplace symbol shows the location of the flue above the fireplace, and which, if it can be traced, can be found to arrive at the outside surface in a similarly concealed manner to all the others used by the Gnomes. It is currently blocked partway up, and would need cleaning thoroughly before the fireplace could be fully used again. The northeastern wall's door opens into a 7 ft high passage to area 160. The pair of doors on the southeastern wall each lead into a similarly-sized, small, square room, resembling a walk-in closet, with 7 ft high ceilings like the main room. Six, quite deep, wooden shelves are attached to the back wall of the eastern room, towards the back of the highest of which is a small, white canvas pouch containing numerous ancient Gnome gold and silver coins, and a well-made silver buckle, decorated with floral patterns and tiny gemstone highlights. The southern "closet" appears completely empty, although it does contain an invisible oak chest that holds several thousand ancient Gnome electrum coins. Back in the main room, towards the east corner of the northeast wall is a Gnome-sized heater shield, painted red, which is badly battle-dented, and would be unusable as armour. In the centre of the floor, towards the "closets" end of the Room, is a small iron wood-carving knife and a scatter of small, broken, fresh eggshell pieces from a total of what would have been six eggs originally.

**108) Arena Staff Room:** Towards the southeastern end of one of the longer, straight, parts of the array of winding passages in this part of the Hall, the 7 ft high (2.1 m) passage approaches a sharp corner, followed by a semi-circular spiral stair up to Room 109. Before the right-angle corner on the lower level, the door to this room is on the left-hand (northeast) passage wall. The room has an 8 ft ceiling (2.4 m), and no other exits. Although there are signs that fitments were once in this room, on both walls and the floor, everything seems to have been removed long ago, and there is nothing significant left. There is an odd, faint smell like fresh orange peel.

**109) Arena Controller's Office:** A short, straight 7 ft high (2.1 m) passage at the top of a semi-circular spiral staircase leads directly northeast to the 5 ft high door (1.5 m) to this square, also 7 ft high, room, which once housed the preparation area for planning and setting-out the various Arena layouts. It once had low (Gnome-sized) wooden counters to separate a smaller area in the south corner, where the door in, and another out to the Arena Control Gallery (110) on the southeast wall, lie, from the rest of the room. This would have allowed spectators to pass through to the Gallery without disturbing the rest of this chamber. Again, as with Arena Staff Room 108, aside from signs that such fitments were here long before, on both walls and floor, this area too is now quite empty.

**110) Arena Control Gallery:** This chamber is a mirror image in shape, size and character to that visible through the windows all along its southeastern wall (Gallery 64 on the far side of the Arena, 66, from here), including the missing seats and wall fitments. The 5 ft high door (1.5 m) on this room's northwest wall nearest its north corner though, has no label on saying where it goes. In fact, it leads to some stairs down, followed by a more or less natural cave passageway that averages 8 ft in height (2.4 m), before turning a corner to the northeast and straightening-up into a more typical 7 ft high (2.1 m), regularly-cut and stone-block-faced passage, with more passages and doors beyond, including to areas 160 and 166 nearby. There are different features in this room beyond this, however. A metal mirror is propped-up against the southwest short wall, and a large rosewood cupboard that stretches from floor to ceiling (thus about 7 ft tall) is attached to the centre of the northwest wall. In the south corner is a 3 ft (1 m) length of rusty iron chain hanging by the wall, which passes through the glass-panelled wall by a small hole, and then attaches to the swing-pull of an iron bell that hangs outside the room, high above the Arena floor. The bell will ring when the chain is pulled, though it is a little stiff at first. There are large dried bloodstains on the northeast wall and floor, suggestive of a fight having taken place at some not-too distant time. Inside the rosewood cupboard are the magical-mechanical controls for adjusting the appearance and state of the Arena, creating or removing obstacles, pits, flooding or emptying it, and so forth (see the Arena notes for some further ideas on what can be done here). Not all the control labels are legible, and some that still are use archaic terms, or inexplicable symbols, which will be unfamiliar to a more modern viewer. Many of the controls seem not to work currently, while others seem not to do what their labels might suggest. Trying-out the controls can have unexpected consequences. GMs may wish to use one of the following half-dozen basic example options, or devise their own events instead: 1) A pit opens in the Arena floor, up to 1D100 ft deep and 1D20 x 2 ft across in size; 2) Walls seal-up all four of the Arena's exits, rising out of the floor (or sink back into the floor if they have already been raised); 3) The Arena's temperature raises or lowers by 10 degrees C per minute until it becomes deadly, unless deactivated; 4) A circuit-breaker in the control panel is tripped, causing one or more large levers to flick violently up or down without warning, potentially causing serious injury to whoever was at the panel; 5) A floor panel opens in the Arena floor, revealing an oak chest that holds an electrum arm-ring decorated with intertwining, serpent-necked big cats, a leather satchel containing 52 gold-coin-like small discs, each with an ouroboros design around its observe edge, and a lightly-domed, circular, piece of amber in its centre, with a roaring lion face on the reverse, and a brown leather sack containing 13 silver ingots; 6) Part of the control panel front falls off, revealing some of the mechanisms inside,

which includes two, foot-long (30 cm), brush-like objects made of silver, which are in contact with a central rod between them, made of a single, dark green, alexandrite gemstone crystal, slightly longer than the brushes, and about an inch (2.5 cm) in diameter. At each end of the rod is a large, pink pearl, connected to the rod by a gold ring. While these items alone represent fabulous wealth, removing this part of the mechanism causes a major malfunction - two of the above deleterious effects happen, and cannot be reversed until the removed items are replaced.

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**143) The Stone Garden:** Off the northwestern side of the winding passages connecting areas 93-109, and approached down a set of steps with an 8 ft high ceiling (2.4 m), this is a long, rectangular area with rounded corners, elongated northwest-southeast, with a ceiling around 20 ft high (6 m). The walls are relief-sculpted with foliage and tree-trunks that extend up as branches right over the ceiling, forming natural arches over the open accessway in the southeastern wall, and around the doorways out to the northwest and northeast. Both these doors have the typical 5 ft height (1.5 m) of many others in the complex, but here, they too are made from bas-relief-sculpted stone to look like foliate latticework trellises - sufficiently different to the walls to highlight they are in fact doors. The floor is covered with a pale grey gravel, except for the central raised area, which is a solid stone platform whose top is about 3 ft (1 m) above the general gravel level, with six short sets of stone steps rising from the gravel to its top. At each end of the raised area is a huge statue of a tree, with a humanoid form emerging from it on the side facing into the long axis of the platform. That to the southeast end is male, that to the northwest female. The upper parts of these two statues separate into leafy branches which continue on into the ceiling decoration, in a remarkably lifelike manner. All the stonework here is a similarly pale grey to the gravel. The vegetation forms seem not to represent real, identifiable plants, and the nature of the stone too is somewhat mysterious. There is an air of peaceful calm about the entire area. Buried among the gravel are: an iron dinnerplate with a crest on its rim, although the emblem - a standing horse - is not recognisably local; half-a-dozen wine-bottle corks; an iron bracket once used to attach a shelf to a wall; a broken-off piece of foliate-decorated mahogany, perhaps from a cabinet; a large, brown feather; two small pieces of floral-sculpted, gem-quality, jade (in two different places); an exceptionally well-crafted gold coronet, with snowflake designs chased into its front surface; a tan-coloured canvas knapsack (empty); and a handful of old Gnome gold and silver coins (again, each coin to be found in a different place). Moving about on the gravel, or searching amongst it, will arouse a semi-dormant, living yellow ooze, which is attracted to body heat, and which anaesthetizes and dissolves as food any bare skin it comes into contact with. Having buried itself below the gravel to hibernate until woken thus, and until starting to attack, it is quite undetectable, as it is able to flow around the gravel-stones without disturbing any. Sluggish at first, heat up to and including magical fire gives it extra strength and energy, although it can be harmed by normal weapons. Such physical attacks are liable to splash parts of it everywhere, however, and it can slowly reform if scattered like this. Cold makes it become dormant, and severe cold will kill it.

**144) Chamber of Contemplation:** Through the northwestern door from The Stone Garden (143), this is an 8 ft high (2.4 m), half-octagon-shaped room. The stone door from 143 has a similarly carved, low-relief, foliate trellis design across its inner side as its outer, and the walls and ceiling here are also sculpted with foliate, tree-trunk and branch forms like those in 143 as well. There are low (Gnome-height) stone benches near all the walls away from the doorway, with a circular, open-centred, ring-bench in the middle of the floor, all of which have more low-relief, naturalistic foliate designs across them. The floor is of plain stonework paving slabs, and all the stone is of the unusual grey type seen in 143. This is a comparably calm area to the Garden, albeit here without the threat of sudden death from a dormant yellow ooze creature. Underneath part of the central ring-bench is an empty, invisible, iron casket.

**145) Bird Room:** This rectangular room is beyond the northeastern stone doorway from the Garden (143). It has a 9 ft high ceiling (2.7 m), and is elongated southeast-northwest. Another stone door on its southeastern wall leads to a flight of steps up, and a passageway to the Oasis Room (146). The stonework here of doors, walls, floor and ceiling is similar to that in Chamber 144, with foliate designs carved over all except the plain floor. In addition, many species of tropical birds have been added into the foliage, again naturalistically, if not always altogether obviously. Many are recognisable local types, others less so, and some are of kinds known modernly to be extinct. The extra bird decorations feature on both doorways and ceiling here, as well as the walls, with some birds over the ceiling portrayed as if in flight. In the middle of the room is a huge, rounded, dome-topped, metal-rod cage, almost tall enough to reach the ceiling, and approximately 10 ft in diameter (3 m). The bases of the metal rods have been solidly fitted into the floor, and inside it are posts and perches of wood. On the side furthest from the door from the Garden is a locked mesh door into the cage, of a size that even a Gnome would need to stoop to pass through. This looks to have been an aviary at some earlier epoch.

**146) Oasis Room:** An 8 ft high (2.4 m), "L"-shaped passageway leads southeast up a flight of stone steps, then turns northeast at their top, to reach this Room from the Bird Room (145). The passage and steps are made of the same grey stone, and with the same low-relief, foliate, tree and branch carvings as are found in all the areas from the Stone Garden (143) to this point. The outer side of the stone door from 145 has trees and birds on it, and although the usual dense tree and foliage cover designs persists to the top of the stairs, the passage decoration after that changes to a more open, savanna style landscape, with fewer trees and more tall grasses and lower shrubs. Towards the northeast end of the passage, this decoration shifts still further towards a drier ecosystem, closer to a true, nearly vegetation-free, desert. The outer side of the 5 ft (1.5 m) stone doorway into this Room, has a solitary date-palm tree on it, alongside its open, desert landscape. Inside, the door, wall and ceiling decoration is like that of a desert oasis - an open desert landscape with nearby scattered date-palms. There are eight, irregularly shaped, Gnome-sized, stone benches in here, forming a rough circle midway between the walls and the middle of the chamber, each one shaped like a differently-formed, gently-curving, curlicue, or perhaps like undulating, small sand dunes, or even individual flames within a fire. The ceiling here is 9 ft high (2.7 m), and the floor is of plain, flat flagstones.

### The Unexplored Hall

Further from the Village area is that great majority of Dendorlig Hall that the returning Gnomes have yet to investigate. These areas are described below in numerical order, although the sequence initially has a couple of breaks, since the explored parts have been detailed already. The areas below thus include areas 67-92, 111-142 and then from 147 through to 360. As before, unless noted, ceiling heights in all these places can be assumed as around 6 to 7 ft (1.8 to 2.1 m), with 5 ft high (1.5 m) doorways and entrances.

**67) Small Arena Preparation Room:** Beyond the Arena's (66) larger southeastern door, a 7 ft high (2.1 m) passage runs northeast into the south corner of this rectangular room, elongated on its northwest-southeast axis, and which has a similar height. There is an empty rosewood weapon rack on the southwestern wall, similar in size and character to that in the Arena. A well-hidden secret door gives access to the adjoining Preparation Room (68) through the northwestern wall. Along the floor by the northeastern wall, and in a parallel row down the middle of the room, a careful search will show a line of concealed floor panels, each about 18 inches square (45 cm x 45 cm). There are 40 in total. Each can be easily lifted off once spotted (it is mostly dust and minor fallen debris that hides them), revealing a shallow storage area under the floor. Most contain an unfastened, iron, lidded box, about the same size as the hole, though six of the holes are empty. Four of the boxes that are still in their underfloor holes contain items. One has a small leather pouch with two rose quartz gems in. Another has a similar pouch with what were several copper coins, now fused together in a verdigris lump. The third has a plain bone scroll tube, which has a magical scroll of protection against diabolic creatures, while the fourth contains an iron short sword with a lion-leather handle, sheathed also in lion leather. This sword is in remarkably fine condition, as it is magical, and has an specially strong charm against fiery creatures. Its character and weighting suggests it was made for a

Human-sized combatant, rather than a Gnome. Spending more than a few minutes examining this room, especially if this includes lifting any of the floor panels, will cause one or more spectral forms to manifest. These have only vaguely humanoid forms at first, although all are larger than typical Gnomes. If the searching persists, up to three of these forms can manifest more fully as undead spectral creatures, capable of attacking and harming living beings.

**68) Large Arena Preparation Room:** The larger northwestern Arena (66) door leads to a passage northeast into the western corner of this rectangular room, elongated southwest-northeast, with angled walls narrowing close to its northeastern end, as they funnel towards another open passageway into Annexe 69. Ceilings throughout here are around 7 ft high (2.1 m). There is a large door, similar to that from the Arena, where the angled wall begins in the Room's southeastern wall, leading to Chambers 71 & 72. A well-hidden secret door to Preparation Room 67 is in the same wall's southern corner. Two narrow metal pillars stretch from floor to ceiling in the middle of the room. While each is around a foot in diameter (30 cm), neither would be strong enough to support the ceiling, especially with only a pair, making their function in this area rather obscure. There are the broken remains of what was a stone bench of some kind lying by part of the northwestern wall near the more southwesterly pillar. A pair of spectacles, Gnome-sized, designed for close-work or reading, can be found near the southeastern wall's door, by a small sack of charcoal. Should some further spice be required, up to nine giant fire beetles may be encountered here, or in any of the unobstructed, connected passageways off this Room. They have unusually blue-green bioluminescent patches, not the commoner red variety.

**69) Arena Preparation Room Annexe:** At the end of the passageway northeast from Room 68, and in a somewhat squarer, more condensed form, of its shape, this area seems simply a separated extension of Room 68, sharing its 7 ft high (2.1 m) ceiling. A 5 ft high (1.5 m) door is on its northwestern wall, near the north corner, where a further 7 ft high passageway opening leads into area 70. The door provides access to more passages, leading eventually to areas 110, 160, 166 & 167 in various directions. The door handle is unusually ornate, with snaking, foliate designs over it, and in each corner of the doorframe is a metal panel, similarly decorated. More, identical, decoration can be found on the other side of the door too. This Room is otherwise empty.

**70) Corner Angle:** Seeming less a room, and more an angled broadening of the passageway between Room 69, Plaza 167 and the corridor lined with doors to areas 175-180 and 182-186 in the Khy Row area, it also retains the 7 ft (2.1 m) height of the passages in and out. The passage out, and those connecting with it, have floors tiled with 6-inch (15 cm) square stones of alternating black and white marble paving in a chequerboard fashion, all of which are in surprisingly good condition. An empty mahogany barrel stands by the west wall in the angled section of this area, while the southeastern wall is covered with a faint, fine tracery of silvery cobwebs, all attached to the wall, and which sparkle in any light. Even a slight touch is enough to destroy great patches of them, however.

**71) Sunken Chamber:** The broad, southeastern door from Room 68 leads to a 7 ft high (2.1 m) passageway only slightly wider than the door, which passage runs southeast to a 5 ft high (1.5 m) door on its southwestern wall near its southeast end, while a broader passageway curves off to the northeast and this Chamber, about halfway along the narrow route. A set of railed, stone steps leads down to the floor of this room though an open 6 ft high rounded archway (1.8 m), around 3 ft (1 m) below the floor level of the passage in. Two more identical sets of railed steps and arched entryways lead up to another passage out on the wall opposite, and a shorter passage in the southeastern wall which has an apsidal ending and a round-arched ceiling. On the northwestern wall, two semi-circular steps lead up to a platform about 1 ft (30 cm) above the floor. The ceiling has a hollow, pyramidal shape, with a central point above the middle of the room which is about 13 ft (4 m) from the floor. The southeastern apsidal passageway has been crudely painted - or splashed - with various shades of red paint at different long-past times, all across its floor, walls and ceiling. The colouring and nature of the work makes it look like blood at first. In the eastern corner is a high rosewood stool, and a damaged, empty, metal brazier is in the west corner, above which latter, and across both walls of this angle, is a crudely-chalked image of an elk-like creature with broad antlers. In the south corner is a low, square, iron table. The furniture is all of typical Gnomish size.

**72) Upper Chamber:** Through the 5 ft high (1.5 m) door at the end of the narrower passageway leading southeast from Room 68 is a 6 ft high (1.8 m), though similarly narrow, passageway, which passes below Chamber 72, then curls around 180 degrees upon itself anticlockwise at its end, in an ascending spiral staircase, at the top of which is another 5 ft high door. This leads into the Chamber itself, a large, square, 6 ft high, room, with a broad, though still only 5 ft high, door on its northeast wall, and a set of descending steps at the start of an open, 6 ft high, passageway on its southwest wall. When on either side of the entry door, or while in the Chamber, an occasional odd sneezing sound may be heard. Heavy spiderwebs festoon the western half of the ceiling and upper walls, extending into the open stairway passage to the southwest. At least three large spiders with a mildly poisonous bite are nesting here. Five broken metal hooks form a roughly 2 ft wide (60 cm) pentagonal shape in the centre of the ceiling, and partly hidden by the webs on the northwestern wall is a torn, wood-framed, painting, bearing the name "Xelan the Sage" in old Dwarfish runes in a cartouche in the lower centre of the frame. The figure in the portrait is seated in what could be a study, but the upper part that showed the face has been ripped away. On the southeast wall by the door is a short line of brown-painted runes, scrawled like graffiti. The runes are oddly-shaped, similar to what some of Malajuri's Orcs use, though none doing so are known to live anywhere near Mount Dendorlig. The name they spell out appears to be the same as one of those reading it.

**73) Lower Upper Chamber:** The stairs down from Chamber 72 lead into this square room, which is also 6 ft high (1.8 m). The spiderwebs from Chamber 72 continue down the stairs and over much of this Chamber's upper half as well, so the large spiders from 72 may be encountered here instead. The Chamber has no other exits, and there are only the webs (and possibly spiders) here to find.

**74) Octagonal Upper Chamber:** Accessed through the broad, 5 ft high (1.5 m) doorway northeast from Chamber 72, this room is a northeast-southwest elongated octagon, with a flat, 6 ft high (1.8 m) ceiling. A loud clicking noise can be heard in the room from time to time, from an unidentifiable source. The south wall has some very old dried bloodstains on its lower part. By the lower part of the opposite wall is a small pile of rubble, below where part of the ceiling and upper wall facing-stone has broken away and collapsed. However, this is an illusion, as the room is actually quite intact, and the "rubble" is really an iron chest containing a mixed cache of very old Gnome coins in different precious metals.

**75) Crossway Chamber:** A square, 7 ft high (2.1 m) room at the end of the northeast passage from Sunken Chamber 71. A 6 ft high (1.8 m) broad door is on its northeast wall, into Room 83, with open passages out from two other corners, each of which is 7 ft high. The northwest passage leads to Chamber 76, while the southeast one runs as far as a 5 ft high (1.5 m) door to Hall 77. There are indications from marks and scrapes on the floor and walls that some larger object or objects once in here have been removed relatively recently.

**76) Round Chamber:** An enclosed, circular room with a gently domed ceiling (8 ft high in its centre, 2.4 m), at the northwestern end of the 7 ft high (2.1 m) passageway out of Chamber 75. Opposite the entrance is a curving metal bench that conforms to the room's shape, elaborately made, with curling foliage and floral designs all over it, and around 10 ft long (3 m). It is of suitable height for Gnomes to sit on, and an iron flask containing a rare spice lies on the bench-top. A worn-down grindstone is propped-up by the northeastern part of the wall.

**77) Great Sunken-Centred Hall:** This is a large, rectangular room, elongated northeast-southwest, and 9 ft high (2.7 m). Its central section has two sets of stone steps leading down into a large, sheer-sided pit 10 ft (3 m) below the general floor level. Both sets of steps end in mid-air, some 6 ft (1.8 m) from the bottom of the pit, which pit is empty other than this, though there are small, open, drainage holes in a line towards the southeastern wall, as it was once a swimming pool. There are concealed inlet pipes, again in a line, about a foot (30 cm) below the main floor level on the northwestern wall in the pit area. All the floors and walls

here, including those across the whole sunken area, the steps in it, and the undersides of these steps, are glaze-tiled, each tile about 6 inches (15 cm) square, and of a white, ceramic nature, each with green foliate designs over its surface, all of very good quality. The ceiling, while not tiled, has similar green foliate and floral designs painted all across it as well. There is a 7 ft high (2.1 m) opening in the northeastern wall, leading to a 9 ft high passageway northeast, with a narrower, 5 ft (1.5 m) high, rounded arch partway along to Chamber 81, and a pair of 5 ft high doors to Rooms 80 & 82 before the arch when leaving this Hall. The walls and floor up to the arch are also glaze-tiled, and the ceiling painted with similar green designs, though the doors are of the usual wooden type. Within the Hall are concealed accessways to areas 78 & 79. That to Room 79 is easy enough to open, but is hidden because its edges perfectly match the lines between tiles, and there are no obvious hinges, or a handle, on the Hall side, so it needs careful searching to locate. It is 5 ft high. The secret door to area 78 is trickier to find, as it is only 2 ft square (60 cm), and its lower edge is set some 4 ft above the floor (1.2 m). Once found and opened, doing so also opens three shallow foothold "steps" in the tiled wall directly beneath it, assisting with access, particularly for Gnomes. Scattered in various parts of the Hall are a brass spyglass, a small bottle of green ink, a total of 9 iron caltrops, and several bone fragments (including teeth) of both animals and humanoids. On the northeastern part of the northwest wall, beyond the pit when approaching from the access passageway from Chamber 75, and about 4 ft above the floor, four broken metal hooks are fixed into the wall tiling.

**78) Hidden Shrine:** Once the 2 ft square (60 cm) secret door 4 ft (1.2 m) above the floor of Hall 77's southwest wall has been opened, a short, also 2 ft high, squared tunnel leads southwest into a 6 ft high (1.8 m), rectangular room, elongated northwest-southeast, which has concave-rounded corners where its northeast wall meets the two side walls. There are two half-round pillars set into the southwest wall, with a 3 ft high, round-topped archway (1 m), not quite centrally between them, leading into a small, 4 ft high, rectangular annexe beyond the main Shrine room. Both rooms are decorated with painted, flowing, watery patterns in blue and green, some flowers and foliage, along with a number of unusual (either mythical or extinct) water creatures, over the stone floors, walls and ceilings throughout. A distant slamming sound may be heard in the main chamber, usually only once per visit. On the floor in the south corner of this larger room is a medium-short, rusty iron cage, with a knotted mat in its base. In the middle of the northwest wall, about 4 ft above the floor, is a square bronze mirror, roughly 18 inches (45 cm) across, hung diagonally as a diamond shape. A single piece of gem quality, deep blue lapis lazuli, carved into the shape of an urn with water streams flowing out from its top and down either side of the urn, has been placed in the centre-top angle of the wooden frame. The mirror conceals a diamond-shaped wall-cupboard (the hinge is to the top left side of the mirror, and the mirror needs to be held open to access the cupboard). Inside is a fine canvas bag, embroidered with the design of a water urn and flowing streams, just like the lapis lazuli decoration, but larger, and picked-out with blue and turquoise silk thread. The bag contains five circular gold discs, embossed like coins, again with the flowing water urn design on one side of each, and a woman's head in full-face view on the other, inscribed "DENDORLA" in old Gnomish runes. Each disc is about three inches in diameter (7.5 cm). Also in the bag is a pair of gem-cut rubies. Although there are no physical guardians here, the Hidden Shrine is under Dendorla's protection, so deliberately stealing from it, or doing damage to any part of it, will bring serious consequences later.

**79) Changing Room:** The tiled-wall hidden door on the northwest wall of Hall 77 provides access to this small, rectangular, room. It has a 6 ft high (1.8 m) ceiling. A series of closed, locked, wooden cabinets, each about 18 inches tall (45 cm), a foot wide and deep (30 cm), is stacked in three vertical rows along each of the longer northwest and southeast walls, each door with a key in its lock. At either end of the room is a yellow-upholstered, Gnome-height couch. All the lockers are empty.

**80) Control Room:** Shortly before the archway in the passage northeast from Hall 77 towards Chamber 81, the right-hand of the two 5 ft high (1.5 m) doorways leads into this small, rectangular room, where there are controls to empty, fill and heat the swimming pool in Hall 77, which are attached to the southwest wall. All are clearly labelled, although not all the labels are as clear as they once were, written using old Gnomish runes. None of them work properly at present, although the heating controls have developed a magical fault. Tampering with them may cause a sudden blast of fiery heat all across the base of the sunken area in the Hall, about 8 inches above the floor there (20 cm), causing damage to any living tissue in that region at the time. In the middle of the southeastern wall is a lifelike painting of a forward-facing cougar's head.

**81) Communing Chamber:** A large, square-plan, area with an angular, but somewhat asymmetrical, annexe off its eastern corner, this Chamber is also the easternmost part of Dendorlig Hall. It can be accessed by two 9 ft high (2.7 m) passageways from areas 77 and 92, to the southwest and northwest respectively, each of which passes through a 5 ft high (1.5 m), round-topped, open archway in the passages shortly before they lead into here. Each pillar supporting these passage archways, to the point where the curves meet in the top-centre of the arch, is carved in low relief with entwined draconic, and living, vaguely humanoid creatures, of rock, perhaps of some primal, elemental, type. The pillars and arches, with the short stretches of passageway beyond them into and across this entire Chamber, are faced with a spectacularly shimmering, silvery-white marble, whose surface looks almost like smooth frost, or sugar-icing on a cake, such does it gleam and sparkle in any light brought here. Mysterious, though not unpleasant, cool breezes can be noticed within the Chamber itself at times, along with a curious scent which seems a mix of the freshest mountain air, and the dusty musk of fresh rock flour. The walls curve-in slightly towards their tops, creating a somewhat flattened hollow dome shape to the ceiling, whose central height is about 25 ft (7.5 m) above the floor. This ceiling shape flows into a gently barrel-vaulted form over the eastern annexe, whose highest line is roughly 18 ft (5.5 m) above the floor there. Across much of the ceiling is a huge, low-relief carving of a great flying dragon in a curling form, whose head is in the centre-top of the main Chamber's dome, and whose tail extends into the end of the eastern annexe, reaching the break of slope there where the ceiling meets the wall. Its head is in profile, so only one eye can be seen, but that eye is inlaid with a gem-quality piece of carved jade. Striding across the floor is an equally gigantic form, again carved in low-relief, of a vaguely humanoid, chunky, rocky being, posed as if emerging from that same eastern annexe's floor. Its full-face-view head is in the centre of the floor, directly under the dragon's, and its eyes are made from apparently identical-twin tiger's eye gems. The room has a distinctly magical aura. A careful search among the carvings may discover name-captions for the pair, in Gnomish runes that have been cunningly worked into the dragon's scales and the elemental's craggy rock-skin. For those able to read old Gnomish, the dragon's caption reads "Galzieth", while the rock-creature's reads "Ergo". In this Chamber, it is possible for those of sufficient understanding and wisdom, ideally of Dendorlig Gnome descent, and with an especially intractable problem or question, to enter a trance (providing all is quiet nearby), and contact either Galzieth or Ergo for assistance. While not specifically tied to the Hall or its Gnomes, both creatures are linked with Dendorla - some ancient texts suggest they may be manifestations of aspects of Dendorla - as Galzieth is The Dragon of the Mount Dendorlig central peak, while Ergo is the living embodiment of the elemental power of the mountain. Both had past favourable associations with the Dendorlig Gnomes, hence their being featured here. Beyond the possibility of providing advice, the pair may gift deserving querents with one of three highly magical items, which will materialise in the annexe, if so. The first appears as a sparkling crystal jar, with a delicately perfumed liquid inside. Applying a few dabs of it (as if it were very expensive perfume) will enhance any spellcaster's magical abilities for the following 24 hours, or until the perfume is washed-off. Spells have greater range and power, last longer, or are not forgotten when cast, for instance. In addition, the wearer also gains a beneficial aura for all close interactions with any living creatures that have a functioning sense of smell. Only one person in each 24 hours can gain these benefits. The second item is a burnished steel, full suit of plate armour, that always fits the chosen wearer. It is highly magically protective, and virtually indestructible. It also shimmers with a sparkling, silvery gleam that makes it hard to see exactly where the wearer is, for those attempting to physically harm them who rely on sight to do so. On command, the wearer can have both armour and wearer become invisible as often as needed, becoming visible again only when they wish, or if they make an attack. Even the vague pseudo-shadow normally cast by things that are invisible when in bright light, is harder to spot than normal. The third item is a dinner-plate-sized electrum chalice. Any impure food or drink (including poisons) placed in the

chalice becomes instantly wholesome and safe to consume. Water placed in it to clean injuries acts as a magically-strong healing elixir, and drinking water from it will cure virtually any ailment, or neutralise any ingested poison. Once the problem for which help was sought is resolved, these items vanish away back to their owners. Should anyone try to damage this Chamber, deface its contents and decoration, or steal any of the gifts, either Galzieth or Ergo, or both, will appear immediately to resolve the matter, remembering they have the full magical might of the mountain range here behind them.

**82) Abandoned Room:** Taking the left-hand 5 ft (1.5 m) high door before the archway in the passage northeast from Hall 77, opens into another passageway, this time lower, at only 7 ft high (2.1 m), which kinks around in two right-angle doglegs, before opening out into this room, which shares the same ceiling height. The air here smells rather stale and dusty, and there is a lot of dust over the floor in general. Two open exits, again of similar heights, lead out of here directly into areas 83 and 86. There are tracks in the dust over the northwestern part of the floor between these two exits, apparently made by several small - Gnome or Goblin-sized, perhaps - bipedal, humanoid, shod feet, and several clearer, bare footprints, made by either an unusually large Human or Goblin, or possibly a small Ogre-sized creature. The bare footprints are more recent, and are seen heading towards area 83 from 86, and back towards 86. Depending on circumstances, as the GM may require, noises may be heard coming from area 86 (see that room for why, if so).

**83) Room of Death:** A square room immediately off the western corner of Room 82, and with a comparable 7 ft ceiling height (2.1 m). Another open exit by the north corner leads straight into Long Room 84, while a broad, 6 ft high (1.8 m) door on the southwest wall, goes into Chamber 75. There is an unpleasant smell in here, a mixture of blood, animal and something else, probably something dead. By the northeast wall, towards the open northern exit, a small, locked, iron cage is suspended about a foot (30 cm) below the ceiling by a short chain and an iron hook in the ceiling. Below this, partly fastened to the wall still by bent metal manacles, are the half-eaten remains of an Ogre of unusually small stature, and which has clearly been dead for some time. In the west corner are the bodies of two more recently-killed black bears (if the GM requires - see Room 86 - these can have been very recently killed), one at least probably by magic. By the southeast wall is an old, torn mattress. In the bottom of the cage is a purple cloth drawstring bag containing a number of old Gnome gold, silver and copper coins, and a leather-wrapped, silver, Gnome-sized, coronet that has a line of rubies cut into heart-shapes arcing over its raised front plate. Lying loose beneath the mattress, and apparently spilt from inside it, is a ridiculously large number of very tiny gold coins of Malajurian Dwarf manufacture, and a gold chalice, again in a local Dwarf style.

**84) Long Room:** Entered directly through an opening in its south corner from Room 83, this chamber is a northwest-southeast elongated rectangle, once more with a 7 ft high ceiling (2.1 m). An open exit leads to a brief passage northwest to Room 85, which has its northern wall angled, not square, to either room. A distant slamming sound may be heard in here occasionally. On that angled north wall between this Room and Room 85 is hung a coiled rope with a frayed end (it is about 47 ft - 14.3 m - long, should anyone wish to check). A substantial, warped, wooden chair lies on the floor below this rope. Apart from an area within a yard/metre or two of the opening from Room 83, the floor here is quite deeply covered with dust, including over the chair and the hanging rope. Under the chair, and obviously undisturbed for a very long time, is a Dwarf-sized metal mug, bright and very shiny, yet made of neither silver nor steel, and which has a mildly magical aura. Eight small beryl gems are set around the mug's outside, in a line towards the top, and there is an etching of a standing buffalo on one side of it. Beside this is a six-inch (15 cm) tall, ivory statuette of a classical chimera, carved very crisply in a Malajurian Dwarf style.

**85) Press Room:** Last in the connected western line of rooms beginning in Room 82, there is no further exit from this chamber, which once more has a 7 ft high (2.1 m), if especially flat, ceiling. There is though a shallow alcove in the middle of the northwest wall, and also a narrow, rusty iron, linear plate along the line in the ceiling of the open entryway from Room 84, just on the passage side of the opening. Another identical plate is set directly beneath it on the passage floor. The floor in this Room is remarkably dust-free, by comparison with some of the other chambers nearby, especially Room 84. There is a faint scent of machine oil in the air. Stepping into the northwestern alcove activates the mechanism here. A wall slides down from the ceiling, blocking the entryway from Room 84 on the passage side, and then the whole ceiling in this Room, except above the area occupied by the alcove, begins to descend. It takes several seconds to do so, finally slamming with some force into the very level floor. After a few more seconds, the ceiling rises again, and once back to its normal height, the wall slides back up, allowing free access. Above the ceiling on the alcove side at least, is solid stone, or a solid stone wall, preventing access out of the alcove once the ceiling has descended, until it rises. Contrary to expectations, this is/was a working mechanism for pressing flat sheets of metal, not a trap.

**86) Searching Ogre:** The northern opening in Room 82 leads straight into this chamber, a southeast-northwest elongated rectangle, with an unusually broad, 6 ft high (1.8 m) door in the middle of its farther, northwestern, wall to Chamber 87. The ceiling here is 7 ft high (2.1 m). There is a maplewood barrel by the southeast wall, to the right of the entrance, and a Gnome-sized, cedar bedframe halfway along the southwestern wall. Lying on the bedframe is some dressmaker's chalk and a total of 11 large, dead bugs, each oval in shape, shiny black, and about two inches (5 cm) long. A concealed floor panel towards the northern corner of the room hides an iron box, locked and without a key, inside which is a brown canvas knapsack, holding a large number of old Dwarf copper coins, with a much smaller number of silver ones mixed in. In the maple barrel is a green leather rucksack with a huge number of small, old Dwarf gold coins inside, mixed here with some silver, electrum and copper coins too. Buried among all of these are three gem-class aquamarines. Depending on GM's preference, there are several options that might be utilised here, drawing on the noises that may have been heard in Room 82 earlier. One is a small pack of up to eight large rats foraging (these are distinctly bigger than normal rats, though smaller and less dangerous than giant rats, for all some may carry a bite-transmissible disease as well). Another is an Ogre, albeit one with significantly greater intelligence than most such creatures, who can use some magics. Having discovered the Ogre remains in Room 83, and dealt with the bears that were feasting on the remains, this one is still hunting for clues as to why the Ogre had been chained-up and by whom, and possibly also some treasured items the dead Ogre had been carrying. If this Ogre is present, there is a good chance the items in the maple barrel have already been secured by it. For a stronger threat, this Ogre may have its pet pack of large rats with it, or it could be instead that this is an Oriental-style, more powerful, magic-using Ogre.

**87) Nightmare Chamber:** Through the very broad, 6 ft high (1.8 m) door northwest from room 86, this is a square chamber with a 7 ft high (2.1 m) ceiling, and an opening into a 6 ft high passage heading northeast from its north corner. Various items are scattered over the floor, including another 10 dead bugs like those found in Room 86. The remaining items are: a small cloth bag of crushed, dried, aromatic herbs; a small bottle of silvery ink; another, though empty, bottle, this time made of opaque, white glass; and a 15 ft length of rope (4.5 m) with both ends torn. On the northwestern wall, to the left of the doorway, a name has been carefully chiselled into the stonework, in characters only used for an ancient draconic language. The name is similar to one member of the party's, if the writing can be read, although reading it aloud releases an undead black horse with eyes of fire and burning hooves, a malevolent creature that will make several vicious attacks against its "rescuers", before vanishing in a sulphurous cloud. When it appears, it bursts forth from the wall, leaving a small cavity behind and rubble strewn on the floor. In the cavity after it has vanished, a small pile of ancient silver coins can be found, of ancient Human make, with a pair of moss agate gemstones, and a pair of red spinels.

**88) Small Chamber:** On the left wall of the 6 ft high (1.8 m) passage northeast out of Chamber 87 are two small, 4 ft high (1.2 m) doors, before the passage broadens out and becomes a triple crossway. This is the room behind the first of those doors. The room itself has a 5 ft high ceiling (1.5 m), and appears to have been used over an extended period for storing - or disposing of - junk. There is in here: a dented bronze lamp; scraps of fur and hair in little bundles, each one tied with a piece of faded green ribbon; five small, broken, pale brown, eggshells; an intact, plain, off-white, ceramic water pitcher; a wooden pick-handle, but

no head (it seems never to have had one affixed); an old oak cane which shows clear signs of having been carried regularly by a dog, judging by the central location and nature of some repeated teeth marks; a rusty iron, jewellers hammer-head, but no handle; a blunt and bent, leaf-shaped, bronze spearhead; a scatter of dried, hard and very wrinkled objects that were once items of food, including a few still almost-recognisable pieces of fruit; a total of eight unused, sometimes still rolled, or partly rolled, bandage strips; a broken sleeping-pallet (by the southwest wall); and a small, rusty, iron bell, attached to an equally rusty 3 ft length (1 m) of iron chain, which is suspended from two ceiling hooks - the chain looped over the hooks a couple of times - in the west corner.

**89) Smaller Chamber:** Behind the second 4 ft high door (1.2 m) in the northeast passage from Chamber 87 is another 5 ft high room (1.5 m), though less full of old items than its neighbour (88). Here, there are only some smears of long-dried blood on the walls across the northern corner, a hank of twine hanging from a hook on the northwest wall (it is some 36 ft long, 11 m, should anyone care to examine it), and an empty rosewood barrel by the southwest wall.

**90) Bloody Chamber:** At the northeast end of the passage northeast from Chamber 87, it broadens out into an irregular shape, with a curving northern corner, from where more passages run northwest to the Grand Emporium, 180, and beyond, and southeast to areas 91, 92, 81 and beyond. Where the passage opens out, on the southeast wall, is another unusually broad, 6 ft high (1.8 m) door, leading into this room. The room is a large rectangle, with its long axis aligned southeast-northwest, and it has an unpleasant, mildly metallic, tang to its rather stale air. On the central floor of the room are many areas of long-dried blood. Just inside, to the right of the doorway by the northwest wall, is a small, broken vat, made of wooden staves with iron-hoop supports, some of which staves are missing. In the middle of the southwest wall are the smashed remains of an old ceramic water basin, at typical Gnome-use height. It is quite dry and there is no running water to it currently. All along the short southeastern wall is a granite table, again of Gnome-use height, fitted into the walls, and open underneath except for some wooden support legs. The room has a 7 ft high ceiling (2.1 m). In the surviving part of the vat is a purple cloth satchel with a scatter of low-denomination coins, mostly copper and some silver, of very ancient Malajurian Halfling manufacture. There is also a small scatter of small, oddly shiny, metal needles, on the floor away from the wall side of the vat, some of which, most surprisingly, still have their original poisonous coating active and effective. These were originally shot from a concealed wall panel above the vat, triggered long ago by what seems now only a loose flagstone on the floor here. The trap is no longer effective.

**91) Secret Armoury:** After the 6 ft high (1.8 m) passage out of Chamber 87 turns southeast, past the door to Chamber 90, sometime later it turns again through a right-angle to the southwest, and a junction with a cardinal-angled passage leading to Chamber 81 and Alcove 92. On the southeast end wall at the turning is the well-concealed secret door to this room, a 4 ft high (1.2 m) opening hidden among the usual wall stonework, with the chamber beyond it small, square and around 7 ft high (2.1 m). The only things in here are empty rosewood weapon racks attached all along the southeastern wall.

**92) Statue Alcove:** The passageway past the hidden door to the Secret Armoury (91) runs into a junction with a narrower, east-west, passage that leads east to Chamber 81, and west to this area. The narrower passage is still some 6 ft in height (1.8 m). The Alcove is a rounded, slight enlargement, ending the passageway, of the same height and character as the passage. In the circular area is a broad, though quite low, statue set upon a round plinth. The statue is beautifully and realistically carved from what seems to be a single, huge, piece of gem-quality jet, into the form of a flock of numerous ravens starting to take flight from a rocky landscape with tussocky grass. The number of birds depicted cannot be told, as there is a mild magical aura about it that prevents this - even attempting to mark each one in some way will not work, as the marks, no matter how they were made, simply vanish a few moments later, typically when no one is looking at that particular mark. Gazing at the statue quietly for more than a few moments begins to give the impression of being outside and hearing the cries of the birds. Indeed, there are old Gnome tales that such statues were sometimes used to pass messages magically and instantly between widely-separated communities of Gnomes and Dwarfs this way once. There are a number of small, though extensive, cracks in the stonework of the Alcove's southern wall, extending over part of the ceiling nearby. Scattered in the narrow ring between the statue's plinth and the surrounding walls in the Alcove are the following items: a walnut walking cane with a handle carved in the form of a standing raven (this is propped-up against the wall west of the statue, so behind it as initially viewed from the corridor side); a turned-wood drinking beaker, engraved with a raven in flight on one side; a small leather pouch with straps holding in place three lockpicks inside it; a pair of D6-shaped bone dice; four large rat teeth and fragments of a large rat's skull; six connected iron chain links, about a foot long (30 cm) in total; and the top of what was a metal tripod brazier, whose legs have been broken away and lost, as they are not to be found here.

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**111) Pegasus Club - Secret Props Storeroom:** One of two so-far undiscovered secret doors off one of the winding passages linking areas 93-109 and 143 leads southwest into this 7 ft high (2.1 m), "L"-shaped, passage-like room (its original function is unclear, although a room is more likely). The secret door opens at ceiling height in this room, and is less than 2 ft high (60 cm), so is rather awkward to use. Another, though rather more normally-located and sized, secret door leads out of the other end of the "L" southeast into a passageway to areas 112 & 113. The air in here is very still and stale. There is an astonishing number of items crammed into this area. Below the northeastern secret door is what seems to be a shallow puddle of dirty water, about 18 inches across (45 cm). This is actually a living creature, one of the many types of mobile slime- or ooze-creatures found in subterranean locations from time to time. It has been waiting for something to eat for a very long time, so is rather sluggish. Touching it with bare skin rapidly causes paralysis for the toucher, and the creature can feed on any living flesh or bone that is on or within its substance, dissolving it quickly with acid. Once it has fed, it will be mobile again, and better able to hunt as an ambush attacker. There were once others of its kind here, though it is now the sole survivor. It is attracted by light, and is impervious to heat, cold and most physical attacks, unless they are magical, although it will take some damage from even normal fire if applied directly to it. Nearby on the floor is a strip of leather with one end in the "puddle". This is a fully intact, magical sling weapon, made from pegasus' hide. As a sling, it is especially effective when a shot from it strikes a constructed golem creature. Also lying on the floor with one end in the "puddle" is a clear glass jar containing a smoky red liquid, which has a metallic scent and taste. It is type of oil that once it dried in air, begins to smoulder and smoke, and will then burst into flames. Best applied thinly, its is used primarily for stage effects. By the northwest wall, a short way into this section of the "L", is a rosewood box, with a bold carving of a dragon in flight on its lid. Inside is a red leather sack containing what seem to be small amounts of coins of various denominations in platinum, gold, electrum, silver and copper, but which are really cleverly painted base-metal discs instead, used as stage money. Also in the box is a pair of mock-ivory (painted wood) D6-style dice, a large green gemstone that seems to be a peridot, which is really green paste instead, a small blue-painted wicker basket, and a small iron crowbar. On the southwest wall facing this southwest-northeast section of the room is a mounted tiger's head. Hidden in the back of this stuffed head is an elaborate "electrum" bracelet, with numerous "gold" charms hanging from it on chains; in actuality, it is all made from gold-painted brass, although in quite good condition, and not easy to identify as such at first. Around the corner of the "L", and almost blocking this northwest-southeast section, is a high-backed oak throne, on the seat of which is the bloody, severed head of a Gnome, in a badly-dented bronze helmet. The blood seems a very fresh, bright red, as it is really paint, while the "head" is a cunningly-designed fake made from painted rubber, and the "helmet" is painted card and papier-mâché. Scattered on the floor behind and beside the throne are a blunt metal spearhead, a bent and dented "bronze" breast-and-back-plate (painted card and papier-mâché again), a large pile of (papier-mâché and paint) "bones" of various kinds, a set of giant-sized wooden teeth, a genuine bronze bowl (somewhat corroded), and a reddish pouch containing 21 genuine old Gnomish platinum coins. In the numerical sequence as listed in these notes, and for all there is nothing to confirm it in this room, as the room's title above indicates, this is the first part of the Pegasus Club to be described, formerly a place of entertainment of many kinds, somewhat akin to a modern nightclub. The description of the main

Club room (area 113) has more details, and the full list of Club places here includes areas 111-118 and 133-142 inclusive. Pegasus Square (119) is also related to the Club.

**112) Pegasus Club - Trapped Props Room:** Another "L"-shaped room, in form and size, a mirror-image of the Secret Props Storeroom (111), except that it has only a single, ordinary, 5 ft high (1.5 m) door on its northwestern end wall. Although once used for a similar storage purpose to Room 111, this area now is much less cluttered. An empty birchwood shelf-rack is by the southeastern wall, facing the doorway, and a tall bronze mirror in quite good condition in a wooden stand, is around the corner towards the northwestern end-wall. Above the mirror, hung from a ceiling hook, is a medium-sized, locked metal cage, in which is a white cloth rucksack containing a magical, bejewelled object, Ra'kuur's Mighty Tiara. This object is made from platinum, with 14 opaque, red-and-white banded sardonyx gems set in it. It grants its wearer the ability to read and understand magical texts, and ordinary texts written in any language. The cage is trapped, such that if it is opened without its own key (long lost), bent or damaged, a cloud of red acidic gas will be released into its immediate vicinity, causing physical damage, and possibly even death, if inhaled. The trap only operates once. Spread out on the floor in the right-angle corner of the room is a torn and stained blue carpet with dark yellow abstract designs upon it. Pulling the ceiling hook from which the cage is suspended sharply and firmly down, releases a secret panel in the ceiling near this angle of the room, dropping a pair of rolled and tied tiger-skin rugs onto the blue-and-yellow carpet. Unless a command word is spoken to prevent it, these rugs will quickly swell and animate into real tigers for the following ten minutes. Their command words are embroidered in ancient Elvish characters on the underside of each skin. The tigers can animate like this once per day on command, or they can be set to animate when released from a particular spot, as here, using a third command word embroidered on both skins. Below the blue-and-yellow carpet is another concealed panel, this time in the floor. Inside is an iron trunk with a locked padlock. It is essentially immovable, as it contains 200,000 copper coins from a huge range of cultures, places and times, all in remarkably fine condition. Some of the stains on the carpet can provide clues that this room is sometimes used by a group of itinerant ghouls, who come here to feast. At GM's preference, up to all nine members of the "tribe" might turn-up, or be here already, equipped for another feast. They might be led by a ghoul-king, a more cunning, intelligent, vicious ghoul, who knows the secret of the metal cage and tiger-rug traps (though not the command words for the tiger rugs).

**113) The Pegasus Club:** Once a grand place of entertainments and wonders, a cross between a theatre, music-hall, bar and nightclub, little of this former existence still remains, as almost all the mobile furnishings, and many of the fixtures, have been long removed. A few of the more solid fixtures are still present, with traces of where others have been removed, both in this room and some adjoining parts of the whole Club (areas 111-118 and 133-142). This main room is a large, northeast-southwest elongated rectangle, set below the level of all the other adjacent areas, with stone steps leading down into it from five accessways. The ceiling is 10 ft high (3 m), although the open expanse of the floor area can make it seem surprisingly cramped, and possibly claustrophobic. Any movement in here seems to produce an odd whispering sound, as if it was coming from another, unseen, source, and speaking, even quietly, can produce curious echoes, all due to the acoustics of this large, oddly-shaped, empty space. Around the room clockwise as viewed on the map beginning at the passageway between Rooms 111 & 112, are the following features. A broad, low (4 ft high, 1.2 m), curving archway opens into a rectangular space with an 8 ft ceiling (2.4 m), separating the eastern corner off from the rest of the main room. In this is an impressive marble statue of a pegasus stallion on its hind legs, with raised wings and front legs, about to take flight from a rocky plinth base. Next to this side-room, extending from a short way behind its southeastern wall and all along the eastern half of the main room's southeastern wall, is a raised stone platform, with a set of low stone steps up to it from the room's floor. The platform - once a stage - is quite narrow, and stands roughly 2 ft (60 cm) above the general floor level. An open, round-topped, archway at the back of the stage where the steps lead up, opens into a 6 ft high (1.8 m) passageway to Room 117 (passing unseen below Room 116, which is some distance above it). In a semi-circle around the base of the steps up to the stage is a series of symbols cut into the stone floor. These seem to have been painted gold, although close inspection shows they have actually been inlaid with a thin layer of real gold. The symbols radiate a weak magical aura, and the gold cannot be removed by any means. Reading and interpreting the symbols correctly, without the - now long lost - key to understanding them, requires knowledge, skill and considerable time. Once they are properly understood, read and activated, the steps can be magically hinged up, revealing a 3 ft high (1 m) accessway into a similar-height area beneath the stage and partly below the Club's main room floor level, which is filled with props, curtains, costumes in baskets, and much other paraphernalia relating to the stage productions in the Club. Symbols of pegasi in poses about to take flight are attached to many of the items, openly on the baskets, and embroidered in large forms on the curtains, for instance, though more often in concealed places on the costumes and props. There are no other exits from this sub-stage area, while its contents would make it practical to help relaunch entertainments at the Club, since everything has been magically preserved in pristine condition. Above the stage area, towards its front and back are metal rails attached to the ceiling for curtains to run along, and indications that now-lost wooden fascia boards and lamps were once attached in places too, including spots for footlights along the stage front, although the actual fixtures there are missing too. More metal fittings on the ceiling of the main room some way from the stage, over parts of the northeastern half of the room, suggest more lamps to illuminate the stage were once hung there as well, along with empty light-fittings elsewhere over the ceiling for more general illumination. At and over the southwestern end of the stage, an impressive, long, marble staircase with an open balustrade descends to the floor of the Club from the Entrance Hall (116) above. Continuing the circuit of the main room, in the western corner, another broad, low, curving archway like that opposite it, leads into a somewhat shorter, though still 8 ft high, rectangular side-room, containing another superb marble statue, here of a pegasus mare, in an identical about-to-take-flight pose to that of the stallion in the other side-chamber, though set upon a slightly different rocky plinth base. By the outer northwestern wall of this room, a flight of stone steps leads up through an 8 ft high, round-topped archway, over the centre-top of which has been placed the carved-marble head of a life-sized, beautifully-sculpted, tiger, with jaws open, as if snarling. The stairs lead to passages to Pegasus Square (119) and beyond. The angled wall just northwest of these steps has a 5 ft high (1.5 m) doorway into Storeroom 115, with a further set of stairs up beginning at the other end of this angled wall. The passage at the top of these stairs continues to areas 133-138 and beyond, and again the stairway passes beneath an 8 ft high, round-topped archway, although here, the arch-top is plain. Midway along the northwestern wall is a concave, curved alcove in which is a single step up, with a semi-circular marble basin set in its back wall at suitable Gnome hand-basin height. It currently has no running water. Above the basin is a faded wall-painting of a pegasus in the usual about-to-take-flight pose, in profile and facing to the left as viewed, set against a sunset-, or sunrise-, tinted mountainous skyline. Below the basin is a hidden wall compartment, in which is a locked birchwood strongbox. Inside this is a broad, brown lizard-skin belt with a platinum buckle. This is Zaraluc's Belt, a magical creation that gives its wearer the strength of, and ability to throw boulders like, a Hill Giant. A little way to the right (northeast) of this alcove is part of a warped and twisted broad wooden shelf, still firmly attached to the wall. Further along the wall in this direction, before the next set of steps, is a damaged steel chair with the pegasus symbol etched into the middle of its backrest. On its seat is a small red cloth pouch, containing six gold coins of recent Gnome manufacture. The next set of steps up and out beyond this is a mirror image of that towards the room's western corner, whose unmarked archway passage proceeds to areas 136, 139, 140 and beyond. The angled wall after this entrance has a similar 5 ft high doorway in it to that at the other end of the room, this time leading into the Manager's Office (114). Concluding the circuit is the final set of steps up and out through another unadorned 8 ft archway, to Rooms 111 and 112.

**114) Pegasus Club - Manager's Office:** Through the door in the northern angled wall from the Pegasus Club (113), this was the former Manager's Office for the Club, which also served as an additional storeroom at times. There is little here now to indicate this, however, as the room's sole surviving furnishing is a short oak table by the southeast wall, above which, set into the wall, are two corroded, circular, brass fittings, possibly once to support hanging lamps. There is an oddly metallic smell in here on first opening the door. The ceiling is 7 ft high (2.1 m).

**115) Pegasus Club - Bar Stores:** The mirror-image to room 114 in shape and size, accessed through the door on the western angled wall in the main Pegasus Club room (113). There are though perhaps a few more signs regarding its former use, for all the scatter of objects here may seem more a collection of discarded junk. A short way inside the door is a hank of rope that was once around 15 ft long (4.5 m), although as its bindings have untwisted over time, it is now a collection of largely unravelled, long strands of hempen fibre, and of little use as a rope. In the southern corner is a high, birchwood stool. A small, red, woollen rug with the dark brown design of a single, upraised feathered wing in its centre, is beside the stool next to the southeastern wall. There are scraps of hollowed small bones, teeth and beads with holes bored through them, scattered over parts of the floor, looking as if they once formed one or more strung necklaces, though there is no sign of a threaded cord with them. In the northern corner is a torn orange petticoat, partly hiding an old bottle of cheap wine, and a blunted, rusty, iron spearhead. If the room is investigated for more than a minute or so, a pale grey mist starts to form in the air. This is a living, magical mist that feeds on magic and enchanted items, and will drain any items here of all their magic, or spellcasters of their known and prepared spells, in a series of attacks. It cannot be dispelled, though it will not leave the room. Natural fire will force it to dissipate temporarily, and could be used to destroy it.

**116) Pegasus Club - Upper Entrance Hall:** An angular, ovoid octagon in plan, elongated on its northeast-southwest axis, with a long, elegant, open-balustraded marble staircase leading down to the floor of the main room of the Club (113) from this room's western angled wall, beneath an 8 ft high (2.4 m), round-topped archway. The ceiling here is 9 ft high (2.7 m). The main entry passageway from the northeast into here has only a 6 ft high (1.8 m), square-topped, archway, from a passage that shares the same height. A spinning wheel stands by the angled east wall, to the left of the entry passage's exit. On the other side of this exit, on the angled north wall, hangs a loop of rusty iron chain about 3 ft long (1 m). By the southern angled wall opposite is an upended, round oak tub, looking as if it has been used as a crude, low seat at some point. The northeastern entry passage is closed-off by a secret door, which leads out into the winding range of passages linking areas 93-109, and seems once to have been a feature of the Club. However, its outer side is now further disguised by a very hard to detect illusory wall, while from the Upper Entrance Hall side, there is another, equally high-quality, illusory wall about 10 ft (3 m) before the secret door wall marked on the map. In the hidden space between these two is a scatter of about 40 freshwater pearls, and several thousand silver and copper coins from a vast range of past cultures and ages. They all seem to have been simply tossed in here carelessly, over a very long period. Back in the main room, beneath the oak tub is hidden a magical great sword, The Enchanted Sword of Rolieth, a Human-sized double-handed sword made of a shining blue-grey metal, with a very striking damask patterning all across both sides of the blade, and a scarlet leather hilt. It is about four times longer than the little tub should have been able to conceal, and the tub must be fully overturned to find and remove the Sword. Extracting the Sword causes a deafening shriek, apparently from the tub itself, and a ghastly, ghostly form manifests in the room, forming like a mist from the tub. This is Likho, The Hag of Despair, and this is just one of her half-forgotten storerooms. Her true lair is elsewhere, and only she can access it by the tub in here. She can use her magical shriek up to thrice a day to deafen, terrify and demoralise those who hear it. She wears a tattered old grey cloak that makes her form shimmer and shift, providing a useful additional degree of magical defence. She calls it The Field of Despair. Scratches from her filthy claws or her vicious bite cause disease, and she is a cunning speaker, able to weave strong illusions and create beliefs, given enough time, always intended to make those she affects lose hope and give way to despair. She can walk or fly in a ghostly fashion, and while she is not undead, and cannot actually pass through walls, she may use the illusory wall here - her conjuration - to make it seem she can. The coins and pearls in her hidden hoard here are cursed, so long as she lives, to bring only despair to any who take and use some.

**117) Pegasus Club - Dressing Room:** At the southeast end of the 6 ft high (1.8 m) passage behind the archway from the stage in the main room of the Pegasus Club (113) is a 5 ft high door (1.5 m) on the southwest wall into here, a long, narrow room very similar to the passage, except that halfway along it is a semi-circular alcove in the southeastern wall. Another 5 ft high door leads out at the far, southwestern, end into another, but right-angle dogleg, passage to the Stage Door room (118). There are some scratch and claw marks low down along parts of the northwest wall, with nothing to tell of the room's original function, which was as the dressing and preparation area for artistes performing at the Club.

**118) Pegasus Club - Stage Door:** A small, square room, 7 ft high (2.1 m), at the end of a right-angle dogleg passage, 6 ft high (1.8 m), off the southwestern end of the Dressing Room (117), this was once effectively the back door to the Pegasus Club in this direction, where acts performing at the Club would enter. Two 5 ft high (1.5 m) doors provide access here, that on the northwest wall leading to passages out to Pegasus Square (119). The southeastern wall has some dark smears low down on it, possibly dried blood. On the southwest wall is a small hand basin, which once had piped water running to it, though this does not currently function. A brazier is in the middle of the room. It still contains coals, and from the ash on the floor below it, it has been used before, though probably not for a long while.

**119) Pegasus Square:** While not part of the Pegasus Club itself, the Square clearly forms part of the same general area, judging from its themed decoration. It was once used as an area for dancing, celebrations, and other activities requiring more space than the Club alone would allow. The ceiling over the main, largest, part of this area is around 25 ft high (7.5 m), and of natural, irregular, cavern rock, together with the upper parts of the walls, above roughly 15 ft from the floor (4.5 m). The walls below this level are fitted with the usual dressed-stone blocks. Open 8 ft high (2.4 m) accessways enter through the western and northern corners, with two more through the middle of the northeastern and southeastern walls, both of which feed into the single passageway - 6 ft high (1.8 m) beyond the 5 ft (1.5 m) doors connecting with this pair - to the Stage Door of the Pegasus Club (118). Another broad opening in the south corner of the Square, again 8 ft high, leads only to three blind passages. All the floors here, including in all the adjoining passages to their respective first doorway or T-junction beyond the Square, and to the top of the stairs down to the Pegasus Club along the northeast passage off the northern corner, are tiled with elaborate, small, mostly square, coloured mosaic pieces, creating roughly foot-square (30 cm) areas bounded by edging stripes that have foliate designs at each corner. The colours are browns, greens, yellows and reds predominantly, with much of each square alternating between these main colours, the decoration in a contrasting shade. Towards each corner of the Square, and in its middle, are much larger areas of mosaic designs, depicting life-sized pegasi posed taking flight from a rocky landscape, the emblem of the Pegasus Club. With these five, another five more are painted on the walls over the exits from the Square. In the large, semi-circular alcove in the southwestern wall is a line of five, empty, bronze wall sconces of a size and form suitable for holding torches. In the shallow, rectangular alcove along the 8 ft high passageway that leads from the mid-southeastern wall eventually to the Stage Door room, is an invisible iron footlocker that holds a scatter of old Gnome coins, a silver goblet decorated with floral patterns highlighted by small gemstones, and an exceptionally fine, Gnome-sized, gold-decorated, belt, again with floral designs over it. The "triple passage" off the Square's south corner has a further oddity. Although most of the fixtures here have long been removed without trace, because the places they had been in were mostly repaired before the Hall was abandoned, this area was once a sauna and communal bathing area. At the southwestern end of the longer, northeast-southwest "passage" is an iron bench. Applying a Gnome-sized person-weight to the top, or more, causes a solid wall to slide down from the entrance to this area, sealing it off as a linear room, after which the "room" begins to heat up, and will eventually become unbearably hot, if not stopped. As the temperature increases, the Gnostic runes spelling out the word "RAGDAEGA" become visible on the inside of the sealing wall. Speaking this aloud stops the heat from increasing. Once this is done, removing the activating weight from the bench reopens the sealing wall. On the curving western wall at the passage junction off the west corner of the Square is an old, worn, large painting of a wide-jawed tiger's face.

**120) Watch Room:** A small room off a 6 ft high (1.8 m) passage northwest from the main route linking the Pegasus Club (113) to Pegasus Square (119). Formerly used by members of the Watch who kept an eye on any unruly behaviour in either place. The room is 6 ft high as well, accessed through a 5 ft high (1.5 m) open square archway. From the southeastern wall hangs a badly-worn and damaged tapestry of an unrecognisable city.

**121) Cupboard Room:** The southwestern 8 ft high (2.4 m) passageway off the western corner of Pegasus Square (119) comes to a T-junction near the door to this room, on a southeast-northwest-aligned passage of similar height. To the northwest, the passage opens into Chamber 124, while to the southeast is a 5 ft high (1.5 m) door to the Shield Room (122). The Cupboard Room is a modestly-sized rectangular area, with its long axis parallel to the passage outside. There is an empty cupboard attached to its short, southeastern wall. There is a scent in here of damp earth.

**122) Shield Room:** The door southeast of the T-junction near the door to Room 121 leads into here. As the door opens, there is a tremendous metallic clanging noise, because hung on the back of the door is an old, corroded bronze, large kite shield, which knocks and clatters against the door at the slightest movement of it. The room is large and rectangular, elongated northeast-southwest, and has a 7 ft high ceiling (2.1 m). Another 5 ft high door (1.5 m) is on the wall directly opposite. The 6 ft high passage (1.8 m) beyond this door to the southeast has a 15 ft deep (4.5 m) concealed pit trap a short way along it. When open, it blocks the full width of the passage. In the bottom of the pit is a locked iron box containing 41 silver coins of old Gnome make.

**123) Room of Clutter:** Beyond the pit in the passageway southeast of Room 122, the passage finally terminates in this square room, without any further barriers to reach it. Like the passage, it has a 6 ft high ceiling (1.8 m). In the centre of the room is a stacked pile of neatly-cut stone blocks, like many of those used in facing the walls, floors and ceilings throughout the Hall complex. By the southwestern wall is a large, empty, mahogany box, with a marble shelf on the wall some distance above it. Propped by the northwest wall is an upright, rectangular metal mirror in a wooden stand. The mirror's silvering is in reasonable repair, although a much more corroded mirror of otherwise similar form stands beside the northeastern wall. Towards the eastern corner along this wall is a warped wooden basin. Scattered in various places are parts of a badly damaged suit of plate armour (the whole left arm is missing, together with the upper part of the right leg). The armour is of Human size, and old Human style. Scattered elsewhere are a number of humanoid long bones (belonging either to Humans or Orcs from their sizes), a corroded iron ladle, a pair of metal pliers, and five blank pieces of torn parchment.

**124) Octagonal Chamber:** Past the door to Room 121, the 8 ft high (2.4 m) passage opens directly into this Chamber, which has a similar-height ceiling. It has a 5 ft high (1.5 m) door in the northwest wall, directly opposite the entrance. Standing by the south wall is a padded chair with an empty glass jar on its seat.

**125) Large Square Chamber:** Through the door to the northwest from Chamber 124, this is a very large, square room, again with a 5 ft high (1.5 m) door in the middle of its northwestern wall. The ceiling here is 7 ft high (2.1 m). In the southern angle between the southwest and southeast walls is a triangular granite shelf with a substantial crack running through its more southwesterly part. Opposite, in the north corner is a high, cedarwood stool, with an empty mahogany armour rack attached to the northeastern wall nearby.

**126) Green Chamber 1:** Beyond the door in the northwestern wall of Large Square Chamber 125 is this curious place. It has a 6 ft high ceiling (1.8 m), and there is a low step up coming into it from Chamber 125, as the entire room has been tiled with fired, glazed, green, rectangular tiles. The floor, ceiling and walls all have herringbone patterns across them, made from these tiles. Each tile has a mild colour variation from one to the next, with a degree of mottling within most individual tiles. The overall effect is not unpleasant, for all it does make the place VERY green. This impression may disguise the fact the room is somewhat irregular in form, with even the entrance door offset to the southwest from the middle of its wall. Its northwest end especially is longer and narrower than the other angled walls, funnelling the eye, as well as anyone approaching, towards the 5 ft high (1.5 m), square-arched opening to Chamber 127. Standing by the north wall is a green-painted, empty, armour rack, which a close inspection will show to be made of oak wood.

**127) Green Chamber 2:** The green tiling of Chamber 126 continues all across this room too, through the square-topped open archway connecting the pair. The ceiling here is the same height as the archway, at 5 ft (1.5 m), however, lower than in the preceding Chamber. This place is a much more regular, rectangular, shape though, elongated northeast to southwest. It is quite empty.

**128) Hell-Hound Hall:** A very large, irregularly-shaped, open area accessed through a 5 ft high (1.5 m) door at the end of the northwest passageway off the west corner of Pegasus Square (119). Its main, southwestern, part has stone block walls up to 10 ft from the floor (3 m), with rough cavern walls above that, and over the ceiling, which latter is at a somewhat variable, irregular, height of 15 to 18 ft (4.5 to 5.5 m). The northeastern part has a broad, "L"-shaped form, with two 5 ft high doorways into a dogleg passage leading into the northwestern parts of the Pegasus Club (including areas 133-138 and the main Club room, 113). Open archways lead to areas 130 & 131, and a short passage to Chamber 132 from this "L's" northwestern side as well, while the area itself is of more typically regular stone-block facing throughout, with a 9 ft ceiling (2.7 m). There are two more 5 ft high doors off the main part of the Hall, one on each of the southwestern (to Chamber 129) and northwestern walls (to passages leading to areas 256, 266, 267 and beyond). All the doors here are intact. However, along the northwestern wall, towards the north corner of the high part of the Hall, a crude, low (4 to 5 ft, 1.1 to 1.5 m), narrow, irregular tunnel has been relatively recently cut through from the neighbouring passage that runs southwest from the secret door in the southwestern wall of Chamber 132. North of this is a pile of rocky rubble, where it seems much of what had been the separating wall between the main part of the Hall and its L-shaped northeastern portion, had been dumped after its demolition. The damaged nature of part of the opposite wall (the southeastern one with the entry doorway from Pegasus Square) is another part of this removal. The work was roughly done, leaving a rubbly strip of floor and ceiling where the wall once stood, albeit the floor has been obviously hammered down, again quite crudely, to flatten it out somewhat. For those familiar, the work is suggestive of deep subterranean Dark Goblin activity. On the floor of the main Hall area are a couple of large areas of reddened and blackened burnt stone and old ash, indicating bonfires of some kind. Across some lower parts of the three standing walls around this higher-ceilinged section, are crudely-sketched images in charcoal and red materials (possibly chalk or haematite, and in places dried blood), showing at least seven more or less complete, large, black, hounds with red eyes, and fiery lines drawn from their mouths, plausible depictions of hell-hounds. In the south corner, is, incongruously, a finely-made, and quite undamaged, maplewood desk. By the doorless northeastern wall in the lower L-shaped area is a dismantled cedar bedstead. Searching in the Hall, or simply passing through the larger, more open section, will stir-up fine dust and ash scattered over much of the floor into a grey mist that covers and conceals parts of the floor nearby. This will gradually spread over the lower parts of the entire Hall, needing several hours of stillness to settle again afterwards. A locked drawer in the maple desk contains a leather rucksack in which are several hundred platinum, gold, electrum and silver coins from various past times and cultures. Opening the drawer disturbs an apparently substantial nest of poisonous insects, that will quickly swarm over anyone at the desk or nearby. Elsewhere in the desk is a concealed panel, behind which is a locked, rosewood casket, with a red leather satchel inside it. This contains a sheaf of pale blue, small, rectangular papers, with an identically elaborate patterning printed all over each one, including characters from an ancient, unknown, form of writing. If translated, these can be discovered as what are now utterly worthless banknotes from a wholly lost and forgotten civilisation. There are several thousand of these little paper sheets. Opening the desk panel releases yet more of the poisonous insects, who will swarm in an attack against their disturbers. GMs requiring a more powerful or problematic challenge here, may wish to have up to seven of the hell-hound wall illustrations become actual creatures that step off the walls, once the floor-concealing ashy mist has had time to better manifest.

**129) Sealed Chamber:** This is a small chamber off the southwestern side of the main part of Hell-Hound Hall (128), towards its south corner. The 5 ft high door to it (1.5 m) seems no different to many of the other doors hereabouts, but if anyone other than a Dendorlig Gnome attempts to open it, only a shallow recess just large enough for the door to stand in is revealed, with solid, native rock behind it, which is wholly impassable. For such a Gnome though, the little 6 ft high (1.8 m) room appears as mapped, with a rounded southwestern apsidal wall. The room is quite cluttered, of which the more obvious items are a birchwood chest of

drawers by the southeast wall, with an old, holed, leather bag hanging above it, a cauldron in the north corner, and an old, worn, brass mirror in a wooden stand on the floor in the curved southwestern apse. The chest of drawers contains a red mantle, a pair of white cloth gloves, a grey cape, a pair each of blue and purple pantaloons, a purple kerchief, a black petticoat, a grey jerkin, and a brown cloth pouch containing nine old Gnomish gold coins. Scattered elsewhere are: 5 ft of rusty iron chain, attached at one end to a ring embedded in the centre of the floor; a dented bronze lamp with damaged lacquer-painted flowers over it; a quantity of pieces of cork tree-bark; the hilt of a dagger bound with blue leather (the blade is completely missing); a brass metal-file; an unused torch; a total of 20 small sticks, twigs and pieces of tree-bark, each with a small hole drilled carefully through it, as if they were once strung as a necklace; three medium-small raw gold nuggets; and an empty, plain, iron flask.

**130) Room of Death:** One of two small areas off the northwestern end of the lower-ceilinged "L"-shaped northeastern part of Hell-Hound Hall (128), with Chamber 131. Both link into Hall 128 by separate 5 ft high (1.5 m) round-topped archways. This Room has a 6 ft ceiling (1.8 m). There are metal manacles holding the skeletal remains of a Dark Dwarf (the Dwarves of The Darklands, from far beneath the surface of Malajuri) to the northeastern wall, and the skeletal remains of a Lizardfolk body by the southwestern one. Both appear to have been mutilated at some point, as several smaller bones - teeth, toes and fingers - are missing, and others - the ribs especially - show clear damaged areas too. An oak bunk bed, Gnome-sized, by the northwestern wall has a bent metal fork on the lower bunk. By the bed's western end is a plain maplewood wardrobe. Inside its door is a corroded iron mirror, and on its floor are some metal tongs and a scatter of small humanoid bones (such as teeth, toes and fingers). There are stains and some trickles of water on the ceiling and the middle of the northwestern wall, behind the bunk.

**131) Chamber of Drakes:** Similar to its nearby twin Room (130) in size, and connected to Hall 128 by an identical 5 ft high (1.5 m) round-topped open archway, this Chamber is significantly different in its contents. Around the walls, roughly halfway between the floor and ceiling, are a series of very finely-crafted, draconic heads, fully sculpted in the round, coming out from the wall. All are lean and alert, and their necks continue as bas-relief carvings along the wall surface into lithe, serpentine bodies, each with four wiry, clawed legs, a barbed tail-tip, and fine, sometimes folded, sometimes displayed, large, bat-like wings. There are two such creatures on each of the southwest, northwest and northeast walls, with a seventh head directly above the inside of the archway's centre-top on the southeastern wall. These forms writhe across much of the available wall space. By the northeastern wall is a comfortable black couch, on which is a black glass bottle filled with naga urine, an attractively multi-coloured glass bottle of good-quality, vintage wine, a magnificent black belt made from dragon-skin, with a black iron buckle in the form of a dragon's head, like those on the walls, and a small leather sack of elegantly-made, thin, pale yellow, sandstone discs, each with the symbol of a standing wolf on it, cut in low relief. These sandstone discs are the currency of a very ancient people, and would be worth their weight in gold to a knowledgeable collector, or a sage versed in such matters. A hidden panel on the underside of the couch holds a small, locked, iron box, with a leather sack inside, containing a small group of ordinary coins with a wolf's head on each, made of silver and platinum, though of a wholly unknown design and origin. Should anyone enter here intent on theft, destruction, or with other inimical designs in mind (GM's option), the sculptures will magically call-up living guardian drakes, draconic creatures of identical forms, sizes and number to the sculptures. They are highly intelligent, resistant even to magical attacks, have a strongly venomous, sharp bite, and can walk or fly. They will not leave this Chamber, however, though they will equally not let any harm come to it or anything in it. Any that may be killed or otherwise removed in defending the place are instantly replaced. Once all threats to the Chamber have ended, the drakes vanish.

**132) End Chamber:** Between rooms 130 and 131, a 9 ft high (2.7 m) passage northwest out of Hell-Hound Hall (128) ends in this square chamber of similar height. There is a well-concealed secret exit to the passage southwest towards the south corner of its southwestern wall. Entering the Chamber, a muffled thudding may be heard briefly, from an unidentifiable source. A roughly-chalked warning of danger is on the northeastern wall low down, where the passageway enters the room, written in a cryptic Goblin script, familiar and legible only to those knowing the writings of the Darklands Goblins, without magical assistance. Further along this northeastern wall, ending in the north corner, is an oddly broad, stone shelf about 2 ft (60 cm) above the floor. In the west corner is a Gnome-sized mahogany stool. On top of the stone shelf is a small book, entitled inside the cover as "Myth of the Magical Crystal of Garigor", the diary of one Loxias the Adventurer, a long-ago Human explorer, although the work is written in a very crabbed, cursive version of the archaic Dendorlig Gnomish script. It details his wanderings during several years across the Mount Dendorlig region, and provides a chance to reveal the secret locations of anywhere in the Mount Dendorlig range and its adjoining hills that the GM might require. A small vial of black ink lies nearby, with an opened orange cloth backpack, and a scatter of old Gnome coins, some still inside the backpack, with more spilt on the shelf and the floor beneath, a mixture of platinum, gold, electrum, silver and copper. The nature of the coin-scatter makes it seem as if someone was disturbed while investigating the backpack. Beneath a hidden floor panel in the western third of the room is a padlocked iron casket containing a pair of star rose quartz gems, a superbly-crafted gold bowl decorated with curvilinear abstract designs, an exceptionally fine, small, orange rug with a similarly curvilinear design to the bowl, done in black on it, and a plain silver goblet with a wide-open eye design in the centre base of its bowl. Investigating the room for more than a few moments, or actually finding something, such as the secret door or hidden floor panel, will cause the room's temperature to drop markedly, and one or more spectres to materialise. GMs wishing to challenge a party more, can have up to nine such creatures appear in here. The Goblin warning was thus genuine, and quite what the spectres are doing only in this Chamber is a mystery.

**133) Pegasus Club - Private Store:** The passage at the top of the stairs northwest from the west corner of the main Club room (113) is 7 ft high (2.1 m), with an open accessway to area 136 on the right, and a T-junction with a door into this room just after the junction on the left (the door is 5 ft high and 5 ft broad, 1.5 m each dimension). The passage going southwest past the door is 6 ft high (1.8 m), and ends in a turn back to the northwest with two 5 ft high doors along it into area 128. This room is rectangular, elongated northeast-southwest, and fairly small. It was once used as a storage room for special items for Club use, and as a cash office at times. Shortly after entering the chamber, while looking around it, an eerie scratching sound can be heard, the scratches singular and abnormally prolonged, yet having no definable source. Towards the southwestern end of the ceiling, several of the stone facing-blocks used there have chiselled squares lightly inscribed into them, possibly masons marks, possibly something else. On the wall below these marked stones is a dry maple-wood basin, above which, also on the wall, is a corroded brass heater shield with a very worn design of the Club's pegasus-about-to-fly emblem painted boldly on it. The floor is odd. Metal spikes protrude from it, of variable sizes, up to 4 inches long (10 cm), and quite sharp, seeming as if they have somehow grown out of the stonework slabs. Their spacing is erratic, making it difficult to walk across the floor without tripping over, or worse, stepping onto, one or more. Falling onto them could cause serious injuries. Investigation can reveal these to have been the result of a spell gone badly awry, which has also somehow made the spikes permanent. They cannot be dug up, removed or flattened easily, and it would require a lengthy investigation, coupled with some high-level magic, to properly remove them all. There are though no spikes in the in the arc the door opens into, although it can no longer open as fully as it once could because of the spikes further round its former arc. In the wooden basin is a red canvas sack with what seems like quite a collection of coins in various precious metals, all stamped with the Club's pegasus logo. They are really cheap hybrid alloy tokens, used only for payments within the Club, though coloured to look like genuine coins. There are several hundred in total, and as either money or metal, now quite worthless. Towards the east corner of the southeast wall is a secret door to Room 134. The floor-spike distribution gives no clue to this door's existence, and will make opening it very difficult.

**134) Pegasus Club - Secret Store:** Beyond the difficult-to-access secret door in room 133 is this small, 5 ft high (1.5 m), squarish, hidden chamber. On the southwestern wall is the mounted head of a polar bear. On the northeast wall is a stone shelf with a low, wicker basket on top, in which is a nicely-carved wooden figurine of a pegasus mare about to take flight; the precision of its form and the near-identical appearance to the large statue off the main Club room (113), suggests it may have been the original model for that sculpture. There is no sign of the corresponding stallion model. An iron bell with two pegasus

designs moulded onto it in low relief, one on either side, mare and stallion, hangs from a hook in the ceiling's centre, suspended from a 1 ft long (30 cm) iron chain. On the southeastern wall are several lines of runic text written in dark red paint, or possibly dried blood, too worn and damaged to be intelligible, though the characters look like old Dendorlig Gnome runes. Below these on the floor is a padlocked iron box containing a blue leather sack, neatly folded over in an oddly specific way, and clearly holding something loose. There are two compartments in the bag, and unless the sack is unfolded carefully and correctly (there is only a 40% chance of getting this right without prior knowledge of this type of bag), the loose objects within will become hopelessly mixed. There are around 1,500 silver old Gnome coins in it, each with a stamped pegasus design on their reverse, and a similar number of identically-sized and weighted cheap alloy tokens with a stamped pegasus design on both sides. Beneath the sack in the box is an extremely well-made silver belt, with a flying pegasus clasp.

**135) Pegasus Club - Private Function Room:** Aside from the main public area at the Pegasus Club (113), three of the "back rooms", 135, 137 & 140, were also available for hire and use by private parties, or to host special events for select visitors, organised by the Club. This is the middle-sized of the trio, having a somewhat irregular, if southeast-northwest elongated, shape. Access is by a 5 ft high and broad (1.5 m) door off the left wall of the southwestern passage northwest out of the main Club room, past the junction leading to areas 133 and 128, and the entrance opposite to area 136. The passage outside is 7 ft high (2.1 m), and continues northwest before opening into a narrower, east-west trending passage to rooms 137 and 138. This Room has a 6 ft high ceiling (1.8 m), and the floor inside the door slopes down a little to where the chamber starts to open out to the northwest. There are three iron shelves on the southeastern wall in the main part of the room, one above the other. On the floor below them is an old, torn, brown canvas sack. On the southwest wall beside these shelves is what was a birchwood cabinet, with a number of small, movable, shelves inside it (they will slide back and forth with difficulty), in four vertical rows. There was a sealed glass panel in front of these, which is now smashed, as are many of the small shelves. A possible coin-slot is to the right of the glass panel, with a number of small, round buttons, equalling the number and layout of the little, movable shelves below it. They no longer work. Smashed woodwork at the cabinet's base suggests there was once a hinged flap near the bottom front. The cabinet has a secret panel that lets it hinge away from the wall, with a sealed, locked, strongbox in the wall behind it, a tube and slide mechanism from it running up to the "coin slot" in the face of the cabinet. There are 190 old Gnome make copper coins in the box. Spaced equally along the rest of the southwest wall, northwest of the birchwood cabinet, are eight iron wall sconces for holding torches, although there are no torches here now. On the angled north wall is a horizontal line of nine brass hooks. South of this wall, in the more open part of the Room, is a roughly-made spiked torture chair, constructed from various wooden pieces, with iron spikes. It looks to be of Dark Goblin manufacture - quite crude, yet fully functional. It seems not to have been used, or not recently.

**136) Pegasus Club Toilets:** This is a long, 7 ft high (2.1 m) half-octagon-shaped room, elongated northeast-southwest, set behind the main Pegasus Club room (113), and accessible from both sets of northwestern steps and 7 ft high passages out of it. Along the northwestern wall is a series of worn bronze mirrors above a line of small marble sinks. Most of the latter are intact, although none currently have running water from the pipes. The mirrors have scarcely any silvering left in places, albeit images of pegasi taking flight, picked out in gold paint, can be made out still in the upper corners of each mirror. Along the southeastern wall, and in a double line parallel to it, though longer than it, as nearer the centre of the room, is a series of rosewood toilet cubicles. The door of each is carved with a bas-relief of the Club's pegasus emblem, half of which are stallions, half mares. Not all the cubicles are fully intact now, though each contains a marble toilet with a piped-water header tank attached to the back wall of the cubicle, or what remains of such facilities. All are dry of running water, even if some of the toilets still contain quantities of less-than-fresh water in them. Everything is Gnome-sized. Towards the northeastern entrance is a badly-torn piece of green canvas, which was once probably a sack, with three iron caltrop spikes scattered on the floor near it. There is a scent of rotting foodstuffs in the air. Giant adders have taken to using the pipework here to get about, thus in this room, or the adjoining areas not blocked by doors, should GMs require, up to seven such snakes might be encountered, most likely following a search of this room sufficient to attract their attention.

**137) Pegasus Club - Largest Private Function Room:** The most secluded of the three private function rooms at the Pegasus Club (see also Rooms 135 & 140), as well as the largest, this one has a 5 ft high by 5 ft broad door (1.5 m) at the eastern end of an east-west narrow passage, 6 ft high (1.8 m), that connects at an angle with the higher, broader, western passage that runs northwest from the main Club room (113). The narrow passage west leads around three corners to area 138, while eastwards, it widens out into a small atrium just before the door leading into this Room. This atrium area of the passage is decorated with blue-painted foliage and more colourful flowers over the walls and ceiling, drawing the eye towards the gold-painted door itself. Inside, the Room's floorplan is complexly angular, splitting roughly into three spaces, a large square one just within the door, a central truncated squarish one with a long, angled, southern wall, and a rectangular space furthest from the entry door, with a short, angled, western wall to it. The ceiling is 8 ft high (2.4 m). Both ceiling and walls continue the painted blue foliage and coloured floral theme of the atrium throughout the whole Room, while the floor is tiled with a very striking black marble that contains veins and flecks of gold, silver, grey-green and bright scarlet all across it. On the angled south wall is a nearly isometric view of the route between Corgin and Phoenix Tower among the central-southern Dendorlig mountains and foothills, with the Tower, the settlement and the winding road between, all picked-out with gold highlights, which are especially prominent around the Tower. This area is some 70 miles or so (110 km) west of Dendorlig Hall. Moving into the northwestern third area of the Room for the first time activates a magical female voice that invites the visitors to, "Come in, come in and save me - from boredom!" The voice only operates once like this for each group of visitors who enter this Room (not just this part of it). It cannot be dispelled, nor can its source be identified, beyond being in this end of the Room, furthest from the door. What it actually says, or how it says it, varies at least a little each time too, although the general message remains similar. Each person hears it in the language they understand best. Hunting around in this part of the Room may reveal a hidden compartment in the short northwest end wall, about 3 ft from the floor (1 m). In it is a sealed, ceramic, brown jug. If opened, it contains a watery, bone-white liquid with a dusty scent and taste. When drunk, it gives its imbiber increased abilities, as if they possessed years' more experience and abilities than they ordinarily do, for any task. These effects last no more than a couple of minutes, however.

**138) Pegasus Club - Back Door:** At the furthest end of the western passage northwest out of the Pegasus Club (113), after wriggling through a junction and round three corners, an open, 5 ft high archway (1.5 m) out of the 6 ft passage (1.8 m) provides access to this square chamber, which is 7 ft high (2.1 m), with a single 5 ft high door in its southwest wall, leading to area 257 in Dendorlig University. To the left of the door along that wall is a large, empty, maple-wood crate, while a stone workbench runs the length of the southeastern wall from just inside the archway into the room's southern corner. On the northeastern wall are three bronze wall sconces, each containing a large, black candle that has never been lit. The outer side of the door to area 257 is marked with Gnomish runes that read simply "Pegasus Club".

**139) Pegasus Club - Dual Alcoves:** Less an actual room, more an oval widening of the northwest-trending passage that doglegs beyond areas 113 and 136 to here, then continues on to areas 141 and 142, where two large, semi-circular alcoves have been placed opposite one another in the corridor walls. Like the through-passage, the alcoves are 7 ft high (2.1 m), although each alcove has a hemispherical domed ceiling, so this represents just the maximum height in both. In the northeastern alcove are many scratches and claw-marks on the lower half of the rounded wall. On the back of the southwestern alcove's wall is a mounted deer head, in the neck of which (only accessible if the head is removed from the wall first) is a brown cloth bag, containing a handful or two of old Gnome gold, electrum, silver and copper coins, three tiger's eye gemstones, and a small silver cup studded with tiny emeralds. By the back wall of the northeast alcove, on the floor, is an invisible, locked, cedar trunk. A thick sheet of brown leather inside conceals around 20,000 Pegasus Club copper-look tokens (see area 133 for details; while looking like coins, they are actually worthless alloy). Lingering here to search for more than a few moments will attract the attention of one or both ghostly, at most semi-transparent, highly intelligent, green, giant clouds that lurk around these Alcoves. Able to appear, vanish, change size, shape or

become invisible as they wish, they can also cause minor harm when provoked, and one may attach itself invisibly to a single character here, staying with them for perhaps a day or two, until they have participated in some unusual act or important event, or until the cloud decides to leave and return here. At one critical moment, the cloud may choose to intervene to benefit the chosen character in any way it wishes (this is purely the GM's option for when and what may happen). This might be to prevent the person from doing something morally arguable, or causing them not to spot something that might have proven harmful had it been noticed, as much as aiding them in accomplishing one of the character's personal goals, however. The cloud always acts on its own (i.e. the GM's) judgement, albeit typically in a way to make the event more memorable or significant too - the character might be given a moment of precognition illustrating the point, for instance. Once it has so acted, the cloud returns here. In many cases, the person involved may never realise they had encountered the cloud at all, even if it was visible at some stage.

**140) Pegasus Club - Smallest Private Function Room:** The third, and smallest, of the old private-hire rooms at the Pegasus Club, this is off to the northeast from the more northerly northwest passage out of the main Club room (113), after the route has passed a couple of junctions and a turn. The entrance is a plain, 5 ft high (1.5 m) door, through which the Room is square, around 7 ft high (2.1 m), and has a well-hidden secret door in its northeastern wall, towards the north corner, that connects with a long passage to areas 142, 147, 148 and beyond. The room is surprisingly plain, by contrast to the other two Function Rooms (135 & 137), except for the fact the entire flat surfaces of the floor, walls and ceiling are faced with large sheets of highly polished black basalt, shot through with fine, red mineral veins. Each of these sheets is around two feet square (60 cm x 60 cm), with edges chamfered like tiles. Anyone familiar with such work will be impressed by the unusually large size of these sheet-tiles, and the excellence of their fitting, as well as the extremely high-quality of the stone itself. Along the northeast and southeast walls, roughly 4 ft from the floor (1.2 m), is a line of nine, beautifully-crafted, foliage-decorated, black iron wall sconces, each fitted with a similarly-adorned black iron torch holder, three of which still contain viable torches. Moving the sconce nearest the secret door on the northeastern wall silently operates that door, although this is not an obvious thing to do, as there are no marks on the stonework nearby suggesting it can be moved. Locating and operating the secret door from the passageway side is much more difficult. On the southwestern wall is a mounted deer head which could be the twin creature to that in Alcove 139, so alike are they. This one though has been designed so it can be taken off its wall-mount and worn as a full-face mask, by anyone of Gnome size. A wooden chair in the western corner, just to the right of the door when going inside, seems to be badly warped on first glance, though a closer inspection shows it has really been made that way. Whether this has been done as a piece of artwork, or for someone of roughly Gnome proportions, but unusual shape, is impossible to tell.

**141) Pegasus Club - Lower Entrance:** At the end of one of the passages that branch away from the more northerly of the northwestern passages out of the main Club area (113), and reached from there only after descending a set of stairs, this is a quite large, rectangular room, elongated southeast-northwest, with a 5 ft wide, 6 ft tall door (1.5 m x 1.8 m) on its southwest wall. This leads out into a passageway, up some more stairs, and then round a 180-degree angular turn and a right-angle corner, to reach area 250. There is a small chance that one or more of the ape-headed serpents that use area 252 as their lair may be encountered in this passage (see area 252 for details). This room has a 9 ft high ceiling (2.7 m). On the passage side, the door is decorated with an antithetical pair of pegasai, and an arcing Gnome-rune nameplate that reads "Pegasus Club" above them, though the paintwork is all rather faded, battered and worn. Attached to the southwestern wall inside the room is a series of six, tall, bronze mirrors, three to either side of the door, all of which are very worn too, each of which has a painted pegasus up its longer side furthest from the doorway, alternating between stallions and mares. The paintwork is in poor condition on these too, although the raised wings of each creature have at least a slightly sparkling, pearly sheen to them, as a special type of iridescent paint was used in their creation. In the middle of the floor is a little pile of 16 old Gnome gold coins, with a gold comb propped-up on their northern side. Should GMs require, a hunting party of up to seven Dark Goblins could be encountered here as well.

**142) Northern Pegasus Club Entrance:** Another fork of the northern passage leading northwest out of area 113 leads to this room, after a T-junction. The remaining leg of the T-junction passage heads southwest, then turns northwest again, and after some distance, it simply ends. There is nothing to indicate what this blind passage may have been used for. This room though is a modest rectangle in shape, elongated southeast-northwest, with an 8 ft high ceiling (2.4 m), and a 6 ft high door (1.8 m) in its northeastern wall that leads into a long passage with square alcoves along it, part of which eventually reaches area 147, 148 and beyond. A medium-short broken metal cage with straw in its base, and some scraps of old brown leather, hangs suspended by a chain from the ceiling in the western corner. The outer side of the door has the words "PEGASUS CLUB" inscribed into it in gold-painted Gnomish runes. While there is some evidence for wooden fixtures, long since removed, there is none of the internal decoration here that may be found still in other parts of the Club.

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**147) Crossroads Room:** Doors from areas 140 (a secret door in this case) and 142 into the passage northeast of those rooms provide an access route to this chamber, the passage opening directly into its south corner. This place is angularly irregular, with a large truncated square in its larger, northwestern part, attached directly into a smaller rectangular segment to the southeast. The Crossroads Room can be identified as a separate unit, because its ceiling is a fairly uniform 8 ft in height (2.4 m), contrasting with the 6 ft high (1.8 m) passages that open out from it to the northeast (to area 235 and beyond), southeast (to area 148) and, as noted already, the southwest from the south corner. A broad, 5 ft high and wide (1.5 m) door is set in the middle of the square part's angled wall to the west, leading into the Altar of Peace (246). The walls in the east corner of this part seem wet, and closer inspection shows a viscous, grey liquid there, looking rather like one of the inimical living oozes sometimes found underground. However, this is actually an unusual suspension of rock minerals in solution, which for unclear reasons, refuse to crystallize, and will continue to do so even if removed from here, and subjected to testing, heating or drying-out (the liquid will simply evaporate). Across the north corner's angle in the square area is a large, triangular-plan, silvery wardrobe, made of birchwood and covered with a mosaic of pale birch bark. Inside it are a number of Gnome-sized clothes, not in the best condition, although still recognisable: a pair of orange hose, two surcoats (one purple, one yellow), a torn yellow doublet, a pair of aprons (one white, the other yellow), an intact brown doublet, some ripped orange pantaloons, and a purple tunic.

**148) Angle Hall:** A half-octagon room, elongated southeast-northwest. A short passage-like extension, of the same 7 ft height (2.1 m) as the main part of the room, links northeast through an unusually low, 4 ft high (1.2 m), round-topped archway, into the Grand Atrium of Dendorlig Palace (149). The door from Room 147 is broad, with a 5 ft height and width (1.5 m), on the west wall. North of the passage-extension, by the northeastern wall, is an orange-upholstered couch of Gnome size. Inside the door on the west wall, to the right when coming in through it, is a 3 ft length (1 m) of iron chain, which runs through a hole high up in the wall, like a bell-pull, although the chain does not move if pulled, and seems to do nothing. Lying on the couch is an Ogre-sized wooden club, a pair of corroded caltrop spikes, and the discarded cork from a wine bottle.

**149) Dendorlig Palace - Grand Atrium:** Despite its low entrance, through the 4 ft high arch (1.2 m) from Hall 148, this is a very large, open, rectangular area, faced with a fine-grained, pale, sandstone, whose ceiling is 15 ft high (4.5 m). It was once the main entrance for the Royal Palace here originally (the Palace comprising areas 149-158 & 231-234). Another 4 ft high, round-topped, arch is on the northwest wall, leading by a short 5 ft high passage (1.5 m) to another corridor behind a 4 ft high door to areas 231-234, and beyond. A 5 ft high door is in this room's northeast wall to area 150, while an imposing, balustraded staircase ascends by two flights, separated by a landing, on the southeastern side of the Atrium, to an upper landing and a passageway linking rooms 152, 153

and 156. This higher landing is above the Atrium's ceiling height. The first, lower, landing has a 5 ft high door to chamber 151 off its northeastern side. There are three large grey stone statues of quadrupedal, somewhat draconic, lizards on the main Atrium floor, one posed as if curled asleep in the alcove formed by the staircase, the other two lying full length, as if partly awake, in different parts of the area away from this alcove. Each statue is - or would be if full length - about 15-20 ft long (4.5-6 m), nose to tail-tip. Close inspection shows the stone has some reddish-brown mottling on the backs of the statues, and the undersides, where those can be seen, are reddish too. Those sufficiently knowledgeable may recognise the creatures as similar to relatively young fire lizards in size and form (older adults can reach 30 ft long, 9 m). Fire lizards are known to be slow-moving, egg-laying, reptiles that spend most of their time asleep. They have powerful front claws, and a deadly strong, sharp bite. They prefer underground places to use as their lairs, where they deposit shiny things that have caught their attention while out hunting, although they usually only need to hunt for food every 15-20 days or more. Some name them "maggie lizards" instead, because of this desire for shiny objects, despite their normal colouring being the grey and red-brown the statues here show. Some scholars have speculated they may be the ancestors of true dragons, especially as they are able to breathe a small amount of flames up to 15 ft away several times a day, and seem immune to fire themselves. They have no wings, however. While those here have all the characteristic features of statues at first, the creatures are really in a magically-induced torpor to make them seem so. Whether by a spell, or some feature of this area, is not clear. Activity in the Atrium and the stairwell will wake at least one after a few minutes, and once one is active, the other two will soon follow. Once activity ceases here, other than the lizards, they simply go back to their statue-like sleeping. If one or more has been killed, so long as at least one survives, it, or they, will eat the remains of the dead before sleeping again. Scattered over the room, items that can be found beneath one or more of the lizards are: a bright-red tin of paint (still sealed and viable, there is about a pint, 0.6 litres, of red paint inside); a badly-dented, though still highly polished, brass heater shield (Human-sized); a small leather pouch, containing an unidentifiable green powder; a small, shiny, metal, wood-carving knife (Gnome-sized); a polished iron bar 5 ft long; a broken-off broadsword blade (the hilt is missing; Human-sized); a small black leather pouch containing powdered silver; a Gnome-sized hand-axe; a Human-sized morning star, whose metal head is a very strong, shiny, blue-silver metal, with a dark wooden handle and bound leather grip (the word "Hogan" is inscribed in an archaic Malajurian Human script on the handle); the shiny bronze head of a Dwarf-made war-hammer (the handle is missing and has clearly snapped-off); the broken head of a silvery-blue metal light mace head (again of Dwarf make); a crossbow whose wood sparkles like starlight in any light (a finely-made Elf weapon); the snapped-off blade of a red-gold-coloured metal broadsword of Gnome make; an opaque white ceramic bottle with a pearly sheen to it, which contains a reddish liquid that seems to have its colouring condense down to a point and then expand again repeatedly (if drunk, this magical potion will cause the person to shrink down in size to, at most, 5% of their usual one, dependent on how much is drunk at a time; the effect lasts for up to two hours, regardless of the quantity taken, although its longevity is variable beyond the first hour; the person returns to normal size as soon as the effect ends); an electrum belt made for an adult Human, with an abstract geometric design on it; three blue quartz gemstones; and a gold bracelet set with star-cut shaped gemstones (Elf make). Many of these cannot be moved so long as the lizards remain as statues, as they are lying partly on top of them. There is an unseen and unsuspected magical teleportation net woven into the fabric of the floor here, allowing instant transport to or from the Market Place (area 22), but only if operated by a trained magic-user knowledgeable in the system's operation. For anyone else, even identifying there may be something unusually magical present here will be a difficult, and time-consuming, task. See the "Dendorlig Hall - Internal Transportation" notes earlier for more details.

**150) Dendorlig Palace - Door-Warden's Apartment:** A large, former living apartment for the monarch's most trusted servant, the Door-Warden, who allowed or prevented access further into the Palace. It is just off the Grand Atrium (149), and is a southeast-northwest-elongated rectangular room with a 7 ft high ceiling (2.1 m), entered through a single, 5 ft high (1.5 m) door in its southwest wall. There are signs the area was once divided up into smaller rooms off a narrow corridor that ran northeast from the door to the far wall. The panelling which formed these divisions was removed long ago, and although there is still evidence for piped water, including a toilet, having been available here (in the north corner especially), the pipes have been sealed and are now dry. A faint moaning sound can be heard in here from time to time that seems to be associated with this old pipework. A high maplewood stool (Gnome-proportioned) is also in this northern corner. A broken, padded wooden chair lies by the eastern corner, on whose seat is a small wooden brooch in the form of a deer's head. Towards the southern corner, against the southeastern wall, a solitary, old wooden shelf has been propped-up, behind which is a diary, written in old Gnomish runes, whose title is "The Writings of the Crazy Dragon", bound in brown animal skin, with an amber-yellow symbol of a seated dog embossed into the front cover. On the back is a similarly embossed, yellow-coloured open hand with spread fingers.

**151) Dendorlig Palace - Reception Room:** The 5 ft high door (1.5 m) on the northeastern wall of the first landing up from the Grand Atrium (149) leads into here, an 8 ft high (2.4 m), southwest-northeast elongated rectangular chamber, which still has some fine, ornate scrollwork mouldings where the ceiling joins the walls. There are indications of other fittings here once too, including curtain or tapestry rails on the walls, although nothing of what finery was once hung there remains. Another 5 ft high door near the eastern corner of the southeast wall connects with the Reception Hall (154). Roughly midway between the two doors, and looking as if it had been drag-carried through the entrance on the southeastern wall at some not-too-distant time, is a well-made, narrow, walnut wardrobe, lying on its back, with its single door shut. On its door is a bas-relief carving, a full-length portrait of a striking, bearded, male Gnome in long robes, with the legend above his head in old Gnomish runes, "Niccus the Slayer". Inside the wardrobe are nine cloth-wrapped bundles, each tied with a length of golden-coloured cord. Each piece of cloth is an item of finely-made, Gnome-sized, clothing, and each carefully wraps one or more objects. The clothes and what they wrap are: a brown petticoat containing a silver-tipped wooden stake, about the length of a pick-handle, and with a similar shape to it away from its metal end; a green shawl with a small leather pouch, decorated with flowers (recognisable as wolfsbane), which contains a quantity of dried wolfsbane; a white hood inside which is a small brass knife, cast with a wolf's head at the tip of its handle; a purple hood containing a small, iron-bladed wood-carving knife with a bone handle; an orange robe in a roll, inside each of whose full-wrapped turns, thus separated from each other, are six narrow, small, linear, wooden sculptures - two plants, two pairs of intertwined snakes, and two different squid-like sea-creatures - each carved in the round, and all stylised to a greater or lesser degree, while still being recognisable as living organisms, to those familiar enough with such things; a black surcoat with a spyglass inside, whose outer casing is black, with inlaid silver star design decorations; a black apron carefully wrapped around a large wooden brooch with an intricate, abstract, flowing interlace pattern over it; a purple tunic with an impressively-cut star ruby in it; and a grey shawl with a box of 57 matches in it, all still in viable condition.

**152) Dendorlig Palace - Servants' Quarters:** At the top landing of the stairs up from the Grand Atrium (149), a 5 ft high (1.5 m) door leads into a 6 ft high (1.8 m), L-shaped passageway, with doors off it to this room, and rooms 153 and 156. This narrow, rectangular chamber was once home to part of the Palace's servants, along with its neighbour (153). It has a 7 ft ceiling (2.1 m). Whatever movable fittings were once here, have long gone, although a cedarwood rack is still attached to the short northwestern wall, furthest from the door, with iron hooks, narrow shelves and holders for items that are no longer present. A chain hanging from the centre of the ceiling suggests a missing lamp of some sort was there in previous times too. Standing on its metal head in the west corner, and hard to see, as at the end of the wooden rack there, is a Gnome-made, heavy war-hammer, whose blunt end is made of silver, and which has a metal handle with a lizard-leather grip. Two concealed panels in the long southwestern wall, near the west corner, hide a sink and shower stall, neither of which still has running water.

**153) Dendorlig Palace - Servants' Quarters:** A near-identical room to 152 in size and former function, except that its empty cedarwood rack is on the northeastern wall, just inside the door from the passage, and along with concealed panels hiding a sink and shower stall towards the south end of the long southeastern wall, a third panel in the adjoining, short, southwestern wall holds a toilet cubicle. Again, there is no running water here. A large, cork-faced board,

covered by an open, criss-cross wire mesh (such as might be used for slipping papers in, with information or instructions for different people) is on the southeast wall, facing the entrance.

**154) Dendorlig Palace - State Reception Hall:** A large, square room with a 9 ft high ceiling (2.7 m), that has elaborate mouldings between walls and ceiling, much like those in the Reception Room (151), which provides the main external accessway, through the connecting door on the northwestern wall. The walls are decorated with low-relief mouldings of fluted floor-to-ceiling pillars, and there are indications of old, very worn, foliate paintwork traceries around and between these. Nearly impossible to detect from this side, thanks to the concealment these pillars offer, is a large secret door to the passage leading into the Royal Apartments (157-159), down a staircase just beyond the door. This doorway is not obvious from the Royal Apartments side either, nor is it truly hidden there, due to the stairs leading directly up to it from the passage. Another 5 ft high (1.5 m) door on the southwestern wall is the entry into the Kitchen (155). A circular panel in the western ceiling corner (not obvious from this room) is the base of a magical lift platform that can be raised into or lowered from the Preparation Room (156), located partly above this chamber. A concealed small panel on the northwestern wall, close to the north corner, can be opened and used to raise or lower the platform from the Reception Hall. The lift platform counts as a secret entrance for anyone simply searching this room without knowing it exists. The Hall was once used for major royal events, as well as some more ordinary meals, although there is little sign of this original function now. A strange, low roaring sound can be heard in here when the door from Room 151 is open. Shutting it stops the sound. By the middle of the southwestern wall is a rolled and tied straw mattress, under which is a grappling hook with an attached 100 ft (30 m) of hemp rope, a bronze shovel and an old, empty, leather knapsack. The first time the ceiling lift platform is operated, three malachite gemstones fall to the floor, along with a number of fairly small, poisonous snakes, which have a particularly deadly venomous bite, despite their small bulk.

**155) Dendorlig Palace - Kitchen:** A smaller, square room with a 7 ft ceiling (2.1 m), and tiled with white, ceramic tiles throughout, this has just the one entrance door in its northeastern wall, by the east corner, from the Reception Room (154). A marble bench runs the length of the northeastern wall to the right of the door when passing into the room, with a sink towards the northern end. Along part of the facing southwest wall is a wooden bench, interrupted by two marble sections with magically heated round and rectangular metal panels set into the top, and large oven cabinets with metal doors beneath them. These heating panels and ovens do not currently function, nor is there piped water running to the sink. There are indications that cupboards were once by the other two walls in places, and a missing bench or benches nearer the centre of the room, although these traces are hard to find on the polished-tile surfaces, which surfaces have remained in excellent condition. There were lines of painted red old Gnomish runes above both the magical stoves, but these are now too worn to be read. Concealed ceiling vents that open and operate only when the stoves are in use, expelled steam and heat to the outside by the usual concealed flues at one time. While the vent covers count as secret doors when hunting through the room, even if these can be opened, they do not permit access to the outside for any but the tiniest creatures, and then only with considerable difficulty.

**156) Dendorlig Palace - Upper Preparation Room:** Led to through the last door off the passageway at the top of the stairs from the Grand Atrium (149), past the Servants' Quarters (152 & 153), this chamber also connects vertically with the State Reception Hall (154) below by a magical, circular lift platform in the north corner here. Unlike in the Reception Hall, the lift platform is one of the most obvious features here, with its sturdy support and control rods that run from floor to ceiling (the ceiling is 8 ft high, 2.4 m). A Gnome-rune-labelled control panel to raise and lower the platform is set on the northwestern wall alongside the platform. See area 154 for what happens in that lower room the first time the lift is operated. There are no ill-effects in here. As the platform descends into 154, the hole left in the floor here is further guarded beyond the vertical support and control rods by a metal mesh cage-like cylinder that lowers from a circular slot in the ceiling, along with the rest of the length of the rods, although the cage is not attached to the rods once it reaches the floor here. The floor of area 154 is about 12 ft below (3.6 m) the floor of this room. The floor itself is roughly 3 ft thick (1 m) between the two chambers. Two other more obvious features in the Preparation Room are a pair of seated, upright, winged, Human-headed bulls, benevolent apotropaic figures, each almost 8 ft tall, one male and bearded, the other female. Each has a footprint small enough they would just fit onto the lift platform. They are beautifully-made statues that look like brightly-painted stone, but which prove surprisingly lightweight if anyone tries to move them, and they can be easily lifted and carried by three sturdy Gnomes, or a couple of strong Humans, for instance. They are magically robust too, and will not take damage from ordinary knocks, for all the substance they are made from proves impossible to identify. A hidden panel in the back of the female statue contains a splendidly-made glass bottle with a luminous, opaque, pale buff-yellow liquid inside, which has a sour taste and smell. The bottle is set in a padded support made to fit this bottle, although only the bottle can be taken out of the statue. The bottle is fully rounded, with no flat base or side, so if set down, it will roll away. Drinking this magical potion allows the person to levitate themselves vertically (only) at a speed of 20 ft per minute (6 m), for between 50 to 90 minutes (variable after the first 40 minutes), or until the drinker wishes to cancel the effect. Drinking less than the full potion reduces the duration proportionately. Inside a similar concealed back panel of the male figure is another padded, fixed container-holder, although here with two compartments. One is perfectly round, and holds a highly-polished silver sphere that reflects its surroundings, including a distorted version of the viewer, over the whole facing hemisphere, with remarkable clarity. It is around two inches (5 cm) in diameter. The other compartment is an elongated rectangle, and supports a vellum scroll tied with a pair of green ribbons that are fastened to the vellum through a series of slots cut into the end edge of the scroll. It is a magical scroll, reading which provides protection against spells or creatures trying to possess the reader, or those within 10 ft (3 m) of them, for, variably, between 10 to 60 minutes.

**157) Dendorlig Palace - Royal Steward's Room:** A fairly narrow, rectangular room, elongated northwest-southeast, with a 7 ft high ceiling (2.1 m), which lies through the unmarked door at the southeastern foot of the stairs behind the secret door from the Reception Hall (154). This was the Royal Steward's chamber, located so as to be on-hand for the Royal Chambers further along the 6 ft high (1.8 m) passage to the northeast (158 & 159), and to prevent any unwanted intrusions by others. The northeastern wall has several areas of moisture on it, and a whole series of small cracks in the stonework too. By the short southeast wall, near the eastern corner, is an old, mouldy mattress, on which is a small, ceramic crucible, and a deck of playing cards. An old orange leather apron is crumpled-up beneath the mattress, with three freshwater pearls in one of its pockets. There is a distinct smell of mould in here, due to the overall dampness from the wall, and an occasional, faint, yet still rather piercing, shriek may be heard at times, the latter sometimes accompanied by a glimpse of the ghostly form of a black-panther-like beast in the Room. It is unable to manifest to cause harm, however.

**158) Dendorlig Palace - Main Royal Chamber:** One of two rooms towards the northeastern end of the secret corridor out of the Reception Hall (154), designed as the private royal apartments for the king or queen and consort. A 5 ft high (1.5 m) open archway leads in from the southeastern passage wall. This is the larger of the two rooms, square in plan, with an 8 ft high ceiling (2.4 m), and finely-moulded decorations over the walls and ceiling in naturalistic foliate and floral designs, which have been painted in quite realistic colours that are still in good condition. There is no real sign of any fittings that may once have been here, but this would have been used as a sitting-room and study-office, if informally. It is currently a temporary shelter for a group of three Mountain Nymphs from the Dendorlig region, who have brought two other creatures with them, by magic, to protect these beings from someone or something in the mountains that was - and still is - hunting them. The creatures the Nymphs are guarding have accidentally discovered something awful that their hunters wish to remain concealed (what this might be, and who the hunters are, is left for GMs to decide). The Nymphs are highly intelligent, magical, and magic-using, elemental beings, who usually - as here - take on beautiful female humanoid forms, when they wish to physically manifest. This beauty can be highly dangerous for other humanoids, should anyone see one before the Nymph sees them, since their radiance can strike someone blind, stun, or even kill under such circumstances. If the Nymph sees the other person first, they can control this power, depending on their (magical) assessment of the intent of the other, providing they do not

look directly at the Nymph thereafter. The Nymphs' wards here are a pair of highly intelligent, gorilla-like apes, with light brown fur, green eyes, and expressive black hands. They are very physically strong, though ordinarily quite peaceful, jungle-dwellers, who can converse freely when they wish, in local Dendorlig speech, although they avoid contact with other humanoids as a general rule. The Nymphs are capable of magical teleportation once a day over quite some distance, though only within the Mount Dendorlig area, taking their charges along with them, and are highly-accomplished nature-magic-users, much in the manner of more formally-trained humanoid druids, for example. They act independently of Dendorla, but she is aware of all that happens in this region, including with the Nymphs, even if she rarely intervenes directly. Each of the ape-like creatures has a single pink pearl fastened by twine under their fur, which the Nymphs can use to track them at need, should they become separated from the Nymphs.

**159) Dendorlig Palace - Private Royal Chamber:** This Chamber is off the northwest wall by the northeastern end of the secret passage from the Reception Hall (154), through an open 5 ft high (1.5 m) archway. The room is decorated much like the Main Royal Chamber (158) opposite, also with an 8 ft high ceiling (2.4 m), although here, the square floorplan is interrupted by an angled wall truncating the south corner. Along the shortened northwestern side is a line of wood panelling from floor to ceiling, looking like fitted cupboards, and set roughly 5 ft from the stone wall, with three 5 ft high doors set in it. From left to right when facing the wall, these open onto a small triangular space with a washbasin, a square area with a shower stall, and a second square area with a flushing toilet. The piped water here still partially works, in that the toilet can be flushed. Doing so however, causes jets of water to shoot up from the drains in both the shower and washbasin areas, and, after a pause, back out of the toilet too, soaking anyone in the cubicles, or outside them if any of the doors have been left open. A strange clashing sound accompanies any such watery activity. This was once the Royal Bedchamber too, and although no other fittings here survive, a careful search may turn-up a single, very finely-made, silver earring, decorated with several small gemstones.

**160) Chasm Crossroads:** A 12 ft high (3.6 m), square room, unusually large, given its relative isolation from the rest of the Hall. Lengthy passageways with four doors in between, link from the southeast wall's entrance east past the door to Cottage 166 to Arena Annexe 69, with a partly natural passage branching-off before the Cottage door to the southwest, then south and up some steps, to the Arena Control Gallery (110). The entrance to a narrow secret passageway (this hidden door is only 3 ft high, 1 m; the corridor beyond is 4 ft, 1.2 m) is on the wall opposite the turning to the Control Gallery, and runs northeast to another hidden doorway at Khy Row Plaza (167). This forms a short-cut compared to the alternative main passage route, before the last section of corridor to area 69. Near the west corner of this chamber is a door to a route southwest to Room 107. On the northwestern wall, the room's third door leads into chamber 161 at the start of the Dendorlig Royal Tombs. This door is made of stone, is tightly sealed shut with hardened clay, and has the Dendorlig royal symbol set upon it, carved in low relief, a stylised, triple-peaked mountain. The fourth exit from here, on the northeastern wall, is a lengthy, and somewhat ragged, hole, which is blocked by a heavily-constructed portcullis. There are two heavy windlasses to haul it up and down, one to either side of the opening, near the wall. Both must be operated synchronously to move the huge, heavy portcullis, using chains that pass through ceiling holes to machinery beyond the room. A small ceiling hatch between the two windlasses provides crawl-space access to this machinery. The portcullis does still work, although both windlasses are currently double-bar locked, requiring four different keys to open, none of which are present here. Beyond the portcullis is a diamond-plan-shaped natural cavern-shaft that rises near-vertically through the rock. It was long used by nearby residents, especially from the Khy Row district (see the notes for area 167) as a convenient place to dump rubbish, as it descends through many winding, difficult, and sometimes indirect routes, right down to The Darklands which underlie much of Malajuri, very many thousands of yards/metres below. The chute also continues up for more than 90 ft (25 m) before closing over. The lower exits in The Darklands are in the general vicinity of the Desert of Qa'puce and the Onyx Hills of Zinde, with the Dark Goblin settlement of Blazeheart relatively not far away (see the separate Atlas Darklands map for these places). Some of the lower bars of the portcullis show signs of past attempts to bend or break them, all from the Chasm side, although it is clear these were unsuccessful. An identical portcullis in a similarly broad wall-opening into the passage area 168, on the far side of the Chasm, can be seen to have suffered rather more damage, and a near-floor forced gap has been made there, large enough for a creature the size of a modest Ogre to squeeze through. The Chasm wall on that side is a little less steep than on this room's side, and there are better footholds there as well, undoubtedly why this area's portcullis has remained intact. There is nothing else of note here, except that odd warm and cold breezes sometimes blow in and out because of the open Chasm.

**161) Royal Tombs - Entrance Hall:** The northwestern door from area 160 leads directly into this chamber. As noted for that area, the door is made of stone, and is sealed shut with clay on its room 160 side, with a low-relief carved symbol of the three-peaked, stylised mountain Dendorlig royal symbol on that side too. This Entrance Hall is cold, and its air is very still. It is almost square in plan, and has a 7 ft high ceiling (2.1 m). A 6 ft high (1.8 m) open passageway leads out of its northwestern wall, towards the north corner, through a round-topped archway. The passage itself also has a rounded, barrel-arched, ceiling. A short way outside this chamber, a set of stone steps rises, before the passage levels-out again, and leads into chamber 162 by a very narrow, open, round-topped archway, this time only 5 ft high (1.5 m). Beside the northwestern wall is a wheeled, mahogany trolley, of a size and type suitable for moving Gnome-sized bodies and coffins about on, one at a time. It has lifting handles at either end, and a 4 ft long (1.2 m) loop of chain attached to the front end, to help pull it along. A separate low pallet-style wooden bed-frame is by the southwest wall. Near the southeastern wall are four Gnome-sized armour stands, in a line. From left to right when facing that wall, these hold the following items. 1: A suit of mail armour, with banding reinforcements, and a silver-blue metal tower shield that has a mildly magical aura. The shield's face has a painted symbol of a pegasus in horizontal flight picked-out in indigo across it (note this is not the same form the pegasi show in The Pegasus Club, areas 111-118 and 133-142, elsewhere in the Hall). 2: A suit of animal-hide leather armour with metal studding, dyed purple, with a small buckler shield that has a spiral design painted on its face in shades of purple, outlined in white. 3: A very finely-crafted suit of mail armour. 4: Another suit of metal-studded leather armour, this time made of brown snakeskin leather. On the back panel of the breastplate is a golden symbol of a standing buffalo. From a short wooden beam attached to the northeastern wall, a little way inside the room from the open archway out to the northwest, and towards the ceiling, hangs a set of metal windchimes, rods of variable length that make musical notes when they move and strike one another, or the horizontal metal disc keeping them separated, whenever a breeze passes them.

**162) Royal Household Tombs:** This is the largest and most substantial tomb chamber in this part of the complex. The entrance is from the 6 ft high (1.8 m), barrel-vaulted passage northwest of Entrance Hall 161, through a narrow rounded archway, 5 ft high (1.5 m). This entrance is towards the centre of the room, which extends away from it on all sides, in a southwest-northeast-aligned rectangle, with angled north and west walls that connect the shorter southwest and northeast walls with that to the northwest. It has a 9 ft high ceiling (2.7 m). All along both shorter walls, and the two angled walls, from floor to ceiling height, are rows of stone wall-plaques with names, sometimes dates, and occasionally brief notes or messages, inscribed on them in Gnomish runes. Some of the plaques are fixed to the walls, others are hinged and closed, although behind each one is a small, quite shallow, stone-lined, cupboard-like recess, that contains one or more metal or fired clay urns with the ashes of the deceased person or people from the name-plaque. The floor away from these walls, and the northwestern wall, is covered by rows of 3 ft high (1 m) stone sarcophagi, each separated from the next by a 2 ft gap (60 cm) all around. Each of these sarcophagi again has a name-plaque on its top surface, similar to those on the walls, but with many more per sarcophagus, often to the point where these extend down one or more sides as well. Beneath the upper slab lid are stacked one above the next, removable, wooden-slat shelves, each full of more burial urns for cremated remains of the dead. Some of these shelves have metal labels attached, and some individual urns have labels too, identifying people's names from the relevant sarcophagus' top or sides. There are many such urns here, going back perhaps thousands of years (not all the names or dates remain fully legible). All appear to have been key royal household personnel and family members not in-line for hereditary succession to the throne. There are no grave goods with any of these

burials, or in any of the urns. The northwestern wall is covered by a series of stone-carved lists on more, though much larger, tablet-plaques, as usual, all in old Gnomonic runes. In the central part of these inscriptions are two floor-to-ceiling lists of the 29 previous rulers of Dendorlig Hall, back to the semi-legendary founders, with their dates, sometimes epithets, or notable deeds. Twenty are given on the first great tablet-plaque list (the left panel opposite the room's entrance), and nine on the right-hand panel, with a great deal of empty space below these for many more. This pair of lists occupies the central 10 ft wide (3 m) section of wall. Flanking them are lists with major historical events by date, during the time of all those rulers, including names of wars, events, enemies and other great Gnome war- or event-leaders. The two 5 ft wide plaque-panels to the left of the ruler-name plaques are completely filled, as is the first of the two to the right, leaving the whole of the second panel to the right still blank. The right-hand ruler-list plaque conceals a 4 ft high (1.2 m) secret stone doorway into Annexe 163. When opened, the whole name-plaque swings into this Household Tombs room, revealing the smaller, square-topped opening beyond.

**163) Royal Tombs Annexe:** Past the secret door from the Royal Household Tombs chamber (162), this smaller, rectangular room leads on to the main tombs of the Dendorlig kings and their consorts. A clay-sealed, stone door with the regal insignia of the triple-peaked mountain is on the long southwestern wall, leading into the main royal burial chamber. On the northeastern wall is a chest-of-drawers and a chest, both of mahogany, along with a tall oak cupboard. Another tall cupboard, though of mahogany, is on the short northwestern wall. In the chest are several carefully-folded, large, dark cloth coffin covers, embroidered with the royal insignia, a large, beautifully-made, flint arrowhead, a mortar and pestle, and a coil of golden rope, 23 ft long (7 m). The cupboards contain robes for officiants at burial ceremonies, along with other paraphernalia, such as censors, carrying poles, and officiants' plain wooden staves. The chest-of-drawers contains a single piece of electrum jewellery for each of the Dendorlig kings, with their name carefully inscribed, laid out on black velvet drawer-linings in date order (earliest in the upper drawers), rather like museum exhibits, if not ordinarily on display as such. Everything here is in a remarkable state of preservation. The ceiling is 7 ft high (2.1 m).

**164) Great Royal Tombs Chamber:** A large, rectangular room, elongated southeast-northwest, with a short passage-like extension to the southwest, on whose northwestern wall is a further stone door, sealed with clay, and bearing the triple-mountain-peak royal symbol, like the door which leads into here from the Annexe (163). The ceiling is barrel-vaulted across its long axis, with a narrower barrel-vaulting dovetailing into the southwestern extension from the main chamber. The centrally-highest vaulting over both areas is 10 ft (3 m) from the floor. In the northwest wall are three horizontal rows, beginning at floor level, each with four, 2 ft high (60 cm), sealed, metal, sliding, mortuary drawers. Each drawer bears the name in Gnomonic runes of one of the earlier Dendorlig kings, beginning with Dendorlig II, in the lower left (western) corner. If opened, they will be found to contain one or two Gnome skeletons or mummified bodies, wearing simple robes, and with no other adornments or grave goods. Dendorlig XIII and consort are in the top right of these drawer-tombs. Across the remainder of the floor is a series of 16 sarcophagus-tombs, much like those found in the Royal Household Tombs chamber (162), set in neat rows of four each, beginning about 3 ft (1 m) from the northwestern wall, and running in numerical regnal sequence from southwest to northeast across the chamber. Again, each top bears the name of one ruler, from Dendorlig XIV to XXIX. The remains are always buried below floor level, so much of the sarcophagus above that is empty. Most contain one or more bodies or skeletons, although those for Dendorligs XIX, XXIV and XXIX are empty. To the left of the door when entering this area is a low stone table, attached to the wall. On it is a small iron bell, a carving chisel for stone-carved runic writing and a wooden mallet, seven iron caltrops, an empty lantern, an open oval metal dish, and a leather scroll-case containing a Gnomonic parchment describing briefly the final royal burial ceremony. The scroll-case has a garnet gem on each end-cap. Propped-up on the wall at the far end of this table from the doorway are two, 5 ft long (1.5 m), flat, iron bars, used for moving the stone sarcophagus lids. To the right inside the doorway is an empty, low, small, iron incense brazier on a tripod stand. GMs requiring a threat here may wish to employ the following option, whereby ghouls have dug tunnels to some of the tombs, removed, or feasted upon, what remains were there at various times, and which still use those tombs for feasts, or to rest in. Up to nine might be encountered here in total, and they always know where others of their kind are in this chamber, as well as where all their tunnels are.

**165) Tomb of Dendorlig I:** The sealed door in the extension to the Great Royal Tombs Chamber (164) leads into this small, square room, with a hollow pyramidal ceiling, 8 ft high (2.4 m) inside the central peak. Below this on the floor is a plain stone sarcophagus tomb, somewhat larger than those in area 164, while being of comparable character otherwise. On its lid is inscribed the name "Dendorlig I", with the stylized triple mountain peak symbol of the royal house, above which, and below the nameplate, is a stylized, large wasp in flight, the wasp symbol seen in profile, with upraised wings, something those knowledgeable enough will recognise as a symbol associated with the first King Dendorlig. Hanging from the northeastern wall is a great, if now worn and faded, tapestry of a bear standing upright amidst jungle trees and shrubs, with mountains visible through the canopy in the background, while on the southwestern wall is another large, old, somewhat worn, tapestry of a great mountain spewing out fountains of fire, smoke and streams of lava. For those familiar enough, the mountain could be Mount Naga in western Malajuri, as seen from the plain to its southeast. Against the northwestern wall is a maple-wood desk, with an oak cupboard, doors closed, on top and at the back of the desk, also against the wall. A small iron bell is in the middle of the desk's top. On shelves in the cupboard are a pair of 6-loaded ivory dice cubes, and an identical unloaded pair of ivory dice, a paintbrush lying beside a small bottle of green ink, a small gold symbol of a wasp like that on the sarcophagus' lid, attached to a golden chain, which symbol radiates a mildly magical aura (it can be used as a protective holy symbol), and an empty canvas bag which can be magically commanded to become a waterproof, windproof tent, pitched into the ground (outdoors only), 15 ft by 15 ft in area, and 8 ft high (4.5 x 4.5 m, by 2.4 m). Inside the sarcophagus is what seems at first to be a collection of bones, some humanoid, some animal - an ox's horns are the most obvious oddity initially. These are actually an animated undead creature, in the loose form of a bull, with humanoid arms and hands where its forelegs should be, capable of wielding weapons or grappling. It is swift-moving, strong and dangerous, able to run on two or four limbs, and will leap to attack anyone nearby. Worse still, there are many similar bones in the sarcophagus beyond this creature, up to nine of which can eventually leap forth, one at a time, should the GM require. Why these creatures have been stored here, and what happened to King Dendorlig's remains, are mysteries, as none of the bones are Gnome-sized, and after the last creature emerges, the sarcophagus proves quite empty, with nothing buried below floor level.

**166) Wayside Cottage:** This small room off the passageway linking areas 69, 167 and 160, near where the semi-natural passage north and northeast out of Arena Control Gallery 110 emerges, was once a small house. There is an oak bunk bed by the northwestern wall, a cedarwood cupboard just to the left inside the door on the southwestern wall, and a small sink in the eastern corner, although there is no piped water flowing to it currently. The ceiling is about 7 ft high (2.1 m). In the passage a short way northwest of the door, on the same wall as this Cottage, is the well-concealed secret entrance to a low, narrow passage northeast to Khy Row Plaza, 167. The secret door is just 3 ft high (1 m) and the passage beyond 4 ft (1.2 m). It seems possible the Cottage was located here to keep watch over that secret way, as it is curiously isolated otherwise.

**167) Khy Row - The Plaza:** "Khy Row" is the old name for the more upmarket district of Dendorlig Hall, which few may now recall. Originally referring only to the mansion-style properties of the well-to-do along the marble-chequerboard way here (areas 175-186), it eventually became the general name for all the places immediately adjoining too, comprising areas 167-190. Three open routes connect here, along with the narrow, low, secret way southwest to the passage between areas 160, 166 and, ultimately, 69. The secret entrance, on the Plaza's southwestern wall near the west corner, is only 3 ft high (1 m; the secret passage is 4 ft high, 1.2 m), and is especially difficult to locate. The ceiling over the Plaza is around 18 ft high (5.5 m), and two broad passageways, each 8 ft high (2.4 m), lead out, one going a short way southeast (ending with doors on both side walls, to areas 166, 160 and 110 to the southwest, room 69 to the northeast), the other a longer way northeast, with doorways off it to areas 175-180 and 182-186, and along an open, southeastern branch route, to area 70. The third opening passes through a narrow, vine-scroll-decorated, 5 ft high (1.5 m), square-topped archway to area 168 and beyond, along another 8 ft high passageway. The floor

in the Plaza, and along both the broad, open passages off it, is paved with a chequerboard design in black and white marble, the tiles each about 6 inches (15 cm) square. Near the northwestern low arch exit is a mahogany crate, fastened by a locked padlock. Inside the crate, individually wrapped in blue leather, are a pair of reading/close-work spectacles, a bottle with a pint of lamp oil, a corncob pipe, and a magical ring that when rubbed, will summon a genie to do the wearer's bidding. Further along the northwestern wall, towards the open northeastern passage entrance, is a 3 ft tall walnut candelabrum, with no candles in it. Ghostly humanoid forms, up to eight in number, and of roughly Gnome size, may be seen in here, or the open areas and passages connecting with it, as far as areas 70 (but not into that area), 169, 171 (though not beyond the broad open archway out of its northeastern wall) and 174. They will not pass into areas through closed doors, however. Persistent presence in these places, searching, or similar activities, may cause them to materialise as undead wights, as the GM may desire. There is an unseen and unsuspected magical teleportation net woven into the fabric of the floor here, allowing instant transport to or from the Market Place (area 22), but only if operated by a trained magic-user knowledgeable in the system's operation. For anyone else, even identifying there may be something unusually magical present here will be a difficult, and time-consuming, task. See the "Dendorlig Hall - Internal Transportation" notes earlier for more details.

**168) Khy Row - Dead End Chasm Passage:** Partway along the passageway between The Plaza (167) and Chamber 169 is this curious, sort-of crossway, with a large, heavy, portcullis blocking a large hole in the southwestern wall, opposite a short branch passage northwest that dead-ends in an unusually broad, 6 ft high (1.8 m), stone door. The main and branch passages are both 8 ft high (2.4 m), with walls, ceilings and floors of the usual stonework-block variety to be found across much of the Hall. Note that the marble chequerboard floor tiling in The Plaza does not continue northwest of the low archway leading into this northwest-trending corridor. The portcullis is of the same heavy ironwork design as that on the other side of the Chasm beyond it from here, as described in the notes for area 160, together with the twin units of bar-locked winding windlasses that are duplicated by those in the passage here, one each a little way to either side of the portcullis, with their control chains passing through holes high up in the passage wall. The Chasm, as also described under area 160, is somewhat less steep-sided on this passage's side, and some of the portcullis' bars have been bent out into the passage at the base here, sufficient that creatures of up to modest Ogre bulk could, with difficulty, squeeze through the gap from the Chasm side. Getting back for such a large creature would prove much harder. In the short northeast branch passage, the stone door at the end is a false one, and while it shows clear evidence of damage caused previously by creatures trying to pass, or break through, it is simply part of the wall design here, and will not move unless physically destroyed (which would need the same level of force as to destroy any of the walls here). A strange squeaking sound can be heard in this alcove sometimes. The two windlasses are still functional, if the locked bars can be removed, although the portcullis cannot be opened fully now, due to the damage to some of its lower bars. Both machines show some superficial damage, as if half-hearted attempts had been made to try to prise off the locking bars at some past time. In the main passageway southeast of both portcullis and dead-end branch alcove, and on each wall leading back to the low, narrow archway to The Plaza, are six metal wall-sconces, each containing a large, unused and unlit, black candle. Two more sconces are placed on to either side of the narrow archway on its end wall as well.

**169) Khy Row - Rounded End-Chamber:** At the northwestern end of the main, 8 ft high (2.4 m), passage past area 168 from the Plaza (167) is another 5 ft high (1.5 m), square-topped archway carved with vine-scrolls opening into this room, which has no other exits. It is roughly rectangular, with rounded northern and western corners, and two short extensions to the southwest, on either side of the entrance. An odd dripping sound can be heard here quite persistently, if at irregular intervals, for all the room is perfectly dry. In the middle of the room, a length of rope has been fastened between a metal ring in the 7 ft high (2.1 m) ceiling and another in the floor directly below, tied so as to be vertically taut between the pair, although a considerable extra length hangs loose from the ceiling ring, and more lies on the floor, as the rope is around 30 ft long in total (9 m). A lot of old, dried blood has been splashed over the northwestern wall at some point, and spaced evenly along this wall too are nine bronze torch-holders, three of which still have viable torch sconces in them. There is a distinct metallic tang to the air.

**170) Khy Row - The Old Bazaar:** The northeastern branch off the 8 ft high (2.4 m) passage between areas 167 and 169 that opens directly into the Pleasure Gardens (171) passes-by the magically-locked metal door to this square room, which is 9 ft high inside (2.7 m). Attempts to open the door without magically unlocking it will prove unsuccessful, and will be met with a cymbal-like clashing sound. If the door is magically unlocked, it does so with a noise like cymbals falling to the ground. A stone workbench is set all along the northeastern wall, with a Gnome-sized purple-upholstered couch by the southwestern one. Various parts of the ceiling have hooks and rails, indicating there was once a variety of lamps and hangings suspended in here, the hangings perhaps breaking-up the room into smaller spaces. A large painted wooden sign in red with gold rune-letter-edges, surrounded by blue, green and white swirls and arabesques is still suspended from the middle of the ceiling by iron chains, facing the entrance, whose bold Gnomish characters proclaim this as "The Old Bazaar". It is painted like this on both sides of the board. At its busiest, sellers here, their stalls and tables spilled-out into the passages nearby, into Chamber 169 and part of the adjacent Pleasure Gardens. Apparently lost in the final clearance and closure below the bench near the side-wall are: an orange deerskin belt with a beautifully-crafted gold buckle; a steel door-handle with a star ruby set in it; an iron door-handle fitted with a black star sapphire; an elaborate adamantine lamp set with eight moss agate gemstones; an exquisitely-made recorder (musical instrument); and a bundle of four Gnome-sized cloaks, superbly made, with embroidery of flowers on two, and a flying pegasus on the other pair, which wrap around an unidentifiable, but very striking, crystal bottle of delicately-scented perfume.

**171) Khy Row - Lost Pleasure Gardens:** A great, open, rectangular, high area (the ceiling is around 30 ft up, 9.1 m), paved with red sandstone flags across the floor, leaving the walls and ceiling of the more usual paler stone facing blocks. An 8 ft high (2.4 m), open, square-topped passageway enters on its shorter southwestern side, while a broader, also 8 ft high, round-topped archway leads out on the northeastern wall opposite, past the Overseer's House (190) to places beyond. Another open passageway, again 8 ft high, leads a short way off the northwestern long side of the Gardens to Shops 172 & 173, and Tea Shop 174 opens directly off the same wall, towards its northern corner, through one final 8 ft high, square-topped opening. Around 20 ft up (6 m), there is a line of windows from the upper storeys of Mansions 182 to 186 along the southeastern wall, overlooking the Gardens. Towards the northeastern exit, roughly along the floor's centre-line, several flagstones are missing, and a shallow pit has been excavated, about 4 ft square by 2 ft deep (1.2 m by 60 cm; indicated by a pit symbol on the map). Marks on the floor elsewhere suggest a variety of temporary large and small structures were once located here, of which little evidence now remains. This more substantial floor hole may once have been part of this layout too. Historical sources, or Gnomes with very long memories and old knowledge, may recall there were once stalls and rides here, in the manner of an upmarket, enclosed, funfair, with some of the rides and features reaching almost to the ceiling. A careful search may uncover three small blue quartz gemstones, and three pieces of gem-quality jade carved into flowerheads, as well as a small bone scroll-tube. This latter contains a spell scroll that allows one willing creature to be put into a suspended state that feigns death, although the person so-affected retains their abilities to hear, smell and be aware of what is happening around them. They take only minimal damage from external sources while in this state, which lasts variably for between 40 to 60 minutes. The area echoes any sounds made in here very hollowly and persistently.

**172) Khy Row - The Old Curiosity Shop:** The short, dead-end passage northwest off the northwestern side of the Pleasure Gardens (171) has two doors along it. This Shop is behind the first of those, on the left-hand wall when leaving area 171 (to the southwest). The door is 5 ft high (1.5 m), and made of metal. It is magically locked so that only a Gnome can open it, although such a person would need no key or command word to do so. For anyone else, it is unopenable, albeit there are clear signs failed attempts have been made to force it previously. Within is a square room with a 9 ft high ceiling (2.7 m), suspended from which, a little way inside and facing the doorway, is a sign painted on both sides in the manner of that in the Old Bazaar (170), hanging from identical-style iron chains. The Gnomish characters on it read, "Curiosities - Gifts - Novelties", and the place's original layout seems to have been essentially the same as in the Old Bazaar

too, with ceiling fittings for hanging lamps and curtains that separated the whole into smaller, temporary "rooms". Again, at one time, such small stalls would have spilled along the passage outside and into the western angle of the Pleasure Gardens, mingling with those from the Bazaar. Around a dozen small, folding, walnut tables, are leaning in a stack against the southeastern wall some way inside the doorway, above which is a remarkable wall painting of an impressive reddened sunset (or sunrise) over a savannah landscape. This painted scene stretches along some 12 ft (3.7 m) of the central part of this wall, between 2 and 6 ft above the floor (60 cm to 1.8 m). There are four equidistantly-spaced, vertical lines of bronze hooks along the northwestern wall, perhaps as if they once helped hold hangings in place against the wall to create more fixed, cloth-walled, booths. The surviving ceiling fittings certainly suggest this could have been the case. Across the same area of wall here as that with the sunrise/set painting opposite, is another painting by the same artist, apparently, of a tropical beach seascape. It seems to have been painted before the vertical rows of hooks were added to this wall. Scattered in various places are: a bottle of yellow hair dye; a bottle of red cloth dye; a magical, carved wooden club, whose tip has been made into an unusual dog-like head (for those familiar, this is the head of a snap hound, a magical faerie creature somewhat like the blink dog of D&D, able to teleport relatively short distances at will, Nibirum's commonly having white coats, with blue eyes, red snouts, ear and tail tips; stroking the dog's head on the club and speaking the command word will summon a snap hound up to six times a day - or up to six hounds once a day, if required - who will do the club-owner's bidding, so far as they are able, for up to ten minutes, after which they will vanish); a crocodile-hide whip; the neck of a narrow, broken, glass vessel, possibly an alchemical flask or a test-tube from its shape; a small rosewood box that rattles when shaken (a hard-to-find hidden compartment in it contains a single ancient Gnome gold coin); an empty green leather satchel; and a staff made from a curious pale blue wood (it has not been dyed or painted, and is a magical artefact, able to cure ailments when its tip is touched to the affected creature - it works only on diseases, physical and mental-health long-term conditions, including magically-induced ones; it has 21 charges, and requires one charge to cure each ordinary disease or condition, two charges to work against magically-induced ailments).

**173) Khy Row - Lost Shop:** Although this not-quite-square chamber seems similar to both the Old Curiosity Shop (172) and the Old Bazaar (170), with its 5 ft high (1.5 m) metal door, and 9 ft internal ceiling (2.7 m), off the northwestern wall of the short passageway northwest of the Pleasure Gardens area (171), if its door was ever magically closed shut, that magic proved ineffective, as it can be opened quite normally now. The outer side of the door does not bear the same marks of violence as that into the Curiosity Shop either. Inside, the air is oddly still and slightly humidly warm, and at times, a strange, faint chanting sound can be heard. A thorough inspection will find several cracks in the floor by the northeastern wall, from where both sound and humidity seem to originate, far below. Repairing the floor-wall join here would stop both. A broken stone workbench lies by the southeastern wall, together with some smashed rosewood shelves. A walnut cabinet whose doors have been broken-off and smashed on the floor, is still attached to the northwestern wall. The room gives every impression of having been thoroughly ransacked, possibly more than once. Despite that, amongst the wood and stone debris near the southeastern wall can be found some metal tongs, a small rusty iron bowl (of Dark Goblin make), a rusted iron buckle (Malajurian Dwarf style), seven metal studs that seem to have been pulled off a leather surface they were once attached to (perhaps leather armour), and a single piece of steel arm-banding that probably was once part of a full suit of plate armour. Easily overlooked as well are some small carved sticks, eight in total, which, if all are recovered, look to have once been the arms and legs of a simple wooden mannikin, although its body and head are missing.

**174) Khy Row - The Old Tea Shop:** Little survives to show the former use of this round-cornered, rectangular room that opens directly off the Pleasure Gardens (171) through a broad, square-topped, 8 ft high (2.4 m), archway. A large birchwood dresser stands apparently empty and attached to the middle of the northwest wall. A maple bench on the southwestern wall has a sink in it, without any piped water currently. In one cupboard in the base of the dresser is a large-necked, spherical glass bottle, containing the herbs needed to make zombies, and a silver flagon with ten turquoise gemstones set around its top, with two peridots on the handle. There is an etching of a skeletal snake in a vertical figure-of-eight shape one on side of the flagon, the bony serpent shown eating its own tail. Probably of greater immediate concern is that entering this area wakes to action (and at GM's discretion) the up to ten lively zombies that have been left in suspended animation here. While resembling normal zombies, and of similarly undead nature, lively zombies are faster-moving, more able to use weapons, and have other physical abilities, such as being able to climb. In addition, they can be struck only by magical weapons. Their task here is to defend this room, and restore anything to it that has been taken away. They are a mix of Dark Goblins, Dark Dwarfs and Dark Elves, all natives of the Darklands far below, with no surface folk or Gnomes among their number.

**175) Khy Row - Mansion 1:** One of the four slightly larger Mansions along the southeastern side of the original Khy Row (the broad, 8 ft high (2.4 m) southwest-northeast passageway, with a marble chequerboard tiled floor in alternating black and white six-inch squares (15 cm)). This is the first property northeast of The Plaza (167). In common with nearly all the Mansions along the Row (175-178 & 182-186), access is by a magically-locked, apparently wooden, door, 6 ft high (1.8 m), here with a metal handle and a separate metal door-knocker, both adorned with either frogs or toads as decoration. Inside, each Mansion area shown on the map is simply the area occupied by the lower floor, with three or four more levels (four on the northwestern side of the Row only), each identically-sized, stacked vertically above, accessed by various means. The upper levels have wooden floors, with individual rooms per level separated by wooden panelled walls too. Each level is typically 7 or 8 ft high (2.1-2.4 m). In the case of Mansion 1, a marble staircase rises in the west corner from the large entrance hallway, with two smaller rooms, separated from the hallway by the usual wooden walls, towards the southeastern side. One of these smaller rooms was a workroom/storeroom, the other a kitchen, still with a cooking range on its southeastern wall, next to a workbench and a sink. In the entrance hall is a life-sized statue of a giant toad as a central feature. This creature will emerge as a living beast, a giant poisonous toad, to defend the property against intruders, unless its command word is spoken within half a minute of entering the building. Although most of the movable items were removed long ago (in common with most of the other Mansions here), a few items remain to indicate what some of the rooms may have been. There is no piped water currently running to any of the Mansions, although there was once. On the floor above the entrance level here are three rooms, the largest of which, in the northeastern half of the property, has a fireplace in its northeast wall. On the mantelpiece is a small brass bell, again with a cast-in toad or frog motif. Ordinary wooden stairs lead up from the southern corner of this level to the next, where there are four rooms, including a toilet with a shower and a sink, in the western corner room. An oak stool is in the somewhat larger north-corner room. Up the wooden stairs in the eastern corner is the final level, with three rooms, including a smaller lavatory and wash-room than that on the floor below, in the western corner. A small fireplace is in the southwestern wall of the larger, L-shaped room here, in the southwest-southeast part of this level.

**176) Khy Row - Mansion 2:** Mansion 1 (175) has notes that are equally applicable here too, regarding the size and nature of this property, which is that northeast beyond Mansion 1, past the open passageway that runs southeast to area 70. The magically-locked, 6 ft high front door (1.8 m) here has its knocker in the shape of a horseshoe with its open end uppermost, where it hinges to the door. It is made of an unidentifiable grey metal, which feels unpleasantly clammy to the touch. The door handle is of similar metal, as are all the interior door handles. Inside the front door is a small entrance hall, with wooden stairs leading up by its northwestern wall into the north corner, and a small cupboard beneath the stairs. There are two other rooms on this level, towards the southeast, a kitchen with a sink and a cooking range by its back, southeastern, wall, in the southern corner, and an empty room northeast of this. In the cupboard under the stairs is a mahogany trunk, empty except for a vial of insect repellent. In the kitchen cupboards are a few desiccated scraps of what were once edible dried fruits, and a single bent fork. There are two rooms on the floor above, a long one all down the southeastern wall, and another in the western corner. The stairs spiral on above themselves in the north corner. The long room is empty, but the smaller one has an oakwood cupboard on its northwestern wall, with a wooden box inside containing a series of long-dried-out artists' paints and pigments, paintbrushes, small sponges and cloths. A couple of old, frame-stretched, prepared but

unused, artists' canvasses, are propped-up against the southwest wall; their total surface area is roughly five square feet (0.5 square metres). The next floor above has four rooms, and the stairs continuing up. One room in the west corner has a toilet and shower, with a sink, while the other three are largely empty, though that in the eastern corner has an old bronze bowl and a small crucible lying on the floor. The highest floor above this one has a similar layout to that just below it. In the shower room here though, there is an old, dried-up and cracked bar of grey soap on the sink's edge, while the south corner room has a small, empty maplewood barrel in it, and the east corner room has an old green leather satchel in one corner.

**177) Khy Row - Mansion 3:** The adjoining property northeast of Mansion 2 (176; for general notes on all the Khy Row Mansions, see Mansion 1, 175), for once, the 6 ft high door (1.8 m) is not magically locked. It has a metal door knocker in the form of a flying hippogriff, seen in profile, with an eagle's or hippogriff's head moulded into its metal door handle. Inside, there is a magnificent entry hall, faced with dark green marble, which occupies the equivalent of the lower two levels of the property, with a ceiling around 15 ft high (4.5 m). The air is stale and slightly musty everywhere here, and there are cobwebs festooning much of the place, including over the furnishings, for all there is oddly little dust. Set against the farther half of the southwestern wall from the door, and turning to run along and up the southeast and northeastern walls, to reach what would be ordinarily the second level above the entry one, halfway along the northeastern wall, swoops an impressive, balustraded, red marble staircase, a striking contrast with the green marble of the floor and walls. Moulded golden hippogriffs, in taking-flight poses, are set on the balustrade's corners and ends, each around a foot high (30 cm). In the central well of the stairs is a pale grey marble statue of a similarly-posed hippogriff, which stands almost 10 ft tall (3 m). Its eyes and front claws are carved from gem-quality obsidian. Part of the final flight of the staircase, on the northeast wall, is trapped, such that if the balustrade is leant on - to look down into the entrance hall, say - it will hinge out like a gate, possibly causing someone to fall either to the floor, or onto the stone hippogriff statue. It takes considerable attention to spot this gate, which can be operated separately too by tilting-over the golden hippogriff at the top of the stairs. At the upper level, the dark green marble facing stone from the entrance hall continues throughout, including here in the form of low-relief pillars carved into the walls, with bas-relief hippogriff-in-flight designs on the panels between the columns. There are two rooms on this upper level, the larger of which is towards the rear (southeast), above the staircase and part of the stairwell. This is fitted-out with seats, tables and a fireplace (the latter in the middle of the southeastern wall), all very lavish and comfortable, with some dark textile hangings in places (the actual shade is indeterminate, perhaps dark blue, green or red, in different amounts of light). Cabinets containing high-quality silverware and ceramics, all decorated with hippogriff motifs are also in here. The smaller room, in the west corner, is fitted-out as a comfortable study, with shelves of books, scrolls and papers, a high-backed leather chair, desk and side-table. There does not appear to be another floor above this one, although actually there is. It can be accessed only by a vertical chute concealed behind one of the bookcases in the study, which is closed by a trapdoor at the top that can be bolted shut from the upper side. There is no ladder or footholds in the chute, albeit it is only around 3 ft on a side, and square in plan (1 m x 1 m). The hidden top floor, a sort-of attic, consists of just a single, square, 7 ft high (2.1 m), room, faced merely with the ordinary stone to be found elsewhere in the Hall, not the fancy marble elsewhere in this property. In the eastern corner, furthest from the trapdoor, is a maplewood, Gnome-sized, coffin. Inside it, unless awakened already by the arrival of fresh meat in his home, or awake for some other, more obscure, purpose, is a particularly powerful, magic-using, Gnome vampire, Oskar. Unlike the other Dendorlig Gnomes, it seems likely he never left the Hall, and he may be inclined to talk with "guests" before he dines. There is a fortune in gold, silver, platinum and electrum coins well-concealed in the base of his coffin-bed.

**178) Khy Row - Mansion 4:** Similar in plan and size to the other Mansions on this side of the Row (see Mansion 1, 175, for general notes), this property is towards the end of the Row, beyond an oddly blind passageway to the southwest, separating Mansions 3 (177) from 4, for all the passage is of identical size and nature to the main passageway. The front door of this Mansion is magically locked, much as usual, with a metal knocker and handle that share rope-style motifs in a figure-of-eight shape. The Mansion's internal layout is almost identical to that of Mansion 1, with wooden doors, walls and stairs, even to having fireplaces, shower and toilet facilities in the same locations. The only real difference is that the wooden fixtures are all of a mid-red coloured wood, something which seems to be its natural colouring. The place is, however, completely devoid of any non-fixed items or furnishings, and the property feels cold, with a slightly unpleasant stony-dust scent to the air. Sounds here can echo quite alarmingly at times.

**179) Khy Row - Secret Stores:** At the blind northeastern end of Khy Row are two well-hidden secret doors. That on the southeastern wall leads into this large, 7 ft high (2.1 m) room. It has a similar square plan to the other sites along this side of the Row, except that it has an angled wall to the north, reducing its overall area. It is also on just the normal, single level. It was once used for storing items used in cleaning, maintaining and repairing the Row, and holding bulkier items the servants might need, for which there was insufficient room in the individual Mansions. Little remains to suggest this now, except there is a spare marble sink and a marble shower unit in the eastern corner, with a couple of iron chains used for towing, and - in the sink - a green glass bottle containing still-potent weedkiller.

**180) Khy Row - Grand Emporium:** While there is a secret door leading in to the back of this former large-floorplan shop, off the northwestern near-end wall of Khy Row itself, the shop's public entrance is, and was, through a very broad, single, 7 ft high (2.1 m) doorway off the normally-tiled 8 ft high (2.4 m) passageway that runs southeast-northwest past it into a small, more open, area to the northwest, where doors to three Houses (187-189) are, before descending two sets of steps to The Dell's Sunken Market (191), and where the broad passage northeast from the Pleasure Gardens (171) joins it. To the southeast, this passage jinks around an angled dogleg, before opening out into an area with doors to Chambers 88-90 and places beyond. The main door to the Emporium is made of metal, with a low-relief rayed sunburst design moulded into its centre, the rays extending over the whole door. It is magically locked, although the secret door off Khy Row is not. That latter entrance is just very difficult to find. The Emporium itself is on a single level, a broad, southeast-northwest-elongated rectangle, cut into in its eastern corner by the Office (181; see there for additional notes regarding both these places). There are birchwood shelves and cupboards fixed to many of the wall spaces (the secret door access towards the southern corner is through one such cupboard, which is otherwise externally unremarkable), along with more freestanding display cabinets and shelves scattered over the floor, together with serving counters. The room has a 9 ft high ceiling (2.7 m), and there are indications there were once carpets fitted over most of the floor, with hangings suspended from ceiling rails, and lamp fittings. All of these were removed long ago. There remain five high birchwood stools in various places, and two high-backed oak chairs. Nothing survives of the former stock, which was an eclectic mixture of, typically, high-quality, high-cost, decorative and practical items for use around the home. The Emporium overall is surprisingly neat, dust- and cobweb-free. A faint trace of aromatic perfume hangs in the air still, though most will struggle to detect it distinctly, and this scent will dissipate if either or both outer doors are left open for long.

**181) Khy Row - Grand Emporium's Office:** A narrow, rectangular room in, and extending southeast from, the east corner of the Emporium itself (180), accessed through a broad, 5 ft high (1.5 m) panelled, wooden door, on the Emporium side of which is painted in golden Gnomish runes, the word "Office". Another of the high-backed oak chairs, like those in the Emporium, is in here, together with more of the same birchwood shelves and cupboards as found there too, and a rectangular oak table. In the south corner, at the far end of the room from the door, is a low, square, solid, stone-block bench with a 2 ft diameter (60 cm), circular, plain metal cover on its top, which is held in place by a stout metal bar. This round cover, while quite heavy, can be easily lifted away once the bar has been removed. Beneath it is a circular-topped, cylindrical pool of a murky, slightly silvery liquid. The pool is about 3 ft deep (1 m). Any magical item immersed in the liquid becomes disenchanting immediately, though it comes out of the pool quite dry, and the liquid appears to have no effect on living flesh or other non-magical objects or substances placed in it. The pool was once used to remove unwanted magic from objects that were to be sold in the Emporium, such as cursed objects. The liquid retains this property only so long as it is still within this stone pool container. In the closed cupboard nearest the pool on the

southeastern wall are: a bronze metal-file and an iron pick-head (top shelf); an adamantite-bladed short sword with a red leather handgrip (non-magical, but always naturally very sharp), a snakeskin sling, and a single, black, iron crossbow bolt (next shelf down); two more empty shelves; two bastard swords, both magical (lowest shelf). The pair of bastard swords are cursed weapons. One radiates magic, and works well against practice targets, although once in actual combat, it routinely hits an opponent less often, and does less damage, than it should ordinarily. Irritatingly, it will teleport into its owner's hand, no matter what their separation, knocking away any other weapon there, forcing itself to be used in all such circumstances. The other - which appears to be identical to the first, including its magical aura - provides a magical bonus to hit opponents and damage them, though it cannot be loosed from its owner's grip in combat until either their opponent or the wielder is killed. This second sword cannot be disposed-of, and again will teleport from any distance into its owner's hand whenever they are in combat, knocking away any alternative weapon the owner tries to use.

**182) Khy Row - Mansion 9:** Although the five Mansions (182-186) along the northwestern side of Khy Row are similar to those on its southeastern side, they are all slightly smaller in plan, with each adjoining one or two of its neighbours, and the rooms facing into the Pleasure Gardens (171) two levels above the entrance from the Row, all have windows overlooking the area of the Gardens. Each of these properties has four levels above the entry one, stacked vertically above it, and of identical size, rather than just the three upper levels of the southeastern Mansions (see also Mansion 1, 175, for further general details). Mansion 9 is the last property towards the northeastern end of the Row on this side, with its magically-locked, 6 ft high (1.8 m) access door directly opposite that to Mansion 4 (178). Its metal door-knocker is in the form of a slim-bodied spider, seen top-down, and the doorhandle has silver filigree cobweb designs over it. Inside, a small square entrance lobby has three rooms off it, including a kitchen (in the west corner), and a shower room with sink and toilet (in the south corner), albeit neither room currently has running water. The north corner room is empty, except for a square, magical lift-platform in the northern corner, which once passed up through railed-off floor-holes to all the levels above. It does not currently operate, however. The lower three levels, including the entry one, are all 8 ft high (2.4 m), the upper two 7 ft (2.1 m). The next floor above the entrance has three rooms, a long one along the northwest wall which the lift once rose into, that has a scone-like magical wall-light-fitting in the middle of the wall at either end of the room, although again, neither of these functions at present either. The sconces both have inlaid silver cobweb designs over them. Two doors lead off from here through the long southeastern wall into equal-sized square chambers, neither of which has any furniture or decoration. Level three above this has the line of windows overlooking the Pleasure Gardens in its northwestern-room walls, including the open landing around the lift-platform hole in the north corner. Two doors lead off this, into a rectangular room to the southwest, and a square one in the east corner. The rectangular room has another square room through a door in its southeastern wall, in which there is a tall, silvered mirror attached to the southwest wall, set in a brass frame with cobweb and spider designs all across it, as well as shower and toilet facilities. Level four has three square rooms accessed from the lift-landing area in the north corner, the eastern room of which has a shower and toilet in. The final level has an almost identical layout to this, but without the shower and toilet.

**183) Khy Row - Mansion 8:** Heading southwest along the Row from Mansion 9 (182; this has some general notes regarding all the Mansions along this northwestern side of Khy Row), the magically-locked entrance door, which faces into the blind passageway opposite, has an especially elaborate design in low-relief metal all across it, showing a lithe, serpentine, draconic creature in a great "S"-shape over much of both height and width of the 6 ft tall door (1.8 m). The creature's head bends down, facing forwards, as the door-knocker, with two tentacle-like moustache-ends forming the ring of the knocker itself. It has four claw-hands on short legs in two pairs along its winding form, with one of the upper ones reaching out, holding a spherical object in its grasp as the door handle. The dragon is picked-out in silver and gold, with moonstone eyes, while a third, large, moonstone forms the round door handle. Attempting to damage the design or the door causes the dragon to animate and attack as a living creature, until the damager flees or is killed. These attacks are physically magical, and the dragon can absorb a huge amount of ordinary or magical damage itself before it might desist. When it ceases to attack, for whichever reason, it reforms as the door design again, restoring it to full power, should it be needed to defend the property afresh. Inside the door is a grey marble-tiled entrance hall across the front width of the building (northeast-southwest), with a pair of 5 ft high (1.5 m) wooden doors leading off northwest into two square rooms. That in the west corner is fitted as a kitchen, including a wall-mounted rope-and-pulley operated dumb-waiter in a square-section wooden tube on the southwest wall, which rises into the dining room on the floor above, while that in the north corner is largely empty, except for a large cupboard on the northeastern wall into the north corner. Ceilings on this level are 8 ft high (2.4 m). Back in the long atrium, inside the entrance to its left, is a broad, metal open-work spiral staircase, with lithe draconic designs like that on the front door, which extends all the way up it, as it connects to all five levels in this property. Between the doors by the northwestern wall in the atrium is a fully-rounded sculpture in silver and gold of another writhing, upright, draconic form, set within a raised, semi-circular, marble pond, which is now quite dry. This statue almost reaches the ceiling here, and has a spout in its partly open jaws, as an also-now-dry fountain. Intruding thieves or vandals will discover this statue has the ability to summon up to four real dragons of its form, each of which has a magical, icy breath-weapon, is able to fly despite its lack of wings, has magically-vicious bite and claw attacks, a magically-strong, scaled skin like armour, and which will defend the property to the end. On the level above, there is a long, marble-tiled former dining room across the northwestern half of the structure, into which the dumb-waiter cabinet from the kitchen runs, up the southwestern wall. There are rosewood quarter-pillars in each corner of the room, carved with more of the usual lithe dragon designs, while two more dragons, done in silver inlay, form decorations the length of both longer walls. In the east corner of this level is a square room fitted with empty mahogany shelves, like a study or library, with an access door facing the spiral staircase. This level is again 8 ft high, as is that above this one. On that next level up, three more-or-less square rooms lead off the spiral staircase's landing, all separated by wood-panelled walls, and a narrow corridor between those in the northern and eastern corners. The three doors each have a different relief-carved lithe dragon cavorting over them. The rooms on the northwestern side of the building have windows overlooking the Pleasure Gardens (171). In both of these are some scratch marks on the ceiling, and the outer end wall in each has another dragon relief-carving on its wood panelling that conceals the stonework. There is no furniture in either room, but hunting for secret compartments over the dragon carvings has a good chance of finding the concealed trigger that magically reverses gravity in each room independently. This happens relatively slowly, so anyone there has a little time to adjust, floating towards the ceiling. This effect operates on anything not firmly fixed to the walls, floor or ceiling. Activating the trigger a second time reverses the effect, which cannot be dispelled in any other way. The third room, in the east corner, has no such carvings or mechanism, though it does have a tall mahogany chest of drawers fixed to the southeast wall. A secret compartment behind one of the many drawers in this holds a silver choker wrapped in a scarlet silk scarf. Level four above this is 7 ft high (2.1 m), wood-panelled again, albeit here without any draconic ornamentation, other than on the spiral staircase. Two doors lead off the landing, one to a square room with shower, sink and toilet fittings in the east corner, the other to a long rectangular room by the northwest side of the property. On the outer long wall here is a pin and coloured twine artwork (the twine tied or wrapped around pins tacked directly into the wall panelling) of the normal lithe dragon, which runs almost its entire length. The twine colours are chiefly red and yellow, with some black and blue. For all it is rather abstractly sketchy, the work has clearly been most skilfully done. The final level over this one has much the same layout as the third level - three rooms and a short passageway off the landing between the north and east corner rooms, with the eastern room having toilet and washing facilities much like those on level four. There are no designs in the wood panelling here though, and the ceiling heights are 7 ft.

**184) Khy Row - Mansion 7:** Having a general internal layout like the other Mansions on this side of the Row (see Mansion 9, 182, for further notes), this is the central Mansion of the five here. Its front door is opposite that to Mansion 3 (177). Its metal door knocker on the magically-locked entrance has a cast impression of a blazing torch on it, while the crystal of the round door handle reflects any light like the lens of a bull's-eye lantern, thanks to its highly reflective rear surface. The property's interior is fitted with black wood panelling throughout, and every room has at least one black, iron wall scone to hold a torch or a candelabrum, although all these are currently empty. The whole place seems very gloomy, and it is hard to be sure if something could be lurking in the darkness,

where it is often impossible to tell what is panelling, or shadow, or perhaps something else entirely. Steep, narrow, black wooden stairs rise immediately to the right inside the entrance (northeast), and spiral around in a square form from the eastern corner to all four higher floors. The entrance hallway is narrow too, to the left of the stairs, and there are two doors off it, one to the left of the front door in the wall towards the southwest, the other on the wall opposite, below the stairs. The ceiling height here, and on all subsequent floors above, is 8 ft (2.4 m). The left doorway leads into a square room in the south corner of the building, with another door on its northwest wall into a second square chamber in the west corner. The north corner square room off the door below the stairs, has the fittings of a kitchen in it, including a cooking range and sink, though the latter has no running water currently. At the short stair landing on the next floor up (near the southeastern outer wall), there is a single door in the wall to the right when going up the stairs (so to the southwest), into a square room in the structure's south corner. This has a second door on its northwestern wall into a long, rectangular room that runs the width of the building to the northeast; there is a fireplace on its shorter northeastern end wall. Above this level, a narrow landing runs around the stairwell, with three narrow doors off it, two to the northwest, one to the southwest close to the southeastern outer wall. This south corner room contains a shower, toilet and sink, again with no running water. The other two landing doors lead into squarish rooms that have windows overlooking the open space of the Pleasure Gardens (171) below. Floors four and five above this have identical room layouts (except there is no shower-room on floor four, just a squarish, empty room there). The sole oddity is that on the floor of the north corner room on the top floor is a coil of rope 22 ft long, if extended (6.7 m), into the twist of which have been inserted around 250 old Gnostic copper coins. It would take some time to extract all of these, as each is wedged tightly into place. They double the weight of the rope for anyone wishing to carry it in its present state.

**185) Khy Row - Mansion 6:** This Mansion's frontage is opposite the door to Mansion 2 (176) and the chequerboard-tiled passageway southeast to area 70. Its own front door, magically locked as usual (see Mansion 9, 182, on this side of the Row for general details), is unusually plain compared with its neighbours, having no door knocker for once, and a simple round, metal doorknob as a handle. The interior is odd too, as there are no wall-separated rooms inside, for all there are indications that some places were once used for specific functions. There is a central, circular, magical lift platform running up through all four levels above the entrance one, each with a railed access-hole per floor and metal support rods for the platform, which latter run up right through the property. This platform still functions. The first three levels all have 8 ft high ceilings (2.4 m), the uppermost two 7 ft ones (2.1 m). The whole entrance level is painted a dark red, and there is a kitchen range and sink in the west corner, also dark red in colour, giving a rather unnerving impression overall. In another unusual departure, there is fresh, piped running water to this sink. The level above this is painted in dark orange throughout, quite oppressively so, and there are metal ceiling fittings suggesting there were once at least eight suspended lamps set in a symmetrical pattern here, of which none are now present. Above this is a pale-yellow painted level, a colouring that feels no less uncomfortable for viewers, if in a somewhat different, more headache-generating, fashion to that of the previous floors. A line of windows in its northwestern wall overlooks the Pleasure Gardens (171). As on level two, there are again signs of eight ceiling light fittings having once been here, though none are in-place now. Level four over this one is painted a shade of mid-green, which feels oddly claustrophobic. It has a shower, sink and toilet in its fully open-plan western corner. Like the kitchen on the entrance level, all these facilities still have functioning, fresh, piped water. The fifth and final level at the top of the building is painted pale blue, which seems strangely refreshing by contrast to the previous levels. It is without fittings of any kind other than for the lift platform. Back on the entrance level, in its northern corner, is a well-concealed floor panel which proves to be a trapdoor down into a 6 ft high (1.8 m) cellar. There is a metal ladder attached to the northwest wall beneath the trapdoor, and the cellar has the same area overall as the rest of the property. It is painted a slightly pink shade of white. In the middle of the floor is painted an elaborate, huge, black, silver and red pentagram, the outer circle of which is some 15 ft in diameter (4.5 m). It has a magical aura about it, along with a pale, silvery glow, and is clearly active. While initially apparently empty, moving about on this level, examining the magical pentagram, damaging the floor design, or attempting to dispel the magic here, will cause a mistiness to begin forming inside the pentagram. This is a trapped, sentient, mist creature, that in its fully visible form looks like a cloud of fog, and which can expand to fill an area up to 40 ft in diameter or more (12 m). It feeds on living creatures by temporarily, and briefly, forming semi-solid mouths to attack with anywhere within, or at the edges of, its substance. Although it can become invisible at will, to feed/attack it must become fully visible first. For all it can be confined magically - as here - it is extremely difficult to harm, as only its central area is vulnerable to magical attacks, which its frequent shapelessness and cloudiness makes very hard to identify. It can move and expand with startling speed at times, behaving much as an animal would, as it is not an inherently inimical creature. It is not possible to communicate with it, or control it other than using some kind of magical or physical confinement, however. There is no indication as to who trapped it here, when or why.

**186) Khy Row - Mansion 5:** Joint first of the Khy Row Mansions when approaching from the southwestern end of the Row, with Mansion 1 (175) opposite, the magically-locked front door here has the face of a laughing Gnome on its door-knocker and its round metal handle. Inside is a square, oak-panelled room in the property's east corner, 8 ft high (2.4 m), with doors leading off to the southwest and northwest. Note that none of the internal doors here are fully shut. Through the southwestern door is another oak-panelled square room, in the building's south corner, in which is a wooden spiral staircase leading up. A swing-door on this room's northwestern wall connects into the kitchen, in the western corner, again a square floorplan room, whose northwestern wall is white-ceramic-tiled, with a sink that has no running water currently, and a cooking range, on which stands an old iron kettle. The kitchen's three remaining walls are oak-panelled. There is some damage to this panelling low down on the southwestern wall, where a couple of panels have been smashed or chewed-at and broken away, revealing a small rock fissure in the native stone behind. Both huge spiders and giant centipedes have found their way here from time to time this way, and up to a dozen of either may be encountered somewhere in this Mansion, as the GM requires; they may be battling one another, or may simply attack any apparently suitable fresh meat that wanders in. Both types of creature have venomous bites. Note too that the spiders may not always betray their presence with webs here. The final square room on this level, in the north corner, is once more oak-panelled, and has a fireplace in its northwestern wall. Above this, painted onto the oak panelling, is a faded illustration of a quirkily-elaborate-looking surface house, surrounded by tropical greenery and flowers, with mountains in the distance behind it. The next level up in the house has a layout like the entrance floor, with four more square rooms, each here panelled with aromatic cedar, and again with 8 ft high ceilings. The wooden spiral staircase passes through the south corner room, which has doors out to the northwest and northeast. The northeastern room has a white ceramic tiled floor, northeast and southeast walls, with a shower, sink and toilet, none of which has flowing water at present. The northwestern door from the stairwell landing leads into a cedar-panelled room with a fireplace on its northwestern wall, and a further door in its northeastern one. On the mantelpiece over the centre of the fireplace is a bronze bust of a similar laughing Gnome's head to that on the front door, here cast in a fully-rounded form. The northeastern door leads into a room with empty, fitted bookshelves over its northeastern and northwestern walls. Alternate shelves, beginning with the topmost in the northwest bookcase, have been painted red. At the back of the next red shelf down in this case is a small glass bottle containing unidentified dried herbs. The floor above this one has another comparable four-room layout, including the stairwell's landing, once more of 8 ft height, except that there are no fittings in any of these rooms, and the wooden doors and panelling are again of oak, like the entrance level's. On the northwestern walls of both square rooms on that side of the building are windows overlooking the Pleasure Gardens (171), whose floor is roughly 25 ft below (7.6 m). The fourth level has three rooms, each with a 7 ft high ceiling (2.1 m), the woodwork once more of cedar. The stairwell room is square, as usual, as is the room off its northwestern side, in the property's west corner. The room off the northeastern side of the stairwell chamber runs the length of the northeastern wall in a rectangle, with a fireplace on its shorter, northwestern end-wall. In the grate lie a pair of iron fire-tongs and a bronze ash-shovel, for cleaning out the fireplace. Some scraps of old, shredded and torn clothing lie on the floor nearby, gathered and used as a giant centipede nest at some prior time, as there are a few old egg-case remnants among and near the clothing scraps. The uppermost floor above this is a single, open space with no wood panelling over the native

stone. There are some ceiling cracks towards the southwestern wall, extending into the wall's upper part (the ceiling is 7 ft high, like that on the floor below), large enough for a huge spider to squeeze through, another source of access to the Mansion for them, or the centipedes. There is nothing else in here.

**187) Khy Row - Workers' House 3:** Four small properties off the northeastern end of the Pleasure Gardens area (171), areas 187-190, were originally set-up as housing for those working in, cleaning and maintaining the Pleasure Gardens and Mansions parts of the Khy Row zone, including the fancy paved tiling, internal plumbing, and so forth. Each of these properties has an unlocked wooden door, and a similar internal layout, being 12 ft high in total (3.6 m), with a wooden floor over the rear half (opposite the entrance wall), suspended from the back and side walls, about 6 ft (1.8 m) above the solid floor, with a couple of wooden support pillars under the front of the elevated floor. A wooden ladder attached to the right-hand end of this half-floor provides access up to it. Below this suspended floor, in the right far corner is a small kitchen range and sink, while the back left corner area has a panelled cubicle with a shower stall and toilet inside it. Houses 1-3 (187-189) all still have running water available, although the fourth property (190) does not. In House 3 here, an open, cauldron-like, black-iron vessel stands on the range, while the shower room has areas of mould and moisture on its back, northeastern, wall.

**188) Khy Row - Workers' House 2:** See House 3 (187) for the general interior details here too. Hanging from the southeastern wall of the lower level are several 4 ft lengths (1.2 m) of flexible metal rods, the kind used for cleaning-out pipes and drains, when linked together as required. On the southwestern wall, just inside the entrance door to the right going in, hangs a grey canvas bag in which is a rusty, old, small hand saw, and a broad-bladed, short, palette-knife. On a pair of shelves along the back (northeastern) wall of the upper level are: a number of torn-up old pieces of clothing stacked in two small piles, presumably ready to be used as cleaning rags; a small leather pouch containing blue sand; a wooden wrist sundial with a fitted tiny compass needle, having also a small compartment with a lead plumb-bob attached inside the compartment by a length of fine twine about 3 ft (1 m) long; a small telescope; and a small portrait of a male Gnome in an iron frame.

**189) Khy Row - Workers' House 1:** The third in the trio of small houses next to one another (see House 3, 187, for its internal layout), and rather like House 3, this too has an old, black iron, cauldron-like vessel on its kitchen range. However, hanging on the northwest wall of the entrance level, there is a remarkably lifelike stone head of an ogre. Its detailing is very precise, even to minor blemishes. A medium-sized birdcage hangs from the outer underside of the wooden half-floor into the kitchen area, in which is a small blue songbird. Close inspection shows the bird to be blind, yet otherwise perfectly healthy. Touching the cage causes all the items being worn or held by the toucher (except the cage and its contents) to magically teleport into the centre of the Pleasure Gardens (171), leaving them completely naked here. Resting on the half-floor above is a medusa, who will take advantage of the situation downstairs to petrify any naked visitors, before possibly attacking any others. She has several lairs, and teleports between them (with any new statues), although her main lair is in the Darklands far below. In the bed of soft items from past victims (clothing and so forth), are scattered a pair of moss agates, three aquamarines, two lapis lazuli gems, a tourmaline, a chrysoberyl, a topaz, two eye agates, a piece of haematite, a small, ivory, indeterminate humanoid, figurine (netsuke-style), a gold medal with a spreadeagle on one side, and a woman's head on the other, and a small silver amulet in the form of a turtle.

**190) Khy Row - Pleasure Garden Overseer's House:** Separate from the other Khy Row Workers' Houses (187-189), although having the same internal layout, if without the plumbing functioning at present (see 187). This property has a marginally larger plan area than that trio. There is an unpleasantly metallic scent, mixed with decaying flesh, in the air as soon as the outer door is opened. In the kitchen area is a rusty iron pot on the range, a large, white ceramic jug of fresh water, a small pile of broken wood by the range on the floor (pieces of old furniture can be recognised among it), a heavy leather strap 34 inches long (85 cm) with an iron buckle at one end, and a pair of chain-linked brass manacles. Hanging from two sets of iron manacles hammered into the ceiling by the northeastern wall is the desiccated corpse of a Dark Goblin, which has been drained of blood from a series of puncture wounds in various parts of its skin (requiring close examination). On the raised half-floor above the kitchen and toilet areas is a leather knapsack holding a scatter of old, very worn, electrum and silver coins, and a single, though well-made and much less worn, silver earring. There is also a pile of eight bronze torch-holders, four of which still contain viable torches. This property is the occasional lair for a group of shapeshifting giant cicadas, who may appear in their humanoid forms (when they are like tall, dark-to-olive-skinned Humans), or in their giant cicada forms. In either shape, their skin or exoskeleton is notably tough. They are strong and highly intelligent, and in insectoid form, can fly or walk on any non-slick surfaces, such as stone ceilings and walls. They feed chiefly on blood, often trapping victims like the Dark Goblin, to feed on repeatedly over several days. If any are present (GM's choice), there may be one, two (a mated pair, if so) or three in here. Their stridulating calls will bring more from elsewhere nearby quite quickly at need. A total of nine such creatures are liable to be active somewhere in this northeasterly part of the Hall complex. In either form, these creatures are particularly vulnerable to salt water.

**191) The Dell - Sunken Market:** A sizeable part of the Dendorlig Hall complex northwest of the Khy Row area was formerly known as "The Dell", as physically set on a level somewhat below Khy Row, and in a slightly euphemistic way, as the area was largely filled with lower-status dwellings, shops and markets. It comprises areas 191-224, and the connecting passageways, as mapped here. The Dell area in general shows signs of having been less well-constructed than other parts of the Hall. While still largely faced with similar stone blocks over walls, floors and ceilings, these are sometimes chipped, worn, or missing, mostly from periods before the Hall was abandoned, although there have been subsequent falls and partial collapses of the stonework in places since. Similarly, the facing stones are not always square, evenly-sized, or fitted with as much care as seen elsewhere, with gaps filled with mortar, or sometimes simply left. This former Market area is the largest open space in The Dell, accessed by two sets of descending stairs along a 7 ft high (2.1 m) passageway northwest from the small square in the northern corner of Khy Row, by the Workers' Houses there (187-189). At the passage's lower end, a narrow, square-topped archway 6 ft high (1.8 m) opens directly into the Market. The ceiling here is around 10 ft high (3 m), and the plan area, while loosely rectangular, aligned northeast-southwest, is irregular in detailed form, with two main angled walls, and another short truncation in the south corner, together with squared northwestern extensions flanking either side of the broad, railed, 7 ft high stairway that rises up to the smaller Frost Market area (192). Little survives to show the place's prior function, although the smashed remains of a low wooden table lie in the more northerly of the two northwestern extensions by the stairs out that way. Spaced along both the northeast and southwest walls, about 6 ft from the floor, are five iron wall sconces for torches, although only three of those on the northeastern wall contain still-viable, unlit torches. The floor is dusty in patches, often thick enough to hide the stonework, and making it seem somewhat uneven. Roughly midway between the entrance, at the end of the long stairs in from the southeast, and the smashed table remnants in the northern stair alcove, is a red canvas sack, from which some gleaming objects protrude - some electrum and silver coins, and an exceptionally fine jewelled belt. The keen-eyed may also spot the glint of gold coins among the table debris further away, and an old, empty, leather sack. There are small amounts of such coins in both locations, should anyone investigate. However, there are two concealed net traps in both places as well, the larger one covering the red sack's area, wrapping those near the treasure and raising them to the ceiling by initially well-concealed ropes. These traps are set by the shapeshifting giant cicada creatures that use the old Khy Row Overseer's House as a lair at times, and who check the traps regularly.

**192) The Dell - Frost Market:** The stairs up to the northwest from the Sunken Market (191) between the two alcoves there, lead into this area, a somewhat smaller and more regularly-shaped place than 191, with a further flight of steps leading out and up between two triangular northwesterly alcoves, and more steps leading up to Upper Market Square (201) to the southwest, by the south corner. The stairways and passages beyond to the northwest are all about 7 ft high (2.1 m), while the ceiling in this Marketplace is around 9 ft (2.7 m). The air here always feels unusually cold, and characters may see their breath steaming in the air at times, due to a mixture of magical and natural cooling of just this area. It was once the marketplace for frozen and chilled foods and produce. On the

northeastern wall is a very worn painting of a group of large, blue-skinned humanoids in furs hunting a herd of elk crossing a glaciated mountain landscape. For those familiar, the humanoids may be recognised as Ice Giants. There are pieces of four or five wooden shelves, old benches or wooden tabletops scattered in various parts of this area, each of which has had a series of iron spikes or nails hammered through from one side, forming groups of still-sharp point on the other flat surface (designed to prevent frozen items from slipping off them originally). A couple of these seem from their damage to have been used as makeshift weapons at some point too, albeit soon after discarded. They are not efficient weapons. There are marks - minor holes and scratches - on the angled north wall, to the right of the stairs up to the northwestern passage, suggesting one or more such "weapons" was tested there. Among the debris may be found a single chalcedony and a lone garnet gemstone. Below one of the floor stones, in a hidden compartment, is a glass bottle wrapped in a sheet of soft, supple leather, that contains, ironically, a magical oil that makes any surface it is applied to, no matter how rough, exceptionally slick and slippery.

**193) The Dell - Old Emporium:** Along the 7 ft high (2.1 m) passageway northwest of the Frost Market (192) are two 5 ft high (1.5 m) doors opposite one another. The right-hand (northeastern) door opens into here, a former shop unit with a Gnome-sized wooden counter running across the width (northwest-southeast), with an access door and panel at its southeast end. Two small rooms are separated-off by wooden walls and doors in the northeastern half behind the counter, the owning family's living quarters. The north corner room has a stove and a sink with no running water at present. Hanging from the 8 ft high ceiling (2.4 m) towards the northwestern wall in the front, shop, part of the property, is a length of about 4 ft (1.2 m) of iron chain over a pulley, although it is not clear what this was once for.

**194) The Dell - Damaged Shop:** The door opposite the Old Emporium (193) leads into here, a similarly-sized, square area, with an 8 ft high (2.4 m) ceiling. A second door leads out of its northwestern wall, towards the west corner, although part of the ceiling has collapsed there (as indicated by the rubble markers), showing fractured native rock, some of which is liable to break away and fall too, if disturbed. The collapse has also damaged the roughly "L"-shaped wooden shop counter that once ran about 5 ft inside both doors (1.5 m), connecting with the southwest and southeastern walls, the latter with an access half-door and hinged counter-flap just southeast of the entrance door on the northeastern wall. Aside from shelving below and behind the counter, wooden walls created a small, square living quarters' space in the south corner of the whole area. Much of the northwestern wood wall, including the door, to this back room, has also been smashed in the ceiling fall. Towards the north corner on the northwestern wall is a large, worn, painting of a metallic heater shield, with no design on its face. Below this is a short, padded, Gnome-sized, bench with a backrest. In the north corner of the back room is a damaged wooden pallet bed, partly under a mix of ceiling rubble and smashed wooden wall panelling. A small bag of charcoal is on the pallet. The rubble inside the northwestern door has been cleared enough to allow the door to open, and behind the counter, tight up against the southwestern wall there, just free from the edge of the rubble and counter debris (albeit hard to see because of it), is a trapdoor in the floor. Metal rungs fixed into the northwest wall below this lead down through a roughly 3 ft square (1 m) tube for about 5 ft, and then down around 10 ft more (3 m) or so, into a cellar of more or less the same footprint as the shop area above. A strong animal-like smell wafts up when the trapdoor is first opened, which becomes still stronger in the cellar room itself. Those familiar may recognise it as typical of a Dark Goblin nest, as this is indeed what the cellar has become used as, a resting place and temporary lair for up to eight Dark Goblins at a time (for a greater threat, GMs might upgrade some or all of these to a larger, stronger breed, something closer to the Bugbear-style Goblinoids in D&D, for example). None of the original items survive in the cellar, replaced by furs, rags and other items suitable as crude bedding. A set of iron manacles has been hammered into the northeastern wall to hold any captives the Goblins have chanced-upon. If any Dark Goblins are here, buried among the bedding is a yellow cloth rucksack holding about 25 platinum coins, and 100 or so each of gold, electrum and silver, all of various ages and originators. Within the ceiling in the shop above, where it has partly collapsed, can be found a narrow tunnel, usable only by someone small, strong and wiry, of Gnome or Dark Goblin stature or smaller (and even then, only with difficulty). This connects to part of the southwestern ceiling collapse in Old Temple Square (195), if indirectly. Squirming through this, without missing the way (there are several blind tunnels in between as well), takes roughly three times as long as walking would between the two areas in a straight line, assuming such were possible. The Dark Goblins using the cellar know of the correct tunnel, and would use it to spy on and ambush those in either the former Shop here, or the Old Square, should the opportunity arise - or indeed to escape from either place at need. See also the Thieves' Guildmaster's Office (212).

**195) The Dell - Old Temple Square:** A large, square, open area along the southeast-northwest-trending, 7 ft high (2.1 m) passage out of the Frost Market (192), roughly midway between areas 193-194 and 196-197. The ceiling here is - or was - about 10 ft high (3 m) when intact and level, although a large strip above the centre of the Square has collapsed, making crossing the floor difficult, as much of the fallen material is loose and unconsolidated. Fissures and breaks in the native rock mean parts of the ceiling here are now anything up to 18 ft above the floor (5.5 m). As noted under the Damaged Shop (194), there is a narrow, difficult, ceiling tunnel that eventually connects one of the ceiling breaks here with another in that area's ceiling. Other such fracture tunnels might lead elsewhere, perhaps to other parts of the Hall, or they may simply dead-end, as GMs decide. See also the Thieves' Guildmaster's Office (212). The two curved alcoves in the northeast and southwest walls are both concealed by illusory walls, hence why the Square seems to fit its old name in form alone. In each alcove is a tall, pale-marble statue of Dendorla in variant forms, the spirit/goddess of the Mount Dendorlig region. In the southwestern alcove, she has the form similar to that in the Water Temple (17) as a water-related deity, while in the northeastern one, she has lithe, draconic creatures twining about her, much like those seen in the Chamber of Drakes (131) or in Khy Row Mansion 8 (183), in her guise as the spirit of the mountains. Neither statue has been harmed by the ceiling collapse, nor is there any rubble in either alcove, whether by chance, some magical property of the illusory walls (which have been able to adapt to changes over time - both show minor scarring from the collapse on their outer sides, for instance), or some residual magic in the statues. There were once other shrines and statues in the Square to other beings deemed worthy of reverence, although no trace of these now remains. The eyes of the southwestern Dendorla statue are made from tourmaline gems, and those of the northeastern one are jaspers. The main dragon over the front of the statue in this latter alcove has had its spine-crest done in electrum. There are old spiderwebs all across the northeastern wall, some of which are illusory over the alcove-concealing wall. There are no spiders here, however, but somewhere among the ceiling tunnels is access to a giant wasp nest, as one or more giant wasps may be found in here, or the open connecting areas, though they rarely venture into or beyond the Frost Market (192), as the cold there makes them torpid if in it for too long. Up to three may be met with at a time. Occasionally, a grey gas may seep down from another of the ceiling fractures, falling to the floor, as it is heavier than air. It has no discernible scent, but in quantity, it will ignite in an explosion if exposed to any naked flame.

**196) The Dell - Room of the Sea:** Northwest along the 7 ft high (2.1 m) passage out of Old Temple Square (195), are a pair of round-topped, 6 ft high (1.8 m) archways opposite one another on the northeastern and southwestern walls, of which that to the northeast opens into here. It is a square chamber with a 9 ft high (2.7 m) ceiling. Over much of the floor is a finely-crafted mosaic in green and white, showing a giant snapping turtle swimming through a tropical sea, with creatures and plants much as might be found offshore of Malajuri. The turtle's eyes are set with a pair of tourmaline gems, and some of the undersea vegetation and creatures have been subtly outlined with inlaid silver. On the northeastern wall is a faded, somewhat worn, large tapestry showing a finned, scaly humanoid swimming underwater, again amid tropical sea vegetation and small creatures. A name-banner towards the top of the tapestry in Gnomish runes reads, "Ibnotn the Prowler". The 25 tapestry weights sewn into the lower hem, and unrecognisable as such unless removed, are circular discs of gold, not lead as might be expected. In the eastern corner are two bundles, one wrapped in grey cloth, the other in brown leather. The grey cloth bundle is the larger, and contains a dented bronze, muscled, front breastplate, a blunted bronze spearhead, a bronze dagger hilt (the blade looks to have been snapped off), and a bent bronze trident head. In the smaller leather-wrapped bundle is a small steel wood-carving knife, a paintbrush, a piece of chalk, and a pair of brown pantaloons. Opposite,

in the western corner inside and to the left of the archway, is another cloth bundle, although this proves to be merely a large piece of cream-coloured canvas folded into itself. The walls above it have faint traces of mould mottling.

**197) The Dell - Rose Room:** Opposite the Room of the Sea (196) on the passage northwest of Old Temple Square (195), another 6 ft high (1.8 m), round-topped archway opens into this 9 ft high (2.7 m) square chamber, which is slightly larger in floor area than its neighbour. Its floor has a mosaic in red and creamy-white over much of it, a huge single rose flower set within a circle. Evenly-spaced along the southeastern and southwestern walls, about 4 ft above the floor (1.2 m), is a horizontal line of eight iron wall sconces with iron torch-holders in them. Three contain still-viable torches. An empty rosewood footlocker is by the northwestern wall, with a skein of twine, about 20 ft on length (6 m), hanging from a nail crudely hammered into the wall above the box.

**198) The Dell - Northend Bank Strongroom:** Northwest of the mosaic-floored Rooms 196 & 197, the 7 ft high (2.1 m) passage descends a set of stone steps, and then resumes its course at a lower level, passing unseen some way beneath Chamber 344, before reaching an unusual 4 ft high (1.2 m), very thick, reinforced metal door, with a central, round, recessed doorknob, at the end of the corridor. The doorknob does not turn, or pull out, but if pushed in, the whole mass of metal slides out into the passageway, and then moves to the left (southwest), revealing a short, narrow passage-entry, where the door had been. The door is apparently of solid metal, and is just over 5 ft thick (1.5 m), so will push back anyone standing in front of it in the passage, and possibly crush anyone who is not sufficiently alert as it slides to the left on opening. Although not visible when the door is open, there is another recessed activation doorknob circle on its inner side, so it can be opened from within the Strongroom too. Once opened, however, it can be closed only from the passage side, by pushing in the central doorknob a second time. The operation is quite slow, taking a few seconds to open or close, is magical-mechanical, and cannot be stopped - attempts to block the opening result in whatever was used (regardless of its nature) being crushed to uselessness, without impeding or slowing the door. Once shut, the Strongroom is airtight. The Room itself, while more-or-less rectangular, elongated southeast-northwest, has its north and east corners as concave curves, while the south corner is truncated by an angled wall. The ceiling is 5 ft high. A set of stone steps leads up to another heavy, metal doorway at the top, which door is 4 ft high, 5 ft broad and a little over 3 ft thick (1 m). It leads into the Bank's Back Room (199). Like the southeastern door, this too creates an airtight seal once shut, and operates similarly, using another pair of round, recessed, central doorknob panels on each side. Here though, the door magical-mechanically pivots in directly over the steps (its hinges are on the left side when standing on the steps, so to the southeast), sweeping aside anyone or anything standing in the way on the stairs. The Strongroom itself is grey-tiled throughout, with a large series of small, closed, horizontal-rectangular iron doors set into each of the flatter, non-doorway, non-stairway, walls. Each little door has a lock in it, and most still have a key in the lock. Inside all except one is a removable iron tray with a hinged, non-fastenable, lid which can be easily opened. Each tray is about a foot long by six inches wide by three inches deep (30 cm by 15 cm by 7.5 cm), so is slightly smaller than the doorway and hole in the wall from where it came. Unless the GM requires otherwise, all the tray-drawers are empty. In the middle of the Room is a large iron table fixed to the floor, with a round-backed wooden chair beside it, both Gnome-sized. On the table is a single iron-lidded tray, containing the framed portrait of a middle-aged male Gnome, a wooden brooch in the shape of a distinctive seven-petaled flower (although the type cannot be recognised even by a botanical expert), and a maroon quill feather.

**199) The Dell - Northend Bank Back Room:** This large, square, 9 ft high (2.7 m) room connects with the Bank's Front Room (200) by a short corridor to the northwest, and the Strongroom (198) by the heavy metal door at the end of another short passageway to the northeast (see 198 for details on this door's appearance and operation). Although devoid of furnishings now, this was once the main monetary storage space at the Bank, with safes, tables, chairs, cupboards and so forth, and was similarly grey-tiled throughout to the Strongroom, together with the connecting passageways. In the southeastern wall are two horizontal rows of hidden panels, concealing recesses in the wall something like storage lockers in size and form. The secret to opening these, even if the lockers can be found, is as long gone as the furniture. Magical opening spells might work, though only on a single door per spell expended, as nothing will make all the doors open together. As the doors are not evenly-spaced, and there is a metal lining and solid stonework between each one and the next, this would be a very time-consuming task, as there are thirty-five such hidden wall cabinets. Aside from anything the GM may care to locate in one or more of these, most are empty, but one does contain a cedarwood box in which is a pair of magical brown animal-skin boots, Unonom's Boots. These allow their wearer to levitate up to 70 ft from the ground (20 m), rising or sinking vertically (only; they do not move the wearer horizontally) at about one foot per second (30 cm), after activating them using their command word, "Eonabzadr", which is stitched into the heel-back inside each Boot. The soles are each fitted with five electrum and two silver coin-sized discs. If any of these are removed, the Boots permanently cease to work, even if the disc is replaced.

**200) The Dell - Northend Bank Front Room:** Quite why this Bank was classed as part of The Dell is not especially obvious, for all the old name clearly derives from its location in regard to the rest of The Dell's area, as well as towards the northernmost part of the whole Hall complex. The main access points for it are both in this 9 ft high (2.7 m) Room, on its northwestern and northeastern walls, leading off respectively to areas 351 (by a long, 7ft tall, 2.1 m, horseshoe-shaped passage), and the Eastern Great Hall 359. The only other entrance is the curious one directly into and potentially through the Strongroom (198), although that probably relates more to its being on a very direct, straight way from the Khy Row area, that bypassed most of the lower-grade Dell housing. This Room is square, with a passage-sized extension along most of its northeastern side, which forms an actual short passageway further southeast into the Back Room (199). It is tiled with the same grey facing-stone as all the other Bank areas, with a large, gold-painted sign on its southwestern wall in Gnostic runes, which reads, "NORTHEND BANK", wording which is repeated in smaller forms, and comparable style runes, on the outer sides of both 5 ft high (1.5 m) doors. The main sign is flanked by two large brass heater shields, each painted with depictions of a greatly oversized and stylized golden Gnome coin. By the short northeastern wall in the main square part of the room is a pink granite throne-like seat on a raised granite platform, the seat, back and armrests all fitted with good-quality, comfortable, red velvet padding. A long, Gnome-sized, "L"-shaped wooden counter runs a little way from the southwest and southeast walls, right from the northwestern wall to the northeast one, so blocking access to the rest of the Bank for anyone approaching from outside to the north. There is one narrow bench-flap and door in this counter, in front of part of the passage to the Back Room. Any other fittings that may once have been here - there is space enough for many shelves, movable cabinets or boxes below the back of the counter, for example - were removed long ago.

**201) The Dell - Upper Market Square:** A 7 ft high (2.1 m) stairway leads up into this large, 9 ft high (2.7 m), open Square from the Frost Market (192), entering in its eastern corner on the northeast wall. The icy cold of the Frost Market eases going up the stairs, and is unnoticeable by the time this area is reached. In the south corner are two 5 ft high (1.5 m) doors, one on each of the southwest and southeast walls, to the Rooming House (203) and The Chimera Tavern (202) respectively. The door to the Tavern has a worn painting on it showing a creature like a mountain goat, which has an extra head like a lion, and whose tail is a serpentine, scaled, draconic head and neck, breathing fire. A round-topped, 6 ft high (1.8 m) open archway exits by the west corner of the northwestern wall into a 7 ft high winding passageway to areas 194, 213 and 217. This was once the magical teleportation access-point for this part of the Hall, linking with the Market Place (22) only (see the notes on this in the "Dendorlig Hall - Internal Transportation" section of the Introduction). The system is not currently operational or known-of. There are two Gnome-sized stone benches that run along much of both the southwestern and southeastern walls, away from the entrance arches and doorways. A large, square, metal plaque on the northwestern wall proclaims this area to have been "Upper Market Square", inscribed Gnostic runes. On the floor towards the north corner is an old, round grindstone. An empty brown canvas pouch lies partly beneath this. Behind part of the supports under the low stone bench on the southeastern wall is a small, though beautifully-crafted, silver amulet set with tiny gems, in the shape of a whale-like sea creature.

**202) The Dell - The Chimera Tavern:** A northwest-southeast elongated rectangular room with a 7 ft high (2.1 m) ceiling, and a fireplace in its northeastern wall. In the east corner is an "L"-shaped bar counter separating this corner from the rest of the room, with a flap access on its southwestern side. There are shelves under this counter, and behind it, which are all empty, like the fireplace (this has the usual concealed flue eventually exiting to the outside far above). Doors into the Tavern are set on the northwestern and southwestern walls, both 5 ft high (1.5 m), and each painted on their outer side with the same goat-bodied chimera design as that described under the Upper Market Square entry (201). The northwestern door opens into that Square, while the southwestern door enters a 6 ft high (1.8 m) northeast-southwest passage to the Old Rooming House (203) and the Old Workshop (204). The southeastern wall has a worn painting showing a pair of lightly armed and armoured humanoids with hyena-like heads, who are hunting across a savannah plain, with scrubby trees and shrubs scattered over it, and distant mountains towards the horizon. Their quarry is not shown, though from their positioning, it would have been behind the bar. Other than the counter, none of the former furniture has survived here, although a locked metal box is lodged in a nook a little way up the chimney flue. It contains three rose quartz and one sardonyx gems, and a glass bottle with a luminous scarlet liquid inside it. This liquid has a tart smell and taste. It is a magical potion that gives its drinker temporary complete protection against normal fires, and limited protection against magical fires or immersion in molten rock. The effects last ten minutes after drinking it. Should GMs require, a party of up to five Dark Goblins may be found here, celebrating the discovery of the last alcoholic beverage here (something nobody else will be able to find otherwise).

**203) The Dell - Old Rooming House 1:** Not all former citizens of Dendorlig Hall lived in house-like buildings within the complex. Many of those that had nowhere else to go for sleeping, resting, eating and drinking ended-up calling The Dell area their home. Many simply slept or rested in the open public spaces or passageways. Others made use of places like this, a square property with a nominal 14 ft high stone ceiling (4.3 m), into which "box" were fitted two wooden floors above the main stone floor, accessed by wooden ladders fitted to the walls in the western and eastern corners. Each level is some 4 ft high (1.2 m), with the intervening wooden floors around 1 ft thick (30 cm). Wooden sleeping bunks fitted to floors and ceilings are crammed into almost every available space on all three levels. The floors, ladders and bunks all remain fixed in place here, although nothing else has survived. The air throughout the Rooming House is stale, notably on the uppermost level, and has a generally unpleasant tang to it, again particularly on both upper levels. There are 5 ft high (1.5 m) doors out from the lower level to Upper Market Square (201), and the 6 ft high (1.8 m) passageway linking The Chimera Tavern (202) and the Old Workshop (204). This does indeed mean the top foot or so of the doorways are blocked by the floor of the level above the stone-flagged entrance level. Those taller than many Gnomes should duck!

**204) The Dell - The Old Workshop:** At the southwest end of the 6 ft high (1.8 m) passageway southwest of The Chimera Tavern (202), a 5 ft high (1.5 m) doorway opens into this large, square, 8 ft high (2.4 m) chamber. Another 5 ft door on the opposite wall leads to the Dining and Common Room for the Workshop (205), while a short 6 ft passageway leads directly out of this area northwest to a third doorway with another 6 ft high passage beyond, that connects more-or-less directly with areas 208-210 and 214. There is a small stone furnace in the west corner, with the normal concealed flue to the outside. Cobweb sheets cover much of the southwestern and southeastern walls, up to and over the ceiling, and the floor, thickening towards and into the southern corner. The southwestern door to 205 is partly hidden by these. On the edge of the furnace are three shaped, rounded slingstones. Although there are small holes and marks in the floor, walls and ceiling in places, where the cobwebs allow, hinting at fixtures that may once have been attached there, such as workbenches, cupboards and hoists, all trace of these fittings has been removed. As the name suggests, this was earlier a manufacturing Workshop, employing Gnomes unlucky enough to have had no other options than to toil here for food and a place to sleep, and from which a wide variety of small goods were produced and sold. It may help to better visualise the concept to consider some of the worse Workhouses of Victorian England, as this was a similar facility, with the workers little better-off than slaves.

**205) The Dell - The Old Workshop's Dining & Common Room:** The partly cobwebbed door on the southwestern wall of the Old Workshop (204) leads into a 6 ft high (1.8 m) passage which opens at its northwestern end directly into the main part of this chamber, which is also 6 ft high. There are two fireplaces on the southwestern wall, with a narrow stone counter a short distance southwest of the wall dividing the room from this connected passage. Towards the southeast end behind the counter are kitchen fittings on the fireplace and nearby, although nothing movable here survives. There are rough, wooden long tables with seating benches down their long sides, all attached to the floor over most of the rest of the room, in three lines parallel to the counter and passage wall, each line with two narrow breaks to allow easier access across the middle part of the room. An open, narrow, 5 ft high (1.5 m) square archway in the southeastern wall, towards the Room's south corner, leads to another 6 ft high passageway to the Washroom (206). This was once the place the workers from The Workshop ate and received instructions.

**206) The Dell - The Old Workshop's Washroom:** On the northeastern wall at the southeast end of the 6 ft high (1.8 m) passage out of the Dining & Common Room (205), another narrow, square-topped, 5 ft (1.5 m) archway leads into this square area, which is tiled throughout with polished grey tiles. A line of sinks is set on the northwestern wall, and there are two lines of shower stalls - again with stone-tiled partitions between each - on and parallel to the southeast wall. In the southern corner is a metal water heater, with pipes running to the shower units, as well as into both walls and ceiling in places. There is no running water here at present. A very long, straight, 6 ft high passageway leads out of here to the northeast, eventually narrowing slightly into the Toilets area, 207. The passageway was formerly the sleeping area for those employed in The Workshop. There were once flimsy wooden bunks along here, little trace of which remains, although there are some scraps of old wood in places, and a single high birchwood stool stands in the angled northern corner of the passage's northeastern end. About one-third of the way along the passage from the Washroom, about 3 ft (1 m) above the floor on the northwestern passage wall, is a chalked picture of some ruins in a hilly landscape. There are dark stains on the floor in patches towards the northeastern end of the corridor, possibly oil, wine or blood. They are too old to be usefully identified.

**207) The Dell - The Workshop's Toilets:** A small rectangular room at the northeastern end of the dormitory passage northeast of the Washroom (206), in which are several flushing toilets (there is no running water currently, however). There is no sign these were ever set inside cubicles or partitioned-off in any way. The room has a 6 ft high ceiling (1.8 m). There are more old, dark stains like those near this end of the passage floor (see 206 for details), though here, these are splashed over parts of the ceiling as well as the floor. The stains are again unidentifiable. An empty brown canvas pouch lies on the floor towards the east corner. Activity in here is liable to attract the attention of one or more creatures that have taken to using the toilet pipework as a means to get around sometimes. These creatures are pale, tentacular, worm-like animals, each with an armoured head, although their bodies are largely unprotected. Their tentacles are squid-like, both in nature and length, and they prefer to attack by pushing just their head and tentacles above the toilet levels, leaving their more vulnerable bodies safely hidden below the floor. They are surprisingly quick and agile despite their size, and worse still, the slime on their tentacles causes paralysis when it strikes unprotected skin. However, their tentacles are not especially strong, and cause little damage beyond this, while the creatures are unable to eat large prey, such as the size of most humanoids. Instead, they lay their eggs inside a paralysed creature too large to eat, leaving their hatched larvae to finish off the unfortunate host.

**208) The Dell - Old Rooming House 2:** A 6 ft high (1.8 m) "T"-shaped corridor connects areas 204, 210 and 214 beyond the northwestern door out of the Old Workshop (204), on whose longer northeastern wall is a 5 ft high (1.5 m) door into a shorter, broader stretch of passage running southwest-northeast, with two more doors towards its northeastern end, one of which leads off the southeastern wall into here, the other going straight on into Old Rooming House 3 (209). This place is very similar in layout inside to Rooming House 1 (203), except that having a stone ceiling 16 ft high (5 m), the two lower levels are about 5 ft high

each, separated by foot-thick (30 cm) wooden floors, so only the highest level has just a 4 ft ceiling (1.2 m) to the underside of the stone "roof". The access ladders are fixed to the east and west corners, with bunks crammed in to all three floors, much as in 203. There is though a single sink attached to the middle of the southwestern wall on the lowest floor, which does not presently have any running water flowing to it. Also as in 203, the air is stale throughout, with an oddly warm feel, and occasional unpleasant, if unidentifiable, scents in places.

**209) The Dell - Old Rooming House 3:** The third adjacent, yet unconnected, property in this corner of The Dell with a similarly cramped internal layout (the others are Rooming Houses 203 and 208). Like House 208, this one is also accessed by a door from the short, northeast-trending corridor off the "T"-shaped passage between areas 204, 210 and 214. Its interior layout is nearly identical with that in House 208 too, except it has no sink, and its access ladders to the upper levels are in the northern and southern corners. The air seems less stale than in 208, but the unpleasant smell - like something dead - is stronger, especially when moving above the lowest level. After a short while investigating the lower levels, or if any significant noise has been made sooner, scratching and scraping noises may be heard from the uppermost level, like something crawling, or being dragged, over the wooden floor there. On that upper level are six undead creatures, partial, magically-raised, humanoid corpses that have no lower limbs, so can only crawl about. Slow-moving and generally ineffective, they are more than capable of making a nasty attack or two, and unusually for undead, they will not respond to any religion-based attempts to halt or turn them away. Two have only one viable upper limb, so can either move or attack, but not both together, while one is simply a disembodied, skeletal, right arm. It is unclear whether they have made their own way here, been purposely left here, or were simply discarded by their creator.

**210) The Dell - Thieves' Guild Secret Entrance:** It is perhaps unsurprising that the general poverty of The Dell area helped create this place, a refuge for those seeking a route beyond merely an endless struggle to exist, whose prospects otherwise might have been limited to nonexistent. This collection of three secret areas (210-212) and the adjoining trapped passageway (213) in the heart of The Dell, formed part of a hidden resting and training area for improving the lot and skills of those dedicated to taking from the rich. This area is the only means to access areas 211 and 212 in the Guild, and the way in is far from obvious, on the northeastern wall at that end of the "T"-corridor's cross-piece, which corridor connects by doors to the Old Workshop (204), Sinus Place (214), and by a short passage beyond a third door, to Rooming Houses 208 and 209. The secret door in this wall is about 2 ft (60 cm) above the floor, and is only 3 ft square (1 m), requiring more than average abilities even to find. A further level of complexity is the fact there is a pit trap in the floor right in front of the doorway, which blocks most of this short stretch of passage. At one time, the nature of this trap could be changed using controls in the Guildmaster's Office (212). Currently, however, it simply drops anyone standing on it 15 ft down (4.6 m) onto a series of foot-long (30 cm) metal floor spikes, albeit there are half a dozen Dark Goblin bodies in the base of the pit already, in various stages of decay, which do provide some less-lethal landing spots. The trapdoor consists of four triangular segments (as the map symbol is drawn in this case), which are spring-loaded to automatically close shut and lock again, after the latest victim has fallen in, making escape still more problematic. Rooting about among the corpses in the pit, requiring some time to avoid further injury on the floor spikes, may eventually recover up to three platinum coins, sixty gold coins, eighteen silver and 90 copper ones. All are of various ages and manufacturers. There are also the torn remains of an orange fabric backpack, a brown canvas sack, and a grey cloth bag. The Guild House was colloquially known as "Toad Hall", a name few, if any, may now recall, the reason for which will be found in the Entrance Room itself, which Room is a small, square chamber with a 9 ft high ceiling (2.7 m). A high birchwood stool is below the secret entryway (which door is more obvious from inside this Room), to serve as a "stepladder", given the base of the door is some 2 ft from the floor here as well. By the northwestern wall is a free-standing training door, with a huge array of different locks festooning both sides of it, some with keys, some without. The doorframe is nearly 7 ft high (2.1 m), the door itself just over 6 ft (1.8 m). Alongside it is a practice wooden chest, quite large, inside which are various trap mechanisms that can be fitted to it, or the training door. However, the Room's chief feature is a 4 ft high (1.2 m), unpainted clay statue in the form of a squatting toad, with its back towards the southeastern wall, placed on a square plinth that forms part of the statue, which is around nine inches in height (20 cm). Touching, or gently tapping, the head of the toad causes a small amount of lightly-steaming red liquid to emerge from its mouth. This has a scent, and taste, of vinegar, and is a magical oil that when applied to the outside of one or both ears, allows the user to hear whatever is happening in a known location within 60 ft (18 m) for up to 80 minutes (timings beyond 40 minutes vary randomly), or in an unknown location within 30 ft (9 m) for 20 minutes only. The duration can be shortened by wiping away the oil, although it will not wash or evaporate sooner due only to natural atmospheric effects. A 5 ft high (1.5 m) door in the northeastern wall leads into the Main Thieves' Guild area, 211.

**211) The Dell - Main Thieves' Guild:** This largest area within the Thieves' Guild section of The Dell may be a simple square in plan on the map, with doors on its northeast and southwest walls (to Guildmaster's Office 212 and Secret Entrance 210 respectively), but this is deceptive, as the fact the floor entered onto from the Secret Entrance is actually wooden planks, not the usual stone, may suggest. The entire area cut into the native stone has a full height of about 36 ft (11 m), and is separated into five vertical levels, two below the entrance floor, and two more above it. Coming into the first, middle level from the Secret Entrance, it initially seems little different to that Entrance, with a 9 ft high ceiling (2.7 m), except both floor and ceiling are made from wooden planks. Wooden walls and doors separate this first level into four rooms. The first is a small, northwest-southeast elongated rectangle in the southern corner, with doors out from its northeastern and northwestern walls. The northeastern door opens into a larger rectangular room, aligned southwest-northeast, with another door on its northwestern wall. On the northeastern stone wall here is painted a large scene showing a wolf hunting cautiously through a tropical, wooded landscape. Beyond the northwestern door in the "wolf" room is a smaller square area, with the door to area 212 in its northeastern stone wall. In the ceiling here is a small square opening with a stout rope rising up through its centre, the access route to both the upper floors. Applying weight to the rope, either to test it (it is secure), or when climbing it, causes a simple bellows mechanism at the top end to operate, which has a small musical instrument attached that makes the sound of an owl hooting twice, as a warning the rope is in use. The northwestern door out of the small entrance room passes into a tiny square room with another rope attached firmly to the wooden ceiling, and which descends through a small square hole in the floor, providing access to the lower two levels. Like the rope up, a bellows-operated musical instrument produces an owl-like call from where the rope attaches to the stone floor of the lowest level, producing a single shrieking hoot when the weight of a climber is on the rope. There is no other way out of here. Both lower floors have 5 ft high ceilings (1.5 m), the floor in between both again being wooden. The next floor down has three other wood-walled rooms beyond the small entrance one the rope passes through, which has doors on its southeastern and northeastern walls (the other two walls are stone). A square hole in the floor surrounding the rope continues down to the lowest level beneath this one. Beyond the southeastern door is a southwest-northeast aligned rectangular room with no other exits, and which is around 5 ft wider than the 6 ft square (1.8 m) entry room. In the southern corner is an old, round, worn, knife-sharpening grindstone, with a long crack running across from its central spindle-hole to its outer edge. Setting it up for reuse in sharpening knives in a rotary machine would most likely see the stone shatter on its first use. Passing out of the northeastern door leads into an "L"-shaped room with a narrower initial southwest-northeast "leg", joining a broader northwest-southeast part, in whose southwestern wall is another door. The outer stone walls (on the northwest and northeast sides) show a painted scene with a pride of six large lions prowling through a savannah landscape of tall grasses and some shrubby trees. Those familiar with Malajurian wildlife may realise these lions are of a very archaic species, thought by most sages to be long extinct. Another smaller square room, about 8 ft by 8 ft (2.4 m by 2.4 m), lies on the other side of the final door. A seemingly empty leather knapsack is in the middle of its floor, although careful inspection will find a line of about 10 small, gold, Halfling-made coins sewn into one of the inner seams. The lowest level underneath this one has only a single open space occupying it, except for a series of stout, wooden pillars that support the ceiling above, along with half-pillars along the same lines where the pillar sequences run up toward the walls. In between these are wooden low tables and benches, fixed to the floor, with a bar-counter along much of the northeastern wall. A stove and a sink are set on the wall behind the counter. This was once the common room and kitchen for the Guild, the original "Thieves' Kitchen", perhaps. One end-line half-pillar in the southwest wall, that nearest the west corner,

has a secret exit into the smaller pit trap in passage area 213. The route emerges partway down that pit's northeast wall (see 213 for details, although the exit can be found and opened only from the Thieves' Kitchen side, not from within the pit itself). A similarly concealed accessway in the half-pillar at the northwest end of the bar-counter, on the northwest wall, leads into the larger pit's southeastern wall, close to its southern corner, again partway up the pit's wall, and openable only from the Thieves' Guild side. One of the mid-floor pillars has a concealed compartment in which is a brown canvas bag containing 50 gold, 80 silver and 100 copper coins, all of old Gnomish style, along with a piece of soft leather, wrapping a violet garnet and a rare brown diamond. Old rumours regarding the Guild suggested there were more tunnels hidden away here that went to other parts of Dendorlig Hall by secret ways, and even to places far beyond it. The truth of these is left for GMs to determine. Above the 9 ft main entrance level is an 8 ft high one, with three rooms in it. The first is the small, rope-accessway one, straight above that in the northern corner of the main level, which has a door out in each of its southwestern and southeastern wooden walls. Both rooms beyond are of similar shape and size, separated by a single wood wall that runs diagonally across the structure's interior, from the outer southern corner of the rope-access room to the inner stone south corner of the overall 211 area. These larger areas do not connect directly with one another. Both appear to be completely empty. Continuing up the rope to the uppermost level, this has a 5 ft high ceiling, and is an open, square chamber, filled with double-height wooden bunks which run from wood floor to stone ceiling. A few still have old, worn bedding, though most are empty. Many have small hidden compartments in them, each in a different place, the contents of which, if any, are left for GMs to decide.

**212) The Dell - Thieves' Guildmaster's Office:** At the northeastern end of the Thieves' Guild (210-212), through the northeastern door off the north corner room in the main level of area 211, this is a southwest-northeast elongated rectangular space, split in two by a wooden wall across its middle, with a door in the partition wall leading to the back room. The front office is now empty, except for a pattern on the northwestern stone wall made from short, small-headed nails driven into it, which has a complex, apparently abstract, design tightly woven and tied around the nails, made from green twine. There are over 100 nails, and the twine lines are doubled in some places, while the full design occupies most of the 10 ft (3 m) length of the wall, between roughly two and five feet (0.6 to 1.5 m) above the floor. The ceiling here is about 8 ft high (2.4 m). The pattern could be simple decoration, although it could be instead an abstracted map of some kind, the nails indicating nodes, and the lines routes between them. There is no discernible form recognisable in it, certainly, unless the GM should require otherwise. The back room is a similarly square one to the front office, except that there is a substantial stone chair, resembling a throne, fixed in place against the rear (northeastern) stone wall, facing the door. Secret compartments in both arms contain the magical controls for adjusting the nature of the pit traps outside the secret door to the Guild's Entrance (210), and in the passage to area 213. The pits can also be opened or closed, or locked in one configuration, using these controls as well. Opening the compartments requires the Guildmaster's Key (not present here), or risking magical paralysis by forcing them alternatively. Even so, most of the controls do not currently function, aside from difficulties in telling which control may do what for which pit trap (not all are labelled, and those that are use special runes only used for scribing the old Gnomish Dendorlig Thieves' Cant, something very few will now recall). There is no twine and nail design here. Although not obvious, the boxy seat of the "throne" has a larger secret panel in one side that gives access to a small underfloor tunnel that exits through the northeastern wall of the larger pit in area 213, partway up the wall there. Two concealed floor panels hide small compartments. One holds a padlocked iron chest containing a silver buckle, two pearls with a most unusual silvery sheen, and a number of old Gnome coins made from platinum, gold and silver. The other compartment is empty. Perhaps of greater immediate concern on entering this back room though, are its undead guardians. In the throne sits a lively zombie, a type of zombie which is faster-moving, more agile, and better able to use weapons than typical zombies - it can climb, for instance - which is armed with a broadsword. It can be harmed only by magic. Standing to the northwestern side of the throne is an armoured skeleton warrior, wearing full plate armour, armed with a magically-effective morning star. This creature too can be harmed only magically. Both are tasked with defending this room, and both are adult Human-sized.

**213) The Dell - Thieves' Guild Trapped Passageway:** A 7 ft high (2.1 m), dead end passageway that runs along the outer northwestern side of the Thieves' Guild, and which has two floor pit traps along it, the first twice as long as the second. Normal access to the passage is from Upper Market Square (201), from whose western corner it snakes around, with doors off to Damaged Shop 194, and the old Hospital's Emergency Ward (217), before reaching this trapped section. The nature of each pit and its contents could once be varied magically using the controls in the Guildmaster's Office (212), although as these do not all currently function, the pits are presently both fixed in form, with spring-loaded lids that seal shut at passage floor level, and that operate similarly to that just outside (southwest) of the secret door to the Guild's Entrance (210). The larger pit's top has two sets of panels that can open and close independently, covering the northeastern and southwestern halves respectively, opening based on what weight is applied where to them. The pit itself is 20 ft deep (6 m), and has a flat base. Around 10 ft (3 m) below the passage floor's surface are the exits for two secret escape passages from areas 211 and 212 in the Guild. The doors for these are small, and open only from inside the secret passages, not the pit. There are, however, handholds up from both that will likely betray their existence to the perceptive, if there is enough light. On the floor of the pit is a smashed birchwood lockbox, with a scatter of old Gnome style electrum coins and three pink pearls among the wooden debris. The smaller pit at the dead end itself is 15 ft deep (4.5 m), and has a series of foot-long (30 cm) metal spikes sticking up from its floor, much like the pit outside area 210. This pit currently has no other contents.

**214) The Dell - Sinus Place:** A 9 ft high (2.7 m) open area with 5 ft high (1.5 m) doors on its southeast and northwest walls, connecting with passages to areas 204, 210, 208 & 209 by a further link-route, and 216, 218, 219 and beyond respectively. An opening, 6 ft high (1.8 m), in the western half of the southwestern wall leads to a passage with a flight of steps down, around a curving corner and on into Sticky Chamber (230), one of the westerly exits from The Dell. By the northeastern wall are the smashed remains of a wooden armchair and a small leather bellows, below which debris is a faded-purple canvas rucksack holding just over 100 old Gnome gold coins. A hidden cupboard behind a secret wall panel on the southeast wall, towards its south corner, contains a cedarwood casket that contains a mildly magical heavy war hammer, and a similarly enchanted broadsword, carefully wrapped in oiled canvas. A pouch hidden in the casket's base has 50 platinum coins in it, like the weapons, of old Gnome style and size. A group of up to nine Dark Goblins might be encountered here, who, for a greater challenge, may have an additional leader, who is actually a weretiger. The rest of the group are normal Dark Goblins.

**215) The Dell - Apartment Block:** Beyond the northwestern door from Sinus Place (214) is the start of a series of winding passages with 6 ft ceilings (1.8 m) that connect directly with this location and areas 216, 220-224 and 349, as well as into passages to areas 218, 219, 344, 345 and beyond. This square-plan block has three vertical levels within it, each about 5 ft high (1.5 m), stacked one above the other, the two higher floors of wood, accessed by a wooden staircase in the eastern corner, that spirals around on itself as it rises. Each floor has a short passage leading to the stairs, and a single room with a wooden wall separating it from passage and stairwell, accessed by a door off the passage. Each room was once an open-plan apartment for one or more families, although little remains to suggest this now. There are no toilets or washing facilities here, for instance. The entrance level's main room is empty, echoing, and with a strong scent of mould in the air. The room on the floor above has though been used for a different purpose since its abandonment. In the middle of the floor is a pile of lengths of wood, set up rather like a steep-sided, unlit, bonfire cone. Much, but not all, the wood is maple. It is stuck in place, and together, with a lot of long-dried blood, applied to the pile almost to look like flames on a bonfire, which has also trickled down onto the floor. There are a few scratches and claw-marks on the southwestern stone wall too. In the uppermost level's room is a cedarwood chest of drawers fixed to the northwestern stone wall. There are various Gnome-sized items in the drawers, including a dirty white hood, a torn yellow hood, a dirty yellow shirt, a stained white dress, a ripped yellow shawl, a pair of grey cloth gloves with worn-through fingertips, and an orange leather pouch with two large green stains on its outside.

**216) The Dell - Dendorlig Hospital, Main Ward:** Areas 216-223 form what was a combined hospital and temple complex within Dendorlig Hall, on the northern outskirts of The Dell, where treatments and healing for a range of conditions were once carried out. Much like the Water Temple (17), this area too enjoys the particular protection of the mountain deity Dendorla, for all its long years of abandonment. This almost-square, 9 ft high (2.7 m) room has a broad, 6 ft (1.8 m) high door in from the winding passages to the southwest, with a similar door in its northeastern wall, to the Emergency Ward (217). The air here is surprisingly fresh, the room largely dust-free and clean. Along each of the southwest and northeast walls are five, regularly-spaced, bronze fittings for magical light-source globes, although only five such globes are still in-place, none of which currently function. Towards the southeastern wall are two neat stacks of folding, wooden, pallet-bed frames. There are six small iron trunks stacked between the pallet stacks, each containing an empty, red leather pouch. The room is under the especial protection of a pack of six snap hounds, who will teleport in without warning, should anything here be disturbed. Snap hounds are very similar to the blink dogs of D&D. They are often to be found near areas where there are portals of one sort or another (the nearest known portal is in Upper Market Square, 201), although the hounds rarely frequent that spot.

**217) The Dell - Dendorlig Hospital, Emergency Ward:** Accessible by broad, 6 ft high (1.8 m) doors from both the Main Ward (216) and the main part of The Dell, off the passage between areas 201 and 213. It is slightly smaller than area 216, though it has a comparable 9 ft (2.7 m) ceiling height. Towards the northern corner of the ceiling, some small fungi are growing. By the northeastern wall is a ceramic model of a humanoid head, about half life-sized for an adult Human, with Gnome rune markings on it, and narrow lines indicating specific areas, much like a phrenologist's model head. Beside it are six metal scroll tubes, individually labelled in Gnomonic runes as "Gnome", "Human", "Elf", "Dwarf", "Halfling" and "Orc". Each holds a rolled parchment illustration showing a naked pair of the appropriate humanoids in front and back views, labelled in Gnomonic, and clearly designed as medical teaching aids. On the southeastern wall, towards the south corner, is a large brass mirror attached to the wall. It is quite worn and corroded, but anyone standing in front of it for more than a few seconds will find it shows the interior blood vessels, muscles and skeleton under any areas of exposed skin of the person standing nearest the mirror. This seems to have been a medical diagnostic aid. A skilled practitioner could once have adjusted the depth and nature of the view, to identify specific problems, although this knowledge was lost long ago. Elsewhere in the room is a small corncob pipe, and a small lead figurine of what seems to be a heavily pregnant, vaguely-defined, naked female humanoid. It has a loop attached to the head, as if to take a string, which string, if any, is missing now.

**218) The Dell - Dendorlig Hospital, Treatment Room:** Opposite the large southwestern door out of the Main Ward (216) is a smaller door into a 7 ft high (2.1 m) northeast-southwest corridor, with two more doors off its right-hand (northwestern) wall. The first door leads into this 6 ft high (1.8 m) rectangular room, aligned to the corridor's axis. The door has a painted sign on the outside in Gnomonic runes that reads "Treatment Room". There are marks on the northeast wall that look like scratches, which are clustered in a loose line, roughly 2 to 3 ft (0.6 to 1 m) from the floor, so could be impact marks from something that had repeatedly scraped into, or along, the wall here in the past. What that might have been is unclear, as the only remaining furniture in here are four oak chairs, by the southeastern wall. Nothing else has survived to show how the place was formerly used.

**219) The Dell - Dendorlig Hospital, Operating Room:** At the end of the corridor past the Treatment Room (218), this door has a Gnomonic-rune sign attached to it, reading "Operating Room". Inside is a similarly shaped and sized room to 218, with a 6 ft high (1.8 m) ceiling, though here aligned southeast-northwest. In the middle of the floor is a large stone table, Gnome height, with a smoothly polished top and solid sides. A large, bronze, lamp-like object stands on the table, which a close inspection will suggest provided more than just light, as it has several compartments and outlets. It was originally used to generate incense smokes and airs to cleanse and disinfect, releasing healing vapours, for all its archaic form would puzzle more modern healers in this region. A sage or collector would find it valuable, however.

**220) The Dell - Dendorlig Hospital, First Pool Room:** Four rooms in the northwestern part of the Hospital, areas 220-223, are each of similar form - square, with an 8 ft high (2.4 m), gently domed, ceiling, and a large, quarter-circle-shaped pool in one corner, placed on a raised area with a single step up along its convex side. Each room is faced throughout with white marble tiles, including inside the pools. Each room has at least one, narrow, round-topped, open archway entrance, 6 ft high (1.8 m). The air in this room has a pleasant, honey-like scent. Along the rim-edge of its pool (the pool here in the south corner) are eight small, square, red cloths, similar to a face-flannel in form, all quite clean and dry. The pool contains an oily liquid, very pale straw-yellow in colour, with tiny, sky-blue flecks throughout. The liquid is translucent, so the base of the pool, about 2 ft (60 cm) below the surface of the oil, can be mistily seen in enough light. This oil pool is the source of the honeyed scent, and if tried, it has a similar taste. It is a magical oil that removes curses from anyone it is rubbed all over, whether using the cloths here or not. In the eastern corner is an empty metal brazier, again remarkably clean and in good condition. The pool cannot be contaminated by any means, and is always fresh.

**221) The Dell - Dendorlig Hospital, Second Pool Room:** Identical in form and nature to the First Pool Room (220), except with its pool in the east corner. Its open archway entrance in the northwestern wall is opposite one arched entrance to the Third Pool Room (222), at the northeast end of a southwest-northeast aligned corridor. The pool here has no cloths along its rim, and contains a 2 ft (60 cm) deep quantity of clean, cool, freshwater. It is unclear how it remains so, no matter how much is removed, as there is no obvious inlet or outlet. By the southwestern wall is a long rosewood desk with many small drawers in it, all unlocked. In various of these may be found a microscope, a plain silver arm-ring, an iron bone-saw (used for amputations), a small glass bottle of delicately-scented oil, five small metal finger-cages (used to support a broken or damaged finger), eight small, white-enamelled iron bands, and a leather case containing four metal surgical instruments for handling minor injuries. The air here is fresh and dry, with a mildly floral scent.

**222) The Dell - Dendorlig Hospital, Third Pool Room:** While retaining an identical form and nature to the First Pool Room (220), except that its raised pool is in the north corner, this chamber is unique among the quartet of Pool Rooms in having two open, arched entrances, one in its southeast wall over the passage from the Second Room (221), the other in its southwest wall, directly opposite the entrance to the Fourth Room (223), across a separate passageway. The air in here is warm and somewhat humid, and the pool's water, two feet deep again (60 cm), emits gentle wisps of steam at times. It is pleasantly warm, although no source for its heating can be identified. The water is clean and fresh, despite, like the pool in 221, showing no sign of how it retains this nature, as there is no obvious inlet or outlet, for instance. Two chairs, wood-framed with rope-netting backs and seats, the rope twisted from an unusual black, waterproof, fibre, are in here as well, one each by the southeast and southwest walls, towards the Room's south corner.

**223) The Dell - Dendorlig Hospital, Fourth Pool Room:** The final Pool Room of the four has its open archway facing that in the southwestern wall of Room Three (222), off the same, short, southeast-northwest passage segment. The Room is otherwise identical in form to the First Room (220), even to its pool being in the south corner, and to there being a clean, empty, metal brazier standing in the east corner. However, this pool is filled with clean, fresh, cool water, much like that in the Second Room (221), and there is a similarly clean, fresh, lightly floral scent to the air. There is an oak bed frame by the northeastern wall, southeast of the entryway, which has the form of a bunk bed, but the upper part is more like a flat cupboard top, whose underside, above the bed, has a series of fitments for several objects, perhaps lamps, that are no longer present. On the middle of the northwestern wall is a stone table, on top of which a number of shallow, square indentations have been cut. Seven on the left side are outlined with black paint, three in the middle with red, and five to the right in white. All are the same size, about 3 inches per side (7.5 cm), although their spacing is not uniform, and they do not lie in an obvious pattern. There is a single sheet of blank parchment on top of this table too, away from the indentations. Both table and bed are Gnome-sized.

**224) The Dell - Change Square:** Despite being separated by some distance along the winding passages southwest out of the Dendorlig Hospital part of The Dell (216-223), this Square was formerly still thought of as part of The Dell, essentially as its western exit or entrance. It is a significant crossroads in this part of Dendorlig Hall, where four broad, open, square-topped, 7 ft high (2.1 m) passages meet in an octagonal chamber with an 11 ft high central ceiling (3.3 m), which rises in gentle planes from the top of its 9 ft walls (2.7 m) to its flattened central area, roughly 5 ft from each wall (1.5 m), in a shape reminiscent of the inside of a simply-cut gemstone. The northeast passage wends away to the Dendorlig Hospital Pool Rooms (220-223) and beyond, with a northwestern branch corridor before them to Lemon Square (349). To the southeast, the passage runs straight into the Artists' Nook chamber (225) and the rest of The Gallery (226-229). A short way along the southwest passage, a broad, 6 ft high (1.8 m) door blocks the entrance to more winding corridors, that lead to the Sticky Chamber (230) down a staircase to the southeast, Service Square (333) to the northwest, and The Gallery again, past the door to the Artkeeper's Lodge (229), straight ahead to the southwest. One final short passage northwest passes below a round-topped, broad, 6 ft high archway into a small maze of routes that link into the northwestern way from the southwestern door-blocked passage, and thence into Service Square again, as well as to areas 334, 350, 349 and beyond, following different directions. In Change Square itself, there are four iron wall sconces for torches, one on each of the shorter, cardinal-direction walls, with one more to the left side of the openings to the northwest and southeast passageway exits. Only the two "passageway" sconces still contain viable torches. Towards the eastern corner is a Gnome-sized stone bench, with a padded seat, still in quite good condition. In the centre of the floor is a low, clear-crystal-rimmed pool in the shape of a hexagon, around 7 ft wide and 2 ft deep (2.1 m by 60 cm). It contains stagnant water. Disturbing the water creates a nauseating miasma to spread through this area very quickly, although ordinarily, the air here is no less fresh than may be found typically in most of the unexplored Hall complex. Once released, the stench takes several hours at least to dissipate. Worse still, those who breathe in this miasma and are affected by it, begin to hallucinate. At first, they see a large, metallic bull appear that breathes fire, and then they and their companions seem to change forms to fiendish-looking large dogs, vicious creatures, but ones that are terrified of fire. These illusions persist as long as the affected people remain here, until the miasma dissipates, or for several minutes after leaving this area. Note that the hallucinatory metallic bull will not leave Change Square. Scattered in the water at the base of the pool are around 100 old Gnome coins, in platinum, gold, electrum and silver.

**225) The Gallery - Artists' Nook:** A curious collection of sometimes oddly-shaped chambers, and the corridors in between, from this room to the passage ending at the Artkeeper's Lodge (229), was once used as an art gallery for the settlement, displaying and selling works from artists at Dendorlig Hall and far beyond. Every area within this space has wooden picture rails attached around its walls, one about 3 ft from the floor (1 m), the other at *circa* 6 ft up (1.8 m), with the four main areas, Chambers 225-228, all linked by open, square-topped archways, which are all 6 ft high. This room has a 9 ft ceiling (2.7 m), and is a southwest-northeast-aligned broad rectangle, with squared east and south corners, and rounded ones to the north and west. Broad, open archways, are in its northwest and southeast walls. The former ends a corridor, 7 ft high (2.1 m), that runs southeast from Change Square in The Dell (224), while the latter opens directly into the sharply-angled north corner of the Chamber of Light and Motion (226), through its northwestern wall. There are some small cracks in the stonework of the northeastern wall, and by this same wall is a set of wooden steps with handrails, and small wheels that depress into the legs of the steps on springs when weight is applied to the steps, so they can be wheeled fairly readily over the floor, yet still be stable when someone stands on them. The top step is a small platform about 3 ft square, which is around 5 ft (1.5 m) above the floor when the steps are in use. The step-separation is suitable for Gnome-sized folk. An old leather cloth is draped over the top of these steps, though it has been here so long, it has solidified into the shape of the top platform, and is so brittle, it will snap into fragments if anyone tries to use it as a cloth again. A hidden panel low down in the southwestern wall conceals a small stone cupboard in which are a number of finished, but unframed, artworks, all done in oil paints on canvas and wooden boards. They are in remarkably good condition. Some of the boards have been used on both sides. The artworks are a mixture of landscapes, still-lives and portraits of individuals, comprising 16 complete images in total. The room is quite dusty, and the air slightly stale. Above the archway to Chamber 226 is a painted Gnome-rune sign that reads, "Chamber of Light and Motion".

**226) The Gallery - Chamber of Light and Motion:** The southeastern archway from the Artists' Nook (225) leads directly into this 9 ft high (2.7 m) Chamber, in its narrowest, northwestern, corner, where its longest, sharply-angled, east wall meets the northwestern one at an acute angle. Its other walls are more normally right-angled at their corners. Another square-topped, 6 ft high (1.8 m) archway leads through its shortest southeastern wall into a "U"-shaped, 9 ft high, corridor, that turns through 180 degrees at its southeastern end to link with the next Gallery Chamber, 227. In roughly the middle of the ceiling is a painted runic message in an obscure Malajurian Dwarf language, which reads, "Beware of the tigers!". The message is written in a circle, so it is not clear from which direction the warning may apply. Checking the angled, long east wall for concealed features will most likely trigger what seems to be a concealed spear trap from its hidden panel towards the centre of the wall. The "spear" lunges out roughly 3 ft (1 m) into the room momentarily, before returning to its secret compartment. The "spearhead" actually has the form of a tiger's claw, made from copper with inlaid silver "tiger stripes" and lapis lazuli "claws". Liable to startle more than harm (for all it does come out forcibly from its hiding-place), this is one of the area's surviving artworks. It can be triggered repeatedly. After each time it has been triggered, a pair of transparent - so obviously illusory, or perhaps spectral - tigers appear, pacing after one another in the middle of the floor, below where the Dwarven rune-ring message is on the ceiling. Their presence also lights-up the room with pale, tiger-stripe (orange and white) colours, so long as they are present. Both remain for about 15 seconds after the "tiger-claw spear" has returned into the wall. In the room's west corner is a low, square, wooden cabinet, with a small cupboard underneath two drawers. There is a wooden case containing small, closed, boxes of paint pigments, all in good condition, in the cupboard. In the top drawer is a small, black, heavy, pestle-like object (it could almost pass for a tiny - or Gnome-sized - blackjack), a small, grey ceramic, lidded pot containing beeswax, and a small iron artist's palette knife, while the lower drawer has a small bronze file, and three gold-handled artist's paintbrushes, again in good order, in a red leather pouch fastened with a carnelian-decorated clasp. Note that the usual pair of picture rails are also all around the walls here (see 225), and along the passageway to Chamber 227. This room is less dusty than the Nook, although the air is still quite stale. The passage to Chamber 227 has similarly stale air, though it is also notably dustier than in here. Above the arch to area 225 is a painted Gnome-rune sign that reads "Artists' Nook", and above the archway back into this chamber from the "U"-shaped passage is another such sign, that reads "Chamber of Light and Motion".

**227) The Gallery - Chamber of Sound and Stillness:** Over the narrow, 6 ft high (1.8 m) square archway into this room from the turning passageway out of Chamber 226 is a painted Gnome-rune sign announcing this area as the "Chamber of Sound and Stillness". Aside from the dual wooden picture rails around its walls (see area 225 for details), this Chamber has a thick carpet of dust, for all its air is significantly less stale than that in the "U"-shaped corridor. In shape, size and form, this Chamber is a mirror-image of Chamber 226, with a broad, 6 ft high, square-topped opening arch towards the Entrance Hall (228), down a short passageway exiting from its west corner in the northwestern wall, where the sharply-angled south wall meets the northwest one. The ceiling is 9 ft high (2.7 m). Between the picture rails along the southern wall are two lines of scarlet ropes, hanging in swags from silver hooks attached to the wall, with each rope's ends having golden caps. Both ropes are about 20 ft long (6 m), and both have very dusty top edges. The northeastern wall may seem to be covered with spiderwebs at first glance, although these are really very cleverly applied fine lines of silver fixed to the wall in realistic spiderweb patterns (they can be recognised as unusual, as they pass behind the wooden picture rails). Impossible to remove intact, this gossamer-thin filigree-work is purely decorative. Nothing survives to indicate why this Chamber had the name it does.

**228) The Gallery - Entrance Hall:** This rectangular chamber, long-axis aligned southeast-northwest, is reached from Chamber 227 by a short, 9 ft high (2.7 m) passageway that enters this room through the south corner of its southeastern wall, making the passage feel more like an extension of this room, given both have 9 ft ceilings, and the usual pair of parallel picture rails along the walls (see area 225 for details). Over the 6 ft high (1.8 m) square-topped archway opening

back to area 227 is a painted Gnome-rune sign that reads, "Chamber of Sound and Stillness". On the southeastern wall next to this opening, is a stone drinking fountain. It is currently dry, and does not function. A second 6 ft high, square-topped open arch leads out of the west corner of the southwest wall northwest into a group of long, often winding, passages to areas 229, 230, 224, 333, 334 and beyond. Entering the Entrance Hall from this western passage (only) causes a misty red gas to be sprayed lightly over everyone passing through the archway. It has a magical effect that causes those breathing the gas to suffer memory loss that persists for up to four hours. Originally, this gas was intended to enhance the memory of visitors to The Gallery, helping heighten their experience and enjoyment. The magic has developed a fault during its centuries of neglect, so it now works to temporarily erase all memories prior to entering the area instead. The room is fairly dusty, and the air slightly stale. Hidden by the dust in about the middle of the floor is a circular design some 8 ft in diameter (2.4 m), inlaid in silver, with the Gnome runes for "Welcome" in it, written at an angle to face the western entryway. Six gems are fitted into the outer ring of the pattern. At the centre-top is a large freshwater pearl, flanked at some distance by two citrines, with three violet garnets completing the lower half-circle's decoration. It would need a search for something hidden in this part of the floor to discover the design, however, since it is so completely covered by dust.

**229) The Gallery - Artkeeper's Lodge:** The passage northwest from the Gallery Entrance Hall (228) is 7 ft high (2.1 m), with a single wooden picture rail fitted onto each long wall, around 4 ft from the floor (1.2 m - see area 225 for general notes on these rails). The rails end where the passage turns northeast, where there is also a 6 ft high (1.8 m) wooden door in the northwestern wall that leads into this area. A Gnostic-rune sign painted on the door reads, "Artkeeper's Lodge", although the room was really once used as a special exhibition hall for the old Gallery. Both this room and the passage to area 228 are dusty, with stale air. There is a pair of picture rails all around the walls in the Lodge, much like those found elsewhere in The Gallery. There are signs too that ceiling fittings for lamps and hangings were once here, despite the fact the chamber is now otherwise quite empty.

**230) Sticky Chamber:** Past the door to the Artkeeper's Lodge (229), the 7 ft high (2.1 m) passageway turns northeast, and runs up to a crossway. Ahead is a broad, 6 ft high (1.8 m) doorway to Change Square in The Dell (224). To the left (northwest), a continuation of the passage bends in a curving, lazy "S"-shape, to link with more passages, and areas 333 and 334. To the right (southeast), the passage immediately descends a flight of stairs into this oddly-shaped room on a lower level. The descent smells of damp, with a few patches of mould on the lower steps and in the short 6 ft high passage at the foot, where it broadens into the room proper. Here, the ceiling is around 7 ft high, with patches of moisture over its northern half especially. The Chamber has a broad, roughly rectangular, area, with a short, blind, 6 ft high passage running off its east corner through the southeastern wall, and another, though continuing, 6 ft high passage leads out of the northeastern wall's north corner, beside and to the left of the entryway. Out of the room, this northeastern corridor runs to a rounded bend to the southeast, where a fresh flight of steps ascends to Sinus Place, also in The Dell (214). This passage's ceiling again has patches of damp and mould until almost halfway along to the curving corner. In the room are two old wooden chairs by the southwest wall, and a small, empty set of shelves hangs from the northwest wall, to the right of the entrance by the stairs down. An old, brown leather rucksack lies under one of the chairs. It has six bars of silver in it, and four modest-sized raw gold nuggets, together with a silver crown set with gems, including an impressive, central, red spinel. Although the Chamber floor looks to be the same unremarkable stonework as elsewhere nearby, it is magically sticky, in a fashion somewhat like magnetism, but which affects anything of whatever substance is in contact with it. The passages that connect with the Chamber are unaffected, including the stairs down to it, and while it is possible to get a few paces into the room, with increasing difficulty, anyone getting beyond that will become unable to continue moving, and will require assistance, or magic, to escape. The whole room smells strongly of damp, and is unpleasantly cold too.

**231) Dendorlig Palace - Servants' Quarters 1:** Areas 231-235, off the 7 ft high (2.1 m) passageways immediately northwest of the main Palace complex (areas 149-159), and connected to the Grand Atrium (149) by a corridor behind a doorway next to the door to this area (to its southwest), were the quarters for the servants, retainers and other ancillary staff who worked in, and ran, the Palace day-to-day. The four Servants' Quarters buildings on this corridor (231-234) are all similar in internal layout, with three vertical, 6 ft high (1.8 m), levels in each, wooden stairs (always to the right inside the main door), floors and interior walls, with a kitchen on the lowest level, shower and toilet facilities on the next level up, and typically two or three rooms per level. Each was lived-in by a single family, most of whom worked at the Palace. None have functioning running water currently. Above the outside of each entrance doorway is the carved stone head of a gargoyle. Should any of the properties be entered by force, or damage done to the doors, or inside any of the buildings, these creatures can magically extract themselves from inside the outer walls as living gargoyles, who will defend these properties and the connecting passage here, though they will pursue further only if the perpetrators retreat back towards the main Palace (towards area 149). If necessary, the four here can call upon three further reinforcements, who teleport in wherever requested. Once any threat is dealt with, they return to their wall places above the doors here, as also happens to any that are killed; they recover fully in half a day. Each main door into the four properties has a low-relief carving of a lithe, sinuous, wingless dragon in an "S"-shape across it, painted a rather faded and worn silvery-white colour, with eyes and claws picked-out in blue, each having a slightly different form in its "S"-pattern. In the entrance hallway of this first Quarters building is a small square metal cage on the floor, with an empty leather satchel lying on top of it. On the floor above, in the smaller of the two rooms there, is a metal shelf attached to one of the outer, stone, walls, on which is about a pint (0.5 litre) of metallic copper paint in a sealed tin, labelled as such on its outside in old Gnostic, and a leather bundle containing 16 strongly magical arrows. In one of the three rooms on the top floor, a 4 ft length (1.2 m) of iron chain is suspended horizontally from hooks high up on one stone (outer) wall.

**232) Dendorlig Palace - Servants' Quarters 2:** Quarters 1 (231) provides general details and internal layout for this property too. The outer side of each internal door in here has a pale blue, open, single large eye painted on it. These eyes are rather unnerving, as the paintwork makes them look most lifelike, and some may feel they are constantly being watched throughout this building, even when the eyes are not in view. In the kitchen is an unusually small bottle - as if it were a sample from a larger quantity, perhaps - of very fine old wine, and a cutlery drawer that still contains 13 forks, 15 spoons and 17 knives, all of good quality, and all in remarkably fine condition. One of the larger spoons even has a freshwater pearl set into its handle. There is nothing to be found in the three rooms on the level above this. On the top floor, however, again with three rooms, each has a small wooden cupboard attached to an outer wall in it. Two are empty, but that in one of the two smaller rooms has a hidden compartment behind one of its drawers where there are five silver ingots, an extremely fine gold belt, and an electrum arm-ring. The jewellery has just simple linear designs scribed on it, for all the metal alone is worth much.

**233) Dendorlig Palace - Servants' Quarters 3:** The third property off the southeastern side of the passageway here is as noted in general details and internal layout to area 231. In the kitchen is a large pot with a movable top handle, rather like a lidded cauldron in form, though of a rounded-rectangular shape. On an upper shelf in the kitchen cupboard is a ball of twine, some 90 ft (27 m) long. Both upper floors have three rooms each, although all the rooms seem to have been cleared of any former contents.

**234) Dendorlig Palace - Servants' Quarters 4:** At the northeastern end of the Servants' Quarters corridor is the door into here. The property is otherwise identical in general details and internal form as described under area 231. The southeastern outer wall on all three levels has an extensive series of fine cracks in its stonework. While the lower level has no unusual contents, in the larger of the two rooms on the next level up is a metal-mesh cage fitted to the walls in one corner, which has a series of metal-mesh shelves in it, looking like an open-work wardrobe. Its door is locked, and there is no key, although it seems to be empty anyway. In the same room is an old wooden chair with a large, shaped, sandstone block as its seat. The upper floor's three rooms are empty.

**235) Dendorlig Palace - Communal Servants' Quarters:** Through the broad, 6 ft high (1.8 m) doorway off the southwestern wall in the short section of the 7 ft tall (2.1 m), "L"-shaped corridor giving access to the four smaller Servants' Quarter properties (231-234), another 6 ft high passage runs southwest directly into the Crossroads Room (147). Just beyond the door to the right (northwest) is another 6 ft high, broad doorway, leading into this area. Above its doorway are two more gargoyle heads which can transform into living gargoyles outside the wall if the property is threatened (see area 231 for details; this pair of gargoyles have identical powers and abilities). The internal layout is similar to that noted under area 231 as well, with three interior 6 ft high levels, including the entrance floor, which has its wooden staircase rising immediately to the right inside the door, and two or three wood-walled rooms per level, including a kitchen on the lowest level, and a shower and toilet room on the next floor up. All the rooms here are larger than in the separate Servants' Quarter properties, however, with more cupboards, two sinks and a large cooking range in the kitchen, three shower and three toilet stalls in the washroom, for instance. This was once home to members of the Palace staff without families, who lived more communally. A couple of large, cauldron-like cooking pots (similar to that in Quarters 3, 233) are in the kitchen, and there is a wooden double-door cupboard fitted into each room, except the washroom, on both upper levels. The entrance level has three rooms as well as a small entrance hallway by the stairs. The floor above has two rooms, including the washroom, and the upper floor has three rooms. Both upper levels have wooden floors. A 20 ft long (6 m) ball of twine seems to be the sole movable artefact left here, in one of the cupboards on the top floor.

**236) Unfinished Square:** Parts of the more northwesterly sections of Dendorlig Hall show signs that their construction was sometimes more relatively recent than elsewhere in the complex. Passageways here can be longer, with fewer turnings or doorways, while what rooms and open places there are, can be larger in floor area overall. This large, open area, with a roughly 12 ft high (3.6 m) ceiling, is the more easterly such location, and while its stonework has been roughly smoothed-off, not all the finished facing-stones have been fitted, particularly over its upper areas, and it seems to have been abandoned long before the Hall itself was. On the plan, it looks to have been slotted-in to the space between existing passages and rooms, along with its linked passageways, all of which are about 6 ft (1.8 m) high. However, the passage leading southeast from the eastern corner is particularly rough, and work on it seems to have been halted very early, leaving it in an almost wholly unfinished state. Most likely it was stopped before it could run into the Royal Palace Door-Warden's Apartment (150), when someone realised it was going to. The other east-corner passage, which bends angularly round from northeast, past the door to Room 237, to northwest, then southwest (by Chamber 238), and finally back through a door to the northwest into a more typically completed 6 ft high corridor (to areas 239-243 and beyond), is initially more completed, until the final segment, past the door to Room 237, and on into the Square itself. Although dry, everything here is very dusty, mostly with rock dust and tiny fragments, giving the strong impression no one has been here in very many centuries. The loose material on the floor makes all footsteps crunch. As the air is very still here too, such sounds, or any others, can echo alarmingly here and in the immediately adjoining passages. There is no decoration here, but there are two stonework giant lizard-like beasts, identical to the pair in the Grand Atrium of the Palace (149). Both are lying down, curled together as if asleep, resting on a substantial number of gold and electrum coins, a few gemstones (at least four blue quartzes and six tourmalines are obvious), and what seems to be an empty clear glass flask that sparkles in any light, and which actually contains a potion that can turn its drinker temporarily invisible. While less easy to "wake" than those in area 149, this pair may do so too, and attack intruders, before returning to their stony sleep. See the notes for area 149 for further information regarding these creatures. The secret door in the southwestern wall is narrow and barely 2 ft (60 cm) in height. It opens into a broad, 5 ft high (1.5 m) passage with a larger secret door into area 244 at its northwestern end. The passage dead-ends a short way southeast of this small secret entrance in the opposite direction.

**237) Unused Passage-Room:** At the northeastern end of the passage out of Unfinished Square (236), where it turns left (northwestwards), a 5 ft high (1.5 m) door leads into this long, narrow, northwest-southeast-aligned rectangular room, which has the 6 ft ceiling height (1.8 m) and overall dimensions comparable to the passage outside it. Although its facing stonework has been completed, the place gives the distinct impression of never having been occupied. On the southwestern wall hangs a long tapestry showing a castle set in some hilly, jungle country, albeit not anywhere recognisably local to the Dendorlig region. On the short southeastern wall, a plain, white-painted heater shield hangs. Its paintwork looks unfinished, as if this was simply its undercoat, perhaps. As in area 236, the air is very still, for all the place is less dusty and crunchy underfoot than that Square.

**238) Unused Chamber:** Last of the three labelled areas in this "unfinished" section of the Hall, this is off the end of the corridor northeast out from Unfinished Square (236), once it has completed both its right-angle turns to run southwest. The door is 5 ft high (1.5 m), and another door is on the opposite passage wall, into a fresh passageway leading to the door to room 239 and beyond. This Chamber is square in plan, with a 7 ft high (2.1 m) ceiling. The facing stonework has been completed, although as with Room 237, the place feels as if it has never been used, with still air and some undisturbed dust over the floor. A rosewood cupboard has been attached to the northeastern wall, which is empty, and also again seems not to have been used. Its doors are very stiff to open.

**239) Cursed Altar:** Through the door in the corridor opposite that to Chamber 238 is an "L"-shaped passageway, 6 ft high (1.8 m). There are more doors off both legs, to this room and rooms 240-242, as well as another passage northwest to Great Troll Hall (243). Rooms 239-242 and the "L" passage, while as finished as any other part of the Hall, have an uncomfortable "attic" or "junk-room" feel to them, as if they were never routinely used or occupied at all. The unused or incomplete nature of areas 236-238 seems to fit with this general pattern, perhaps as if there was something about this part of the Hall that resented the Gnomes' intrusion. Sensitive folk may start to think something is watching them, or lurking close-by, if they stay here too long (see Hall 240 for potential development of this impression). This small, squarish room has a 6 ft high ceiling, and is through the first door in the southeast passage wall southwest of the door to areas 236-238. It feels dry and cold, with an unpleasantly metallic tang to the air. There are three bronze wall sconces for torches on each interior wall except that with the door. Only the three torches on the northeastern wall will still light. The other six here have long since dried out. In the centre of the floor is a low, green, stone altar. It seems very ancient, and the carvings on it are too worn and weathered to identify, beyond having slightly disquieting forms in places. There is a large bell standing on its top, carved from the same strange green stone as the altar. On the floor in front of the altar, facing the door, is a wooden board with very clear old Gnome runes on it that say, "DANGER - DO NOT TOUCH!" Touching either the altar or the bell with bare skin gives the toucher a curse that causes their skin to erupt in grotesque, painful blisters that can be cured only by magically removing the curse.

**240) Ghostly Hall:** Next to the Cursed Altar room (239) is this 6 ft high (1.8 m) rectangular chamber, elongated northwest-southeast. In the middle of its floor is a modest-sized, square, gold box, surrounded by a length of rope, swagged between metal poles set into the floor at each corner of the box. The poles are around 2 ft tall (60 cm). The rope is also gold-coloured, with gold thread woven through it. While heavy, the box's lid can be lifted-off. Inside it are numerous silver and electrum old Gnome coins, half-a-dozen blue quartz gemstones, six more chrysoberyls and a magical scroll that will protect the reader and those close to them temporarily against petrification. The room feels dry and cold, and has an uncomfortably earthy, almost tomb-like, scent, despite being made of the normal stonework. Touching the rope "railing", moving past it towards the box, touching or opening the box will cause up to three spectral forms to manifest. These spectres will attempt to prevent removal of any objects from this room, pursuing into the corridor outside and any of the adjoining rooms (236-242) and their linking corridors, though not beyond the door to Great Troll Hall (243). They seem to have an attachment to both the gold box and the cursed altar in room 239, the nature of which is for GMs to determine.

**241) Cracked Room:** Towards the angle of the "L" in the passageway on the opposite wall to rooms 239 & 240, is the door to this chamber, another narrow, rectangular space, here aligned parallel to the northeast-southwest line of the passage. Its ceiling is 6 ft high (1.8 m). There is a scent of dampness and damp dust in here. In the floor towards the southwestern end of the Room is a narrow crack in the stonework, leading down to some very difficult natural crevices and

tunnels in the native rock, hard to traverse even for smaller humanoids, and very prone to collapse where wider. There is some dirt on the floor too, ground-up rock flour mostly, as a group of dwarf giant boring beetles, like those found in the Arena (66) sometimes use this Room as their lair. If present, there may be up to seven such creatures at a time. Dwarf giant boring beetles are about half the size of the more typical giants of their kind, roughly 4 ft long (1.2 m).

**242) Abandoned Quarters:** At the southeastern end of the “L” corridor is the door to this 6 ft high (1.8 m) chamber, a narrow rectangle again, elongated northeast-southwest. There is a strong scent of mould in the air, and something vaguely like an animal’s spoor. A battered old mattress lies on the floor by the southeastern wall, and an empty rosewood cupboard, fastened around with a rusty, padlocked iron chain, stands by the northwest wall, with a small, round-topped mahogany table and a mahogany chair near the east corner, just inside the door. The place looks as if it was once used as someone’s rather rough quarters, although nothing is left to suggest who they may have been, or when they were last here.

**243) Great Troll Hall:** Beyond the more northerly door on the northwestern wall of the “L”-shaped passage linking, ultimately, all the areas from 236-242, is the only corridor that connects back into the rest of Dendorlig Hall proper, a passage with an angularly-arched ceiling, whose flat central strip is some 7 ft from the floor (2.1 m). It runs a short way northwest into the angle-join of the eastern and southeastern walls of this great octagonal, pillared Hall. The Hall is elongated northeast-southwest, and has five other exits, each of identical design - with the same angled-arch ceiling, 7 ft high in the middle strip. Three exits leave at the same junction points around the room’s circumference, where the longer and cardinal-angled shorter walls meet, as the passage from the “L” corridor does. The other two are set into the base of the northeastern and southwestern short walls. The angled-arch passage roofs continue as far as the next adjoining room or passage junction out from this Hall only, except for the blind passage to the northeast, where the ceiling simply ends where the passage does. This Hall’s ceiling is of an overall similar design as well, angling up from its 8 ft high side walls (2.4 m) to a flattened central strip delineated by the outer lines of the pillars, some 13 ft from the floor (4 m). Each of the 14 pillars has been sculpted into the form of a great Mountain Troll, posed as if supporting the ceiling, or the top of their respective pillar. Every one of the carvings is different, and could have been based on a living Mountain Troll, so precisely have they been sculpted. Mountain Trolls are related to giants, being huge and, by most humanoid norms, hideous, with tusks, huge ears, warty skins, multiple extra arms or legs, and sometimes two heads. They also possess innate magical abilities, including being able to warp time and space in certain ways, and they often collect and use magical items. In addition, they turn to stone during the day, reverting to a living creature each night. While magnificent works of art, these sculpted pillars equally can seem almost frighteningly alive at times - as if they might be genuine Mountain Trolls in their daytime “hibernation” state. All four of the cardinal-angled walls have a pair of brass wall sconces, although none contain torches. In the centre of the floor between the pillars, head towards the southwest, is a 35 ft tall (11 m), two-headed Mountain Troll. If it is day outside, he seems to be a stone carving of identical quality to the pillars, lying as if asleep. If it is night outside, he is sleeping peacefully, with long, slow breaths. He has a large sack attached to his belt. Along with all his clothing and other gear, this too turns to stone when he does, so it could be accessed only when it is night outside. It is a magical Troll Sack, which can hold anything the Troll (only) puts into it, while weighing no more than the sack alone would when empty. It presently contains 92 gold, 199 electrum, 18 silver and 1,490 copper coins from many realms, creators and times, four jasper and 6 banded agate gemstones, along with a Troll-sized bastard sword. His name is Oskar. How and why he came to be here, and the true nature of the Troll pillars, is left for GMs to decide.

**244) Cluttered Space:** The 7 ft (2.1 m) angled-arch passage off the southern end of the southeastern wall of Great Troll Hall (243) opens into this 9 ft high (2.7 m) square area, which has an open, 6 ft high (1.8 m) square-topped passage exit to the southwest, and a door to Room 245 off the same wall, with a well-concealed secret door to the hidden passage from Unfinished Square (236) on the southeastern wall. In front of the secret doorway is a wooden pallet, which partly blocks the southwestern passage exit too. Scattered elsewhere here, albeit chiefly in its northeastern half are: an iron candle-snuffer; a pair of still-usable bellows; a pair of metal scissors (medium-sized); a small leather pouch containing an unidentifiable grey powder (possibly something that has crumbled to dust in its centuries of storage here); a large number of bones of various kinds, including animal and humanoid; a rusty iron hand saw for woodworking; nineteen grey-brown dead bug carapaces, each about 1.5 inches long (4 cm); a spherical glass bottle that contains still-viable blessed water; a wooden pitcher; and an empty leather scroll case with one end-cap missing.

**245) Small Cracked Room:** Off area 244 is this small square Room with a 6 ft high (1.8 m) ceiling. An empty cedarwood cupboard is by the southeastern wall, towards the south corner. There are some cracks in the stonework of the northwestern wall, and a great many more over the southwestern one, though none are substantial. A distinct smell of damp rocks is strong on first entering this place.

**246) Altar of Peace:** A complex series of twisting, sometimes angled and variable-width passages leads away southwest from area 244. All are 6 ft in height (1.8 m), however. By far the broadest area, if one of unusual shape, leads up to the surprisingly ordinary-sized door south into this large, octagonal chamber, with its 10 ft high (3 m), flat, ceiling. Three other doors lead out from the middle of each cardinal-direction wall beyond this first one. That to the south opposite is a similarly normal, 5 ft height (1.5 m) and size to the northern one. It opens out into fresh, again initially notably broader, passages, later also longer, and often straighter, ones than those off the northern side of the room. The east and west doors are both broader, though of the same 5 ft height, leading to Rooms 147 and 247 respectively. In the centre of the floor is a large, cardinal-oriented, square raised platform, on which is a white marble, square altar stone, with simple linear designs carved around its edges. The rest of the chamber is faced with the usual stonework. There is a calm aura in here, and those especially sensitive may catch a faint scent of jasmine in the air. Two low, maplewood benches flank each doorway on the cardinal walls. The seat of each bench is hinged, with a rectangular storage space in its base the length of the bench. In every one is a single substantial piece of rock crystal. In the middle of the northwestern wall is a small metal basin, with a spout leading towards it from the wall. The basin has a drain in its base, although there is no flowing water here currently. Over the southeastern part of the ceiling are several large areas of a curious, apparently harmless, purple mould. Touching the central altar stone with bare skin magically creates a calming influence in the toucher, something which will cure insanities and remove ordinary or magical effects causing fear or other strong, unwanted, negative emotions. After touching the stone, the person will be able to see there are many coins somehow held within the substance of the marble, as if the marble had become more translucent than normal. Placing a coin on the altar after witnessing this, the coin will sink into the solid marble. At the very centre of the altar stone, a lucky few may be able to glimpse a magnificent ornamental blue-steel helm within it. The helm’s name, “Wirmarth” is engraved inside it, as may be found mentioned in some legendary texts. It cannot be accessed, even by destroying the stone (nor can the coins), albeit some of the tales say it will one day be recovered, with all the wealth, when someone truly worthy of it comes to the Altar.

**247) Possible Old Priests’ Room:** A square, 6 ft high (1.8 m) Room, behind the western broad doorway off the octagonal Altar chamber (246), although its original function is little more than a best-guess, as it is entirely empty of furnishings. There is a faint hint of the same jasmine scent as in that Altar room, however.

**248) Slime Room:** At the end of one of the winding passages out of areas 243 and 244, that closest to Great Troll Hall (243), is a broad, 5 ft high (1.5 m) door into this large, broad, “L”-shaped chamber. The passage outside is 6 ft high (1.8 m), and the room has an 8 ft ceiling (2.4 m). Splashed across much of the southwestern and northwestern walls is a bizarrely shimmering, mid blue, slime. It seems to be alive, and apparently harmless, although if touched, some of its blue iridescence will stick to the touching object, and be very difficult to remove for three days, after which it can be easily cleaned away. There is a pair of oak stools by the southwest wall, which are currently unaffected by the slime, and a rosewood cupboard by the short southeastern wall section furthest from the

entrance door. Inside the cupboard are what seem to be apricots, berries, plums, several pies and pasties, and a variety of different biscuits. These though cannot be touched, and while seeming illusory, they remain after such an attempt. Investigation suggests they are actually the ghosts or preserved memories of what they look like, long since departed. There is a strong scent of ferns in the Room, which seems to originate from the blue slime.

**249) Whispering Gallery:** This is a large, right-angled room, with a 9 ft high ceiling (2.7 m), which can be reached by two of the 6 ft (1.8 m) high winding corridors in this part of the Hall, through the broad, 5 ft high (1.5 m) doors in its southeastern and northeastern walls. Speaking even in a whisper here allows the speaker to be heard clearly by someone standing in any other part of this chamber. In addition, strange whispers can be heard in here that originate elsewhere within the Hall complex. The whispers from beyond the room are always soft, yet quite distinct, if requiring knowledge of the exact language to understand. It is not always obvious if the whispers are genuinely spoken language, or if somehow thoughts are being magically transformed into audible whispers here. Listening to these for an extended period may become unnerving, and folk trying to do so may panic, or lose their own identities temporarily, until they leave the Gallery. In the short alcove-extension off the southwestern wall, at the room's southern corner, is a circular table, whose top is made from a disc of polished marble set within a metal outer ring, supported on six short metal legs. A walnut cabinet is on the southeastern wall to the left of the door in that wall when entering the room. A concealed floor panel near the north corner of the chamber has a red cloth backpack in it, in which are four bars of gold and six of silver, together with a small purple cloth bag holding 10 platinum, 15 electrum and 12 silver old Gnome-style coins.

**250) Way Station:** Partway along the broadest 6 ft high (1.8 m) corridor among several more winding around this region of the Hall, this 9 ft ceilinged (2.7 m), rectangular area stands out as a curiosity along the way, seeming more a sideways extension of the passage briefly, rather than a genuinely separate area, or as somewhere that two deep, large, alcoves had been added along the passage, directly opposite one another, were it not for the additional headroom. While it is sited along the passage between areas 246 and 141, it is not especially near either, or indeed anywhere else. Despite this, there is a large mahogany desk in the southeastern "alcove", with a torn tapestry showing an angelic humanoid figure set against a hilly, jungle landscape (possibly somewhere in Dendorlig Vale outside the Hall), hanging from the wall behind the desk. A worn rug is on the floor in front of the desk, and a padded oak chair is also just behind it. The desk has numerous drawers, in which can be found the following, after a thorough search: a dart with blue-coloured feather flights; a green cloth pouch containing ten old Halfling-style electrum coins; a small bronze desk-lamp; an empty wine bottle; a deck of playing cards with three different Jokers among them; a tiny red-painted iron bird cage; a bronze horseshoe; a small whetstone; a small silver knife; and a brown canvas satchel with 57 old Gnome gold coins in it. In the northwestern "alcove" opposite, an ironwork cage running from floor to ceiling has been fitted in to the stonework in the north corner. It takes up most of the northeastern half of this space, and has a latched door that can't be locked. It is quite empty. The ape-headed serpents which sometimes use the Mine Entrance chamber (252) as their lair, may be found wandering through here and the connected open corridors, although they are unable to pass through any closed doors. See 252 for more details on these.

**251) The Dome:** In the heart of the region of larger, fewer chambers, longer and more rambling passageways, is this huge, curiously-shaped chamber. In plan, it looks a little like the playing-card "spades" suit symbol, with a flattened base, truncated "stalk" and tip. Two broad, 6 ft high (1.8 m) openings in the eastern and southern walls lead away into straight passages, while the abbreviated northwestern "stalk" area ends in 5 ft high (1.5 m) double doors into another 6 ft high passageway, running southwest-northeast, with a very broad opening into a pair of curving passages further to the northwest beyond the doors, which passages connect with the Great Warehouse and its Annexe, areas 296 & 297 respectively. The floor in here is flat. The ceiling though forms an equally curious dome shape, where the walls above floor level gradually, and quite smoothly, curve inwards. The highest part of the ceiling is above the broadest, northwest-central, part of the chamber, some 20 ft above floor level (6 m). The walls here rise quite steeply to accommodate this height, rising less steeply, to a lower final height of roughly 15 ft (4.5 m) or so, closer to the flat southeastern wall. The stone surfaces are fully finished. However, they also seem quite new, as there are no fixture or attachment points, nor any decoration, perhaps as if the area was never used for its intended purpose. Between the eastern passage opening and the angle where that wall joins the flat southeastern one, on the floor, is a pair of long, narrow, rectangular slabs of cut granite. They have the form of unemplaced shelves. Near, partly beneath or draped over these are the following items: a string of prayer beads in black, white and red colours; a long-dried-out pot of glue; two large, broken, golden-brown eggshells; a small bronze pail; the broken handle of a knife or dagger; a black cloth handkerchief; a brown silk handkerchief; a Gnome-sized, black leather, left boot; a bronze lamp; and a brass candle-snuffer. The air feels unusually fresh here, possibly because of the large, open space. As with all the unblocked passageways nearby, the ape-headed serpents to be found lairing in the Mine Entrance chamber sometimes (252 - see that entry for details), may be found wandering through The Dome too. They cannot pass through any shut doorways, however.

**252) Mine Entrance:** The regular shape and size of this room (it has an 8 ft high ceiling, 2.4 m) suggests it was not intended originally to be the entrance to the small area of mining tunnels (253), roughly hewn and in general between 4 and 6 ft high (1.2 to 1.8 m) that extend out of its northwestern wall, towards the west corner. The room does have a broad, 5 ft high (1.5 m) entry doorway from the regular passage to its southeast though, at the end of the corridor northeast of The Dome (251). There is a strong animal scent in here. By the southeastern wall, south of the doorway, is a walnut bunk bed. Above the bed part of each level in the bunk is a shallow granite shelf attached to the wall, which obviously have been fitted to the bunk's size and placement. By the southwestern wall is a standing harp, and on the northwest wall is a painting of a treehouse in a jungle setting, hanging above a walnut cabinet. In the cabinet, wrapped in a large, purple handkerchief, is an Elf's skull. In a brown canvas knapsack, hidden strapped to the underside of the lowest bunk, is a pouch with 58 ancient gold Gnome coins, a magical, Gnome-made broadsword, and Clement's Magical Boots, which allow their wearer to walk across the surface of water as if it were solid ground for up to 300 ft (90 m) once a day. The boots are made from tan-coloured alligator skin. In addition, the room has a magical trap that still works. Triggered, or reversed, by a concealed floor panel near the walnut cabinet, when activated, it causes masses of thorny jungle vines to fill the room, causing serious harm to any in the room who fail to avoid them, as they grow rapidly out of floor, ceiling and walls. They would require hacking-back very severely over several minutes to stop them growing, unless or until the effect is reversed. The room becomes essentially impassable otherwise to any but the smallest and nimblest creatures while the vines are present. This chamber is also the main lair for six ape-headed serpents. Each of these is around 10 ft long (3 m), has a poisonous bite, and can constrict with its body. While able to converse fairly intelligently, their knowledge of Malajurian Gnomish is extremely limited, and rather archaic. They can be unpleasantly vicious. They also know of the trap here, how it operates, and are well able to avoid and slide past the thorny vines themselves. While of no real value here, they are also able to use a writhing, hypnotic dance, which allows them to control any natural apes viewing it, as if they were magically charmed. At an earlier time, they managed to be teleported to the portal in area 272, when that system still worked, for all they are more usually found in the surface jungles only, but they are now trapped in this part of the Hall. Over the years, they have explored all parts of the complex nearby which are linked by open accessways (closed doors stymie them completely), including many of the corridors and rooms over the western part of the Hall (comprising areas 250-255, 272-274, 278-282, 292, 293, 295-297, and 299-302). Thus they may be encountered here or elsewhere within this substantial area, as the GM requires.

**253) Mining Tunnels:** Judging by the usual form of all four external links to this collection of rough mining tunnels and small caves, the mine seems to have come about more by accident than design. The tunnel heights, between loosely 4 and 6 ft (1.2 to 1.8 m) in general, are as variable as their mapped widths. None of the surfaces are particularly smooth or finished, and there is rubble lying in piles in many places. There are crystal and mineral gleams in the walls and ceiling occasionally in any light brought here, although anything that had been mined out of the native rock here was removed long ago, and there is nothing especially substantial and obvious showing currently. An attempt to delve deeper in the largest, western, cave, where the ceiling reaches 9 ft high in places (2.7 m), failed and flooded as a substantial, deep, pool. This larger cave is the favourite lurking-spot for a giant toad which has a virulently poisonous bite. Its colouring helps it

blend in with the mine caves and tunnels rather well, and while it may sometimes venture into the open passageways off the southwestern side of the mine, it rarely strays far from this area. Much of its time is spent in a torpid, semi-hibernating state. The ape-headed serpents from the Mine Entrance room (252) have learnt not to bother it, and it rarely troubles them, unless it is very hungry, a lone serpent tries to explore too far into the Mining Tunnels, or one is left alone in area 252, for instance. Previous such encounters may explain why the toad's venom is so particularly potent. So long as the serpents bypass the pool along its south side, they are usually left alone.

**254) Haunted Mine Entrance:** Much like the other Mine Entrance chamber (252), this 8 ft high (2.4 m) square room was clearly not originally designed for use as an entrance to the rough Mining Tunnels (253) that exit into it in its southeastern wall's southern corner. It does though seem to have become used as a spoil and sorting room, judging by the piles of unconsolidated mining debris scattered over its floor. The smoothness of the rock walls where the Tunnels join the room suggests that a passage was being cut into the native stone when the mine's contents were discovered. The broad, 5 ft high (1.5 m) door out into the winding, 6 ft (1.8 m) passageways off the east corner of the northeastern wall, looks to have been enlarged to its present width at some point too, as the earlier lintel stone was smaller and taller than the current one, judging by the surrounding stonework. A muffled tinkling sound, maybe water trickling into a pool, or several small stones sliding against one another over short distances, can be heard here sometimes, seeming to come from the mine, trapped acoustically in some manner. A brown canvas rucksack hangs from a hook in the northeast wall, north of the doorway. In it is a small brass bucket, of a type used in measuring specific quantities of loose materials (such as mineral fragments). On the northwestern wall is a walnut rack for mining gear (like picks, shovels and lamps), although none of that gear remains. Four bronze hooks have been hammered into the southeast wall in a horizontal line, below which lies a pile of five bronze, free-standing, torch sconces. There are no torches in these. Detailed searching of the spoil heaps, requiring some hours to complete fully, might turn-up several small nuggets each of silver, gold, copper and platinum, along with half-a-dozen or so tourmaline gemstones. However, spending more than a few minutes hunting around here will cause one or more of the up to eight wraiths that haunt this chamber to manifest and attack. Five have forms suggestive of Gnome- or Goblin-sized humanoid, one a larger humanoid of Human or Elf proportions, and two more seem serpentine, possibly like the ape-headed serpents of area 252, as those creatures may occasionally be encountered as far as this room through the mine, although not beyond the northeastern door, so long as it remains closed. For unclear reasons, these wraiths can manifest only in this chamber and the adjoining Tunnels as far as the first junction south of this room, and the cave to the southeast, not into the passageway beyond the door, or into the mine's pool cave. They are even unable to pass through the walls, floors or ceilings in this area, despite being incorporeal. They can though appear and disappear from view at will.

**255) Long Chamber:** Access to this 10 ft high (3 m) rectangular area, elongated southwest-northeast, is primarily through a square-topped opening in its northwestern wall, towards its west end, a 6 ft high passageway (1.8 m) that leads directly into The Dome (251). The open nature of this chamber and the connecting passages means some of the ape-headed serpents detailed under the Mine Entrance (252) may be encountered here occasionally. A secret doorway, proportioned much like the typical doorways throughout the Hall, is towards the south corner of the southwest wall, which leads by a short, 6 ft high passage straight into Rhino Square (256). On the northeastern wall, at the far end of this Chamber from the entrance, is a series of old mystical circles and symbols painted somewhat crudely in long-dried blood. On the adjoining part of the southeastern wall is a large series of linear streaks, also of old, dried blood. These streaks form no obvious pattern, however. A brazier hangs from an iron chain attached to a hook in the ceiling at this end of the room, suspended about 3 ft (1 m) from the floor, on roughly the room's centre-line, some 8 ft (2.4 m) from the end wall. Attached to the northeastern wall behind this by rusty iron manacles, is a long-decayed Human skeleton. The bones are fragile. Some are missing, or have crumbled to dust, although a few still show signs of old injuries. Attached to one surviving shoulder blade, as if once magically melded to it, is a coin-sized disc of an unknown grey-blue metal, which has the symbol of a perched hawk on its visible side. On the floor by the remains is a grey leather knapsack containing a single electrum ingot, another of silver, and two more of copper, together with a red crystal wand that can shoot minor magical fiery darts at a chosen target on command. Approaching within 2 ft (60 cm) of the hanging brazier causes a series of columns of flame to shoot up in a semi-circle from just beyond the brazier to the wall, creating an impassable wall of fire, sealing-off the manacled remains from the rest of the room. A faint semi-circular band of very old soot on the ceiling may give a clue to this. The room has an unusually dry scent to it on first entering.

**256) Dendorlig University - Rhino Square:** Dendorlig University comprises all areas from 256 to 270, and nothing happens here that the Porter does not learn of (see the Porter's Lodge, 258). Random encounters with anyone other than the Porter here should be rare. Rhino Square is a large area with a 15 ft high ceiling (4.5 m). A 6 ft high (1.8 m) opening leads through the middle of the northwestern wall straight into the Porter's Lodge. Concealed from the Square's side by an illusory wall, is a short, 6 ft high, apparently dead-end, corridor off the middle of the northeastern wall, although there is actually a secret door here into the Long Chamber (255). In this space behind the illusory wall is an iron strongbox holding ten silver ingot bars. Towards the Square's south corner are 5 ft high (1.5 m) doors on both southeast and southwest walls, respectively leading to the Moulded Chamber (257), and passageways to areas 266, 267, and, further away to the southeast, 128 to 132. By the centre of the southwest wall on a low, round plinth stands a 4 ft tall (1.2 m) statue of a rhinoceros made of unpainted fired clay. It is posed sitting cross-legged and upright on its hindquarters, humanoid style, with an open book showing blank pages in its lap, its front legs and hooves set holding the edges of the book in a very anthropomorphic manner. In front of it is a large, square, seemingly shallow, reflecting pool of water. The pool however, is actually 10 ft deep, and the stones around its edges slope down slightly towards it. These edging stones are also extremely - magically - slippery, though they do not look it, and anyone approaching the pool incautiously is liable to slip and fall into it. By the southeastern wall towards the east corner of the Square is a large, crudely-constructed wooden torture chair, made from various scraps of wood, with numerous sharp iron spikes fitted to it. Fastened into the chair by iron bands are the skeletal remains of a long-dead Ogre, parts of which have collapsed onto the floor. A battered rosewood stool is to the front right of the Ogre's body, and a brown canvas satchel hangs from a hammered-in nail on the wall closer to the eastern corner than the torture chair. In the satchel are two black pearls, a vial of insect repellent, and a bronze ladle.

**257) Dendorlig University - Moulded Chamber:** This is a large, irregularly-formed, organically-flowing, area, elongated northwest-southeast. Only one longer part of its southwestern wall and two smaller sections of its northeastern one, in the main chamber, are actually straight and upright. All the others curve to a greater or lesser degree, and all the walls here flow into both floor and ceiling, neither of which latter are wholly level either, with large-scale, low, flowing undulations across them, and parts of the connected walls. Other than near the doorways out to Rhino Square (256) to the northwest, and the Back Door to the Pegasus Club (138); the Moulded Chamber side of this door is marked with Gnomish runes that read "Pegasus Club"), off the northeastern wall in the Chamber's southeastern alcove extension, none of the stone surfaces show the usual blocky stone formations and facings. Everything is smoothly flowing only, with no joins, a little like a water-created cave, except without the water. The typical stone-block wall, ceiling and floor facings resume only in the long, rectangular alcove to the northeast of the rough middle of the northeastern main Chamber wall. The floor-ceiling distance varies between about 7 ft and 9 ft (2.1 and 2.7 m), although this is often hard to determine precisely. It is lowest in the two alcoves by the doorways, and becomes a more regular 7 ft in height in the northeastern extension, which is very like the typical passages elsewhere initially. Off the northern end of this extension's northwestern wall is a very narrow, yet still 7 ft high, corridor to the northwest, which turns sharply northeast after a while, broadening a little after the turn, and continuing for some distance till it suddenly dead-ends. At this dead end are two rosewood candelabra stands, neither of which has any candles in. Back in the main Chamber, in the southeastern alcove by the Pegasus Club's Back Door is a tall birchwood stool, with an empty, padlocked, mahogany box underneath it. The box sports the Club's flying pegasus emblem on its lid in a low-relief moulding. An almost-empty water keg stands in the angle southeast of the entrance to the narrow northwestern passage-like extension,

northeast of the main Chamber. Pinned to the straight southwestern wall in the main Chamber, roughly opposite the northeastern entrance to that northwest passage, is a loop of fine copper wire, about 10 ft long by 5 ft high (3 by 1.5 m). While part of the former University here, there is nothing to show what purpose this unusual Chamber served, or how it was created.

**258) Dendorlig University - Porter's Lodge:** Opening directly off the middle of the northwestern wall of Rhino Square (256), this is an 8 ft high (2.4 m), squarish room, with a slight extension to the southwest near its southern corner, where a door leads to the Porter's Quarters (259). A second door is in the northwestern wall to the Locker Room (260), with a further, concealed, door to its northeast on the same wall which leads into the University's Main Entrance (261). A square-section, plain, oak pillar runs floor to ceiling in the middle of the room. A granite-topped, wood panelled counter forms a right-angle between two sides of this pillar and the southeast and southwest walls, separating the southern corner nearest the southwestern door alcove from the rest of the room. There is an access hatch and door panel in the counter beside the southwestern wall, which can be opened or fastened only by someone in the south corner of the room behind the counter. The counter top is about 4 ft high (1.2 m). On shelves below the counter, again only accessible from its rear side, are a bronze folding shovel, a wooden club, and a black cloth pouch containing 18 old Gnome platinum coins. On the southwest wall towards the west corner of the room is an oak cabinet, which, like the pillar, runs floor to ceiling. Inside it hang 14 exquisitely-made academic-style cloaks, in perfect condition. The cabinet's interior is made of aromatic cedarwood. Attempting to pass the oak pillar, or cross the granite counter, magically causes a bell chime to sound in here quite loudly, and also in the Porter's Quarters. Those attempting such a move are also halted magically before they can complete the action the first time they try to do so. Subsequently, unless given permission to pass, only the bell chimes again, once for each person or creature involved. Permission allows that person to pass the pillar once without being halted or the bell chiming, and only the Porter, Porenorth, can give such permission. He will usually appear from one of the entrances here after the bell has sounded at least once, although not necessarily immediately, or quickly. He appears as an elderly male Gnome, dressed all in black, except for a strikingly clean, white knitted cape of exceptionally fine quality, which is fastened with a golden amuletic clasp in the form of a seated, front-facing rhinoceros, posed just like the pool statue in Rhino Square. He is, of course, not quite as he seems, as he is in reality a black-scaled dragon, able to magically transform into various humanoid shapes as he chooses. He retains many of his draconic attributes in all forms, so can fly, has the ability to breathe a jet of acid, and is very difficult to injure, thanks to his heavily armoured skin. He is, and was, genuinely the Dendorlig University's Porter, who opted to remain here many centuries ago when the Hall was abandoned. Consequently, most of the University areas are in a tidier condition than other parts of the unoccupied Hall, for all little of their original contents are still here. Porenorth could be a valuable source of information about the functioning of the old Hall, although he has forgotten much (so he may claim), and was generally less familiar with what transpired further from the University. He can converse intelligently, albeit primarily using an archaic form of old Gnostic, though he picks-up more modern speech patterns, concepts and terms surprisingly quickly.

**259) Dendorlig University - Porter's Quarters:** Through the southwestern door behind the granite counter in the Porter's Lodge (258) is this 8 ft high chamber (2.4 m). Three of its walls are square to one another, although most of the fourth forms an angled northern side to the chamber. There are no other exits. The room is unfurnished and, for those familiar, has a strong scent of draconic acid, regardless of whether Porenorth the Porter is here or not (see 258 for details). Over much of the floor is a draconic treasure bed, in which the indented shape of a coiled dragon's belly is very clear, assuming Porenorth to be absent at the time. There are roughly 20,000 gold, 180,000 silver and 260,000 copper coins in the bed, of various ages and manufacturers, together with one prominent, large, bloodstone gem, a gold choker with lightning-bolt chased designs over it, a wooden brooch in the form of a tall, many-spired castle, and a glass magnifying lens in a wood-handled frame. Removing any significant amount of the treasure from the bed area (1,000+ coins, say), activates an explosion spell causing up to severe injury to any living creatures other than a dragon anywhere in this room. It does not harm physical objects, only living, non-draconic tissue.

**260) Dendorlig University - Locker Room:** While this Room seems to be merely an "L"-shaped, dead-ended corridor, with a 6 ft high ceiling (1.8 m), through the northwestern doorway in the Porter's Lodge (258), there is actually a secret entrance to the Debating Hall (262) on its shortest northwestern wall. Indeed there are numerous secret doors in this part of the University, most of which would have been known to students and staff when the place still operated, for all they prove quite a challenge for those coming here afresh now, as each operates differently. All the longer walls in this Room (so excepting the northwestern secret door wall, and that at the southwest end of the "L", to the left of the door in from area 258) have fitted cedarwood lockers that run from floor to ceiling in two horizontal rows, each about 3 ft high (1 m), by 1 ft wide and 1 ft deep (30 cm each dimension). Keys are in most of the door locks. Inside, each locker has a shelf towards its top, and most are empty (unless the GM requires otherwise). There is a large, unused ceramic crucible in one, however. The air is filled with the scent of aromatic cedar.

**261) Dendorlig University - Main Entrance:** This is an 8 ft (2.4 m) ceilinged square chamber, accessed by a broad, 5 ft high (1.5 m) doorway off the 6 ft high (1.8 m) passageway southwest from The Dome (251), where it turns to the northwest. Note that some of the ape-headed serpents that use the Mine Entrance (252) as their lair at times, may be found roaming these corridors, although unless the door has been left open by others, they will not be in this area. A pattern of symmetrical, intersecting circles has been scribed into the centre of the floor here, in an apparently abstract design, the lines filled with a hard, white-coloured substance that is not stone (possibly enamel). A maple-wood desk and padded chair are towards the middle of the northwestern wall. On the desk is a jar of still-viable glue, the small portrait of a bearded male Gnome, and a white ceramic bottle of fresh water with a clear, small drinking glass. In the desk drawers may be found half-a-dozen square cleaning cloths, a bronze crowbar, a small lead figurine of a hippogriff in flight, and a short birchwood cane. There is also a map of the University, stylized, but more or less accurate, on a sheet of rolled parchment tied with blue ribbon. Most areas on the map are labelled, and it shows the chief access-routes from Hell-Hound Square (128), the rear entrance to the Pegasus Club (138) and The Dome (251), without illustrating those areas. The map does not show any of the secret doorways, nor are areas 262 or 270 shown on it, for all everything else in the University is present. A concealed door in the southeastern wall, towards its south corner, links with the Porter's Lodge (258).

**262) Dendorlig University - Debating Hall:** A large, slightly unequal, cruciform chamber in the midst of the University, which can be accessed only by one of four secret doors. One is from the Locker Room (260), another from the Laboratory (263), the third from the Lecture Hall (270), while the fourth is from the end of one of the 6 ft high (1.8 m) corridors northeast from the University that lead to places such as The Dome (251) and the Mining Tunnels (253). Note that in these latter corridors, some of the ape-headed serpents which lair at times in the Mine Entrance (252) may be encountered wandering by. They do not know of the secret entrance to this chamber, and would be unable to pass through it, unless left open, anyway. The ceiling here is 9 ft high (2.7 m) and level. A large, upright harp stands in the northeastern short arm of the cross, alongside a keg of still-fresh beer. The harp is richly decorated with abstract silver filigree inlay, and there are three garnets in an equilateral triangle on the front face of its sound-box. Six long wooden benches are neatly stacked in threes in the southwest cross-arm, while stacks totalling 60 wooden chairs are split between the other two cross-arms, leaving the central floor open. These stacks can make entering or leaving the Debating Hall difficult for creatures larger than Gnome-sized.

**263) Dendorlig University - Laboratory:** This chamber also acts as the more obvious entry point within the University to both the Debating Hall (262) and the Lecture Hall (270), although the latter only via the Debating Hall. The room is a curiously misshapen cross in plan, with an angled wall where the separation between the southwest and southeast cross-arms should be. On this wall is a broad, 5 ft (1.5 m) high door leading to one of the main link corridors in the University complex, a passage which is 7 ft high (2.1 m), and which has two unusual alcoves along it, aside from a somewhat dogleg form. The corridor is empty.

On the corridor side of the door is a Gnome-rune, gold-painted label saying, "Laboratory". The room itself has an 8 ft high ceiling (2.4 m), and while there is evidence there were once wooden fixtures in parts of the floor and walls here, it is quite empty now.

**264) Dendorlig University - Library:** A square chamber with an 8 ft high ceiling (2.4 m), which is through the door at the northeast end of the 7 ft high (2.1 m) "alcove corridor", which latter connects also with the Laboratory (263), the Office (265) and the Link Hall (266). The door's outer side is marked in gold painted Gnomish runes, "Library". There are floor to ceiling, empty, wooden shelves fitted to most of the walls here, away from the entrance, with a single, stone, desk-like bench standing a short way in front of those on the northwestern wall. There are two shelves under this bench on the bookshelves' side, on the upper one of which is a concealed, small cupboard that contains a scroll tube decorated with gold filigree, two moss agate and two citrine gemstones. Inside the tube is a magical spell scroll that would allow a sufficiently practiced spellcaster to open a temporary portal to another plane of existence. Over the central area of the ceiling is an inlaid linear design in silver of a seven-headed, serpent-bodied, hydra. At GM's discretion, there could be a pair of Dark Goblins in here too, hunting for treasure. Each carries a small leather pouch with a few old copper and electrum coins in. The other movable furnishings and texts were all evacuated from here long ago. Porenorth (see 258) would not be best-pleased at finding any Goblins here, although evidence of their permanent removal could help influence his attitude to other visitors.

**265) Dendorlig University - University Office:** Towards the southeast end of the 7 ft high (2.1 m) "alcove corridor" in the University are two doors, one leading further southeast to the Link Hall (266), the other, on the northeastern wall, into here. Each door has a label painted on its passageway side in golden Gnomish runes, indicating which is which. The room here has a 7 ft ceiling too, and is a narrow rectangle, elongated southwest-northeast. The inside of the door has a bronze mirror on it, only slightly smaller than the door itself. Although worn and somewhat corroded, this can be quite unnerving on spotting it for the first time. A large mahogany cupboard with four full-length doors on it fills the northeastern end of the room, floor to ceiling. It is around 3 ft (1 m) deep, making the room seem a little shorter than it really is. Each of the cupboard doors has a hippogriff carved in bas-relief on its outer side, flying in a different pose above a tropical jungle with mountains behind it. The landscape carving forms a single view when all the doors are closed. On shelves in various parts of the cupboard are: a pair of medium-sized metal scissors; a modest-sized telescope; a small iron mirror in a simple wooden frame; a brown silk handkerchief, neatly folded, and with an embroidered gold "G"-rune in one corner; an iron candle-snuffer; a map of the University (identical to that in the Main Entrance room, 261, and likely one is a copy of the other); five iron notice-board pins; a small bag with eight sticks of drawing charcoal inside; a small, Gnome-sized, iron skullcap (not armour); and a pair of plain iron bracelets. The air is particularly stale, as if no one has been in here for an extremely long time.

**266) Dendorlig University - Link Hall:** Entered through the door at the southeast end of the "alcove corridor" that connects to areas 265, 263 and 264 to the northwest, this is an oddly-shaped area, with two main squarer parts joined by a narrowing at one corner of each, and out of which two 6 ft high (1.8 m) passageways continue to the southeast. The more northerly of these routes passes the gold-rune labelled door to "Rhino Square" (256) on the northeast wall, followed soon after along the southwestern wall by the door marked "Conya Lecture Room" (267), beyond which the passage wends away over a crossway, ending in a door to Hell-Hound Hall (128), which has no label on it. The southerly corridor leads past a second doorway to the Conya Lecture Room on its northeastern wall (again, this is labelled in gold runes), before curving sharply to the right (southwest) and opening into Chamber 268. The Link Hall was once the main common area for the University, with a small food-preparation area in the more rectilinear portion to the south. The western corner of this part has a metal-mesh square cage, about 5 ft tall (1.5 m) in it, with another such cage in the south corner. Both cages have a latched, hinged panel door, although neither has a lock on it. The ceiling over the whole Link Hall is around 8 ft high (2.4 m). Towards the ceiling in the curved north corner of the northern half of the chamber, is a much smaller, rounded, metal-mesh cage, only about 18 inches tall (45 cm), whose base has a rounded dome shape, and which attaches to both wall and ceiling in this high corner. It has a 6 inch high (15 cm), side-hinged panel near the top of the side facing into the middle of the area, with a small latch, and again no lock. All three "cages" are empty. Painted onto the wall directly opposite the door in from the alcove corridor, is a realistic depiction of a long-bladed sword, point uppermost, around 5 ft long in total. The blade has been done in silver-grey, the hilt's metalwork and pommel in gold-yellow, with the hilt's binding in red-brown.

**267) Dendorlig University - Conya Lecture Room:** For a Lecture Room, this is a surprisingly small, intimate area, roughly square in plan, though with its northwestern end rounded. The acoustics for a speaker standing in that rounded apse are excellent, however. The ceiling is about 9 ft high (2.7 m), and there are doors in from the passages that run past both the northeastern and southwestern sides of the Room. On the middle of the southeast wall is a large, round, bronze plaque, cast in bas-relief, with the moulded full-face portrait of an intelligent-looking Gnome, framed by a lithe, winged dragon with folded wings, positioned so its head overlaps its tail end towards the top of the roundel. A nameplate between the Gnome's neck and the dragon's belly, towards the lower edge of the roundel, has old Gnomish runes which read, "Conya". A combined wooden bench and lectern unit is towards the room side of the centre of the curved wall, in which are several drawers and cupboards, containing various items. One cupboard has a series of anatomical-illustration scrolls, showing a high degree of medical knowledge, including bone and musculature structures, internal organs and major blood vessels. These are drawn for Gnomes, Dwarves, Humans and Hobgoblins, similar to such humanoids as may be found still in nearby regions of Malajuri. Scattered among the other cupboards and drawers are: a small, corroded, iron mirror; four narrow iron rings, each about 6 inches (15 cm) in diameter; a mahogany box containing four labelled glass vials of powdered dried blood for the same four humanoids as shown on the anatomical scrolls; six loops of rope, again around six inches in diameter, their ends woven together into separate rings; a bundle of eight shortbow arrows, bound with a pair of fine silver chains; a rawhide necklace; a spherical blue glass bottle of pleasantly-scented oil; a brown ceramic bottle containing a pint of lamp oil; a metal padlock with its key; a magically sharp handaxe with a steel blade and a wooden handle bound in demon leather; and two silver brooches, each in a similar diamond shape, one with a triangle of three tourmalines on it, the other with a pair of jade discs. The rest of the Room is empty.

**268) Dendorlig University - Double-Formed Chamber:** Around the curved corner past the southwestern door to the Conya Lecture Room (267), along the southerly 6 ft (1.8 m) high passageway out of the Link Hall (266), the passage suddenly opens out into this area of two unequally-sized parts. There is though a 9 ft high (2.7 m) ceiling over both. The first, more easterly, portion is much the larger, squarish, yet with two angled walls truncating parts in the south corner, and to the north where the passage enters the room. Off the west corner, the smaller part of the Chamber is a southeast-northwest elongated rectangle, with a 7 ft high (2.1 m), round-topped archway leading further northwest by a very short arched passage, into the Last Room (269). The corridor floor beyond the door to the Lecture Room, and throughout this Chamber, is dustier than elsewhere in the University, and the air is notably stale, as it seems no one, not even Porenorth (see 258), comes here now. Porenorth will claim not to recall what this, or the adjoining Room 269, were used for. On the angled north wall in the larger part of the Chamber is a mahogany cabinet, with two more similar cabinets, but made of walnut wood, one on the southeast wall of the larger area, the other on the southwest wall of the smaller area. In this latter cabinet are three small pieces of damaged armour, each with a carefully-written paper label in Gnomish runes, attached with string, indicating all three were recovered from an ancient battlefield east of the Mount Dendorlig region dating to the time of King Dendorlig VII. One piece is a fragment of dented bronze plate body armour, one is a scrap of bronze mail, and the third is a torn piece of leather armour which has a single leather-covered, wooden-cored stud on it. On a lower shelf in the same cabinet are nine pieces of coal in a line. They have no label, although each has a short inscription cut into it, telling of a different fact each, the script that of a very obscure Human language unknown on Malajuri. In the mahogany cabinet are nine short, quite narrow, strips of woven, pale fabric, whose size and texture seems rather like crepe bandage, each of which has the remains of a broken red wax sealing at one end. None of the sealings is sufficiently intact to identify an origin for these, and the other end of each strip has been raggedly torn, or crudely cut,

from a longer strip. On another shelf in this cabinet are seven sling stones, each with an eye symbol lightly carved into one surface, a pair of brass knuckles, and a bronze lamp. The remaining walnut cabinet contains a roughly 2 ft tall (60 cm) standing mannikin constructed from pieces of twig, cut wood, sticks and twine, in the centre of whose chest is visible a large, flame-orange-coloured feather. A ring of iron chain about 2 ft long surrounds this figurine, and on the shelf above its head is a single unused torch.

**269) Dendorlig University - Last Room:** Through the 7 ft high (2.1 m), round-topped archway northwest from the smaller section of Chamber 268, is this long, rectangular room, elongated southeast-northwest. There are no further exits. The air smells like sandy dust, quite stale, and there is a heap of sand towards its northwestern end. A crack in the ceiling is directly over the middle of this heap, from which a thin trickle of more sand falls intermittently. Clearly, the sand has been falling for a very long time, as the heap is roughly ten feet across and nearly six feet high at its summit (3 m and 1.8 m respectively). The Room has a 9 ft ceiling (2.7 m). The rest of the floor is as dusty as that in 268, with sandy fragments in places, enough to make faint crunching sounds underfoot when walking over the floor. There seems to be nothing else in this Room, unless the sandy heap has buried it (GM's option as to what, if so).

**270) Dendorlig University - Lecture Hall:** One of the two University areas only accessible by secret means, this is a large, square chamber with two secret doors, one in its southeastern wall near the east corner, from the Debating Hall (262), the other in the middle of the southwest wall, from an alcoved, dogleg corridor, 7 ft high (2.1 m), leading on into the Manufacturing District's areas 271, 272 and beyond. The Lecture Hall has a flat, 9 ft high (2.7 m) ceiling. Towards the upper part of the walls, all around the room, is a moulded frieze roughly 1 ft deep (30 cm), showing a vast array of foodstuffs, including fruits, vegetables, drinking vessels, bottles, jars and jugs, meats of all sorts, and prepared foods such as pies, other pastries and biscuits. The frieze's layout is rather like a continuous, if sourceless, cornucopia design, where each item is individual, and no two are identical, as if the whole had been copied from life. This decoration is remarkably well-preserved. Near the southern end of the southwestern wall is a wheeled cedarwood workbench, with a similarly-sized and wheeled iron workbench towards the middle of the northwestern wall. Attached near the centre of the southeastern wall is a pair of large, floor to ceiling, walnut cabinets. In one of these, an iron mirror has been set inside both doors, each somewhat rusted. There is also a wooden panel fitted to one of the shelves in this cabinet, standing upright and facing the doors, which has some finely-carved Gnome-rune writing on it. The writing is a rather opaquely complex set of instructions to activate and deactivate "The Pointer", a magical (?) device of some kind apparently in this room. Following these correctly needs considerable intellect, and it would be very easy to make a slip in trying to do so (needing to speak some words in ancient Gnomish, while making hand-arm gestures). This will generate anything from one or more narrow rays, to a room-wide horizontal plane, of red light across the Lecture Hall, which may point to something anywhere in the room if narrow, or nowhere and everywhere around 5 ft (1.5 m) above the floor as a plane. This light-show may ignite flammables, burn unprotected flesh, and suchlike, causing up to potentially deadly harm if applied incautiously, and may continue to do so until the light is extinguished (requiring a further attempted use of the instructions). In the second walnut cabinet is a Gnome-sized, very lightweight, strongly magically protective, suit of plate armour, decorated with shallow sea motifs, such as shells and weeds, and a magically-empowered trident. On an upper shelf in the same cabinet, and hard to locate, is a dark grey ceramic bottle labelled, "For the Control of Shadows" in old Gnomish runes. It contains a magical, smoky-grey, tasteless liquid, which when drunk, will allow the temporary commanding of up to six undead shadow creatures, for up to 15 minutes.

**271) Manufacturing District - Central Office:** A large, square room with an 8 ft high ceiling (2.4 m), off the 7 ft high (2.1 m) passageway that doglegs out of area 272 to the secret entrance to the University's Lecture Hall (270). The only door into here faces the open, square-topped archway into 272. Formerly used as an additional storage area, the dogleg passage with the curved alcove at its southeastern end by the Lecture Hall's concealed door, is now empty and dusty, although thanks to the open passages and entryways in between, some of the ape-headed serpents which use the Mine Entrance (252) as their lair at times, may occasionally venture out this far as well, if never beyond any shut door. While there are signs that furnishings and dividing panels were once in this room, most were removed long ago. However, against the southeast wall is a tall maple-wood chest of drawers. Many of the drawers are empty, but one still contains a few sample cloth swatches, including red, grey and blue textile squares. In another drawer is a very rare ornamental war hammer, elaborately decorated with moulded-in animal designs. It would be useless as a weapon, beyond being a heavy, blunt object, and was originally intended as a prestige gift.

**272) Manufacturing District - Manufactory Square Teleportation Portal:** At the heart of the old Manufacturing District is this large, half-octagonal chamber. It has a 12 ft high ceiling (3.6 m), with broad, 7 ft high (2.1 m) passages leading off from it to the southwest (to the Office, 271, and University Lecture Hall, 270), and northeast, where a narrow 5 ft high (1.5 m), square-topped archway in the end wall passes into area 273 and beyond, with three narrower, 7 ft high, square-topped openings in the west, northwest and north walls, to areas 280, 279 and 278 respectively. On the centre of the southeast wall is a semicircular raised platform, with a single curved step up in front of it. On the platform is a roughly 10 ft tall (3 m) statue, which reaches almost to the roof (the platform is about 1 ft, 30 cm, high). It is of a muscular Gnome or Dwarf hammering at an anvil, with its right arm raised for the next strike, and is carved from a yellow-grey sandstone that sparkles almost like gold in any light. The carving is extremely realistic, if greatly over-sized compared with a living humanoid. Aside from dust, the rest of the area is empty, although it does contain one of the currently non-functional magical teleportation portals in the Hall for the transport of goods and people from place to place. This portal is unseen and unsuspected, with a net woven into the fabric of the floor that would, if working, allow instant transport to or from the Market Place (22), providing it was worked by a trained magic-user knowledgeable in the system's operation. For anyone else, even identifying there may be something unusually magical present here will be a difficult, and time-consuming, task. See the "Dendorlig Hall - Internal Transportation" notes earlier for more details. The open nature of the chamber and various of its accessways means some of the ape-headed serpents that sometimes use the Mine Entrance (252) as their lair, may be found wandering through occasionally. They are not able to pass any closed doorways, however.

**273) Manufacturing District - Small Workshop Loop Entrance:** This is one of four small, squarish, 8 ft high (2.4 m) areas (273-276) that link in a loop with one another, and then, by a passageway from the last one on the circuit (276) to Corridor 277. Accessed directly through a 7 ft high (2.1 m), squared archway from the Teleportation Portal (272), there is a door in the opposite wall into Workshop 1 (274). The open entryway means at times, some of the ape-headed serpents that lair in the Mine Entrance (252) may be in this room, or in either adjoining place, as although they cannot pass a closed door, open routes provide access for them to both areas 272 and 274. Once used as a temporary storage point for materials coming in, and manufactured small items made in the connected Workshops ready to be transported out using the Portal, although little sign of such activity remains. A shelf-like oak bench is attached low down (at Gnome level, if used as a seat) on each of the northwest and southeast walls. An impressive stone-carved, life-sized lion's head hangs from the northwestern wall too, around 6 ft (1.8 m) from the floor.

**274) Manufacturing District - Small Workshop 1:** Between the Entrance (273) and Workshop 2 (275) in the loop of connected rooms here, this first old Workshop space has three entrances, a door to each of these two rooms, and a 5 ft high (1.5 m), square-topped open archway in the northwestern wall out to a 6 ft high (1.8 m) short passage northeast into the Great Warehouse (296). The room itself has an 8 ft high (2.4 m) ceiling. Its open archway means that occasionally, one or more of the ape-headed serpents which use the Mine Entrance (252) as their lair, may be found wandering through, or in the passageway and areas nearby, including area 273, though not usually into Workshop 2 unless the connecting door to it has been left open for some time. This open archway seems to affect the acoustics in here, as the room is at the end of a very large sequence of sometimes huge open spaces and smaller passageways. Odd cries can be heard faintly at times, for instance, whose source seems always to be very distant, yet also from somewhere through this archway. In the south corner, away

from the doors to 273 and 275 is a small puddle of murky water, and in the east corner, partly blocking access to the door to Workshop 2, is an old, mouldy, straw-filled mattress, on which lies a bullseye lantern that still has a nearly full oil reservoir. Nothing survives reflecting the room's former purpose, however.

**275) Manufacturing District - Small Workshop 2:** Set in the east corner of the little loop of 8 ft high (2.4 m), squarish, small Workshops here, a door on the northwestern wall leads to the first Workshop (274), and a narrow, 6 ft high (1.8 m), square archway in the southwestern wall opens through to Workshop 3 (276). A pillar-like cedarwood cabinet has been fitted into the west corner, in which are many small shelves. Most of these are empty, while the couple that are not have some scrap pieces of bronze and silver lying on them, obviously fragments from larger objects, some quite tiny. The lower half of the cabinet is filled with a mahogany chest of drawers, each drawer again small, with places in some to fit small tools of various kinds, for all these spaces are empty now. Two separate drawers have a spring-loaded knife trap each, which flicks out a small, sharp blade into anyone's hand trying to use the drawer handle without first pressing a hidden button on the side of the chest of drawers (this can only be felt-for, not seen). The trapped drawers each contain small amounts of scrap platinum, gold, electrum and copper, the copper in the form of short, wire-like coils. Nothing else here hints at the room's former purpose.

**276) Manufacturing District - Small Workshop 3:** Last in the loop of small, squarish, 8 ft high (2.4 m) areas that begin with area 273, an open, square, 6 ft high (1.8 m) archway leads northeast to Workshop 2 (275), and a door leads southwest into a short 6 ft high passageway southeast, with a door to area 277 on its southwestern end wall. There is a slightly metallic tang in the air here, and a moderate amount of cobwebs are spread over the southern corner, although the room has no other contents, or evidence suggesting its earlier use.

**277) Manufacturing District - False Wall Corridor:** As mapped, this area has an elongated, half-octagon form with a longer northwest-southeast axis, a door in from the short corridor off Small Workshop 3 (276) at the northern end of its northeast wall, and another door into the long passageways to areas 261, 251, 252, 253, 296, 297, 253 and beyond, on its short southeastern wall. However, the angled segment is hidden behind a long illusory wall, so the whole seems to be simply a 7 ft high corridor (2.1 m), similar to, if a little higher than, the 6 ft (1.8 m) corridor beyond its northeastern door. There are patches of grey-black mould on the ceiling and upper walls, including onto the illusory wall, towards the southeast end of this area's "corridor". If the wall illusion is penetrated, these areas of mould all vanish. In the concealed angular alcove this false wall creates is a stack of 16 gold ingots, 11 copper ingots, and 2 electrum ones. On top of this pile are two fiery yellow corundum gemstones that weakly radiate magic. These stones are what maintain the illusory wall. The stones cannot be moved by any means - they will hang in the air should the pile of ingots be removed from below them, for instance. If destroyed (difficult, given they are corundum), the wall and mould patches would vanish permanently. Otherwise, the illusion resumes once the alcove area is empty of living beings again. In the passages beyond the southeastern door, some of the ape-headed serpents which sometimes use the Mine Entrance (252) as their lair may be encountered wandering through, though they cannot pass any closed doors.

**278) Manufacturing District - Northern Sloping Passage & Secret Chamber:** Areas 278 to 280 are perhaps the three most mysterious places in the whole Dendorlig Hall complex, where clearly something remarkably important, and presumably major, once occurred by way of manufacturing production. What survives reveals very little of what that may have been. This area includes a long, broad, passageway-like section, aligned north to south, which slopes up in the direction the arrowed line indicates. The angle is about six degrees, meaning the total rise along the entire passage is around 5 ft (1.5 m). The passage itself is some 11 ft high (3.3 m), as is the nearer part of the connecting corridor at its north end that runs southeast-northwest, and which has a right-angle turn to the northeast at its northern end, where the ceiling suddenly drops to only 6 ft high (1.8 m), before opening directly into the Great Warehouse (296). At the south end of the inclined area is a 7 ft high (2.1 m), square-topped, open archway into the Teleportation Portal area (272). There is a 7 ft high by 5 ft broad hidden doorway in the southwestern wall of the narrower, level section of passageway, by the north end of the incline. This leads into a long, narrow, room with an 8 ft ceiling (2.4 m) and a level floor, aligned parallel to the inclined area. In its eastern wall are three narrow slits that open into that inclined part, forming a horizontal line about 5 ft above the floor in the level room. Each slit is like a castle's shooting-slit in form, with two angled sides that narrow deeper into the wall. From the level-room's side, these are at first some 6 inches wide (15 cm), narrowing to only a 2 inch (5 cm) gap as they open into the inclined section. Each slit is roughly a foot tall (30 cm), so the top of each is some 6 ft (1.8 m) from the floor. In the inclined area, while difficult to spot, as so narrow there, the more northerly slit begins about 4 ft above the floor (1.2 m), the middle one around 3 ft above it (1 m), and the more southerly one barely 1 ft above it. Around the middle of the ceiling over the inclined section, near the central wall-slit, a number of small fungi are growing. On either wall at the north end of the incline is an iron wall sconce with the melted remains of black candlewax in each, although neither has a viable candle-fragment left. In the right-angle corner of the straighter, level, "passage" section, is a low, rectangular wooden frame, which looks a little like a pallet-bed that has just three central, flat boards with gaps between each, and small wheels on each leg, so it can be moved quite readily. Its purpose is as enigmatic as this whole area's. In the southeast corner of the inclined section are propped-up two circular stone discs that look like worn-down grindstones, with a central square spindle-hole each, which are roughly 1 ft in diameter. Again, their purpose is unidentifiable. The secret, level, room is empty, and its air is very stale. From time to time, some of the ape-headed serpents from the Mine Entrance (252) may be roaming through the open parts of this area, although they cannot pass any shut doors.

**279) Manufacturing District - Rotating Mirror Room:** The northwestern 7 ft high (2.1 m) open archway from the Teleportation Portal (272) leads into this central area of the mystery trio (278-280). It is a broad, long, 15 ft high (4.5 m) rectangular chamber, which extends away from the entrance to 272 northwestwards, opening directly into the Five-Part Chamber (281), another enigmatic series of connected chambers, across the northwestern end of this one. Its most immediately obvious features are two floor-to-ceiling convex, double-sided, mirror-surfaced panels, which have a mapped lens-shaped cross-section when viewed vertically. Seemingly hollow inside, each of these mirror panels can be very easily rotated about an unseen central pivot set into ceiling and floor, requiring so little pressure, the bearings appear to be almost frictionless. They will, however, turn only in the clockwise direction the mapped arrow-lines indicate. No amount of force can move them in the opposite direction. Once in motion, it will take some time for them to settle again if left alone (fast spinning them may take hours to days for them to damp-down to stillness finally), and they always take up their mapped positions when they have done so. This effectively blocks access to the central part of the chamber and areas adjacent, although of course, they can be readily turned by the lightest touch. When rotated, or when in motion, the entrance from 272 is effectively blocked, as the outer panel edge passes just inside it at the 90-degree point. Similarly, up to the midline of the largest part of area 281 is occupied when the northwestern panel is rotated to its 90-degree point. In area 279 itself, the two panels pass only 6 ft or so (1.8 m) apart when each is rotated to that 90-degree point along the room's centre-line. The mirrored surfaces are all in impressively good repair, albeit their lenticularly convex nature creates very distorted reflections, especially in the horizontal plane for those standing on the floor. Indeed these mirrored surfaces are intriguingly slick, and will slough-off any substance that tries to attach to them, nor can they be physically damaged, simply spinning away from, or deflecting, anything that could harm them. Neither radiates a magical aura, so this seems to be one of their natural properties. Their substance proves unidentifiable by any means. Inlaid into the middle of the floor, centred halfway between the two mirror panel spindle points is a 9 ft diameter (2.7 m) pentagram whose "top" star-arm points to the northwest, made from silver. Where each star point meet the outer circle, there is a larger disc of inlaid silver. Symbols within the pentagram require someone well-versed in magical writings to comprehend (magic alone will prove insufficient). If correctly understood, they show the shape's power can be activated using the word "Giug". When active, no one in the circle can be harmed by, or interact with, the spinning panels, nor can they enter or leave it. The same word pronounced slightly differently can also summon a demonic creature into the circle that will perform one task for the summoner before leaving this plane (the limits of such power are left for GMs to specify). The area is dust-free and the air feels unusually fresh.

Occasionally, some of the ape-headed serpents that use the Mine Entrance (252) as their lair may be found wandering through or near here, as while they are unable to pass through a closed door, the revolving panels here pose no such barrier, when pushed gently on the correct side.

**280) Manufacturing District - Western Sloping Passage & Secret Chamber:** While superficially similar to the Northern Passage (278), in that this too is a broad, long, 11 ft high (3.3 m) rectangular area, which slopes up as the arrowed line shows (at an angle of around 6 degrees from the horizontal) and has an open, square-topped, 7 ft high (2.1 m) archway into area 272, there are differences. Those differences include the obvious upslope long-axial alignment in this place being west-east, not north-south. The open passage entry at the western end is only 7 ft high, square-topped, and descends by a flight of steps to a right-angled corridor into Chamber 282. Although there are again three, narrow, 1 ft (30 cm) high slit openings in, here, the south wall of the inclined section, these are grouped towards the eastern end of the area only. The more westerly of the three begins about 3 ft (1 m) from the floor, the middle one a little over 1.5 ft (45 cm) above it, and the most easterly starts just 1 ft or so from floor level. The secret room behind this slit-pierced wall is triangular, and its access doorway is not in this area at all. Instead it lies at one end of a long, winding, 6 ft (1.8 m) high corridor, beyond one of the doors in the southeastern wall of area 282, and up a flight of steps along that passageway. The secret door is around 5 ft high only (1.5 m), much like the more typical door sizes found elsewhere in the Hall. This hidden triangular room has an 8 ft ceiling (2.4 m), and the slits into the inclined segment are in its angled north wall which adjoins that inclined part. These slits are identical in form to those in area 278, each around a foot high, their bases set in a horizontal line about 5 ft from the floor. There are some small areas of moisture on the ceiling of the inclined section, towards its eastern end. In the secret room is a cedarwood desk towards the middle of the southeast wall, and above it, painted directly on to the wall, is a worn, though still impressive, landscape of the craggy Mount Dendorlig region, as seen from the southeast. There is little dust in either part of this area. The ape-headed serpents (see Mine Entrance 252) can be found passing through the inclined section only at times as well, although as with other locations they might be encountered, they are unable to pass through any closed doors, or the wall-slits (hence why they will not be found in the secret chamber).

**281) Manufacturing District - Five-Part Chamber:** A long suite of open-access areas is set across the northwestern end of the Rotating Mirror Room (279), lying directly beyond it. When rotated 90 degrees, the northwestern mirror panel extends to the mid-floor of the first segment of this area (see 279 for details). Like the Mirror Room, the ceilings here are all 15 ft high (4.5 m), and while there are broad openings into all parts of this southwest-northeast-aligned suite, each of those extends right up to the ceiling as well, so although the openings give a sense of there being five separate “rooms”, the breaks seem more like partitions in a single, variable-breadth, rectangular “room” overall. As with area 279, the ape-headed serpents that use the Mine Entrance (252) as a lair, can be found in here occasionally, if less frequently than in some places, as they are uncomfortable with passing both mirror panels in the Rotating Mirror Room. Plus, this suite is a dead end, as it leads on to nowhere else. The five segments of this Chamber may seem animal-like to the more observant or susceptible, with a pentagonal, arrow-like “head” at the northeast end, a main square “body”, which links into area 279, and then three more smaller rectangular sections for the “lower body” and “tail”, the middle of which trio is less broad than its neighbours. The final, southwestern, segment has a small semicircular dais against its southwest wall, with a single, broad, step leading up to it. The east wall in the “head” section has what looks like a birchwood armour rack set up next to it, with what seems to be a circular large shield, a suit of old mail body armour, and another rusty plate suit of body armour hanging from it. Careful inspection will indicate these were not for military use (the backs are largely “missing” from both suits, replaced by leather tie straps only, and there is no hand, foot or head protection), seeming more like items worn for some dangerous, heavy, industrial process work, requiring limited protection. There are dents in the metalwork too, notably in the face of the “shield” (which has two separate handgrips on its back). All are Gnome-sized. In the southern corner of the first “lower body” section is a circular, dome-topped, metal rod cage, with a large, hinged door panel in one side, the whole around 2 ft tall by 18 inches diameter (60 cm by 45 cm). The cage is made of copper rods. A hidden panel in the top of the dais in the “tail-end” segment contains a small, locked, iron casket. Inside it are two scroll tubes, one made of gold, the other electrum. The gold one has three small emeralds set in silver decorative chasing along its length, while the electrum one has gold end caps. The electrum tube is empty, but the gold one has a parchment scroll inside, reading which causes the reader to become cursed with cold sensitivity, always feeling cold, until the curse is removed. There is also an iron flask in the casket, containing an effervescent, red liquid that has a scent and taste like vinegar. It is a magical potion which allows its imbibor to control any mammals within sound of its voice for a short period of time. Interfering with any items found in here may cause the area’s sole living regular occupant to be noticed. This is a small, winged draconic creature, with a scorpion- or wyvern-like tail stinger. The creature is around a foot long (30 cm), and highly magical. Magic used against it frequently fails (including weapons that simply fail to strike it), and it has the magical ability to become nearly invisible at will, blending in like a perfect chameleon with its current background, so is frequently undetectable. Able to communicate telepathically, and of a similar intelligence to many ordinary humanoids, the little dragon can deliver a painful bite, although its primary means of attack, should it need to, is its tail sting. This delivers a magically-potent, and abnormally accurate, strike, injecting a venom that causes catalepsy lasting several days. His name is Vunovilzhaan, and he may decide to link with someone interesting visiting here, becoming their permanent companion, if so. [Vunovilzhaan is very similar to the pseudodragon of earlier versions of D&D.]

**282) Manufacturing District - Unfinished Chamber:** Down the 7 ft high stairwell (2.1 m) at the northwestern end of the Western Sloping Passage room (280), a similar height passage turns immediately southwest, and then opens into this area. Most of the Chamber has a 9 ft high ceiling (2.7 m), and its southwest, southeast and northeast walls are mostly of typical finished stonework construction, although not all the stonework facing has been completed closer to the roughly-cut northwestern walls. Indeed, even the end of the entry passage wall and floor on this side is unfinished, and the ceiling over this part of the Chamber funnels down to the more or less 6 ft high (1.8 m) passageway-tunnel exiting to the northwest, to areas 291, 292 and beyond, by a fresh set of corridors. This tunnel seems to be of natural cavern nature, enlarged by tool-work in places somewhat, while remaining quite uncompleted. There are two doors on the room’s southeastern wall. Above the more central of the pair is a faded red-painted sign in old Gnomish runes which reads, “Tuluwaq Room Access”. The word “Tuluwaq” has no known meaning in ancient or modern Gnomish so far as anyone will be able to tell easily, and seems, if sufficient investigation is carried-out, to be possibly either a loan-word from a wholly obscure language, or purely onomatopoeic. An occasional, faint, probably very distant, thudding sound may be heard in here, especially where the native rock is exposed, towards the room’s northwest. A torn brown canvas sack lies on the floor near the east corner, in or under which are four peridot gemstones, and a handful each of old Dwarf-made gold, silver and copper coins. Some of the ape-headed serpents from area 252 make their way here at times, along the passages and rooms not blocked by closed doorways from there, although they are unable to pass through a shut door.

**283) Manufacturing District - Arming Room:** This is a small, squarish room, 8 ft high (2.4 m), off the more easterly door in the southeast wall of Unfinished Chamber 282. There are five rusty iron sconces for holding candles in a horizontal line along both the southwest and southeast walls, although there are no candles left in any. The northeastern wall does a fairly poor job of hiding a concealed, shallow stone closet, which has double doors, thanks to its lack of sconces. However, opening the doors, and finding these to be two quite typically-sized ones, requires a more detailed search. In the closet is what might at first seem a suit of leather body armour, which in fact turns out to be the Ultimate Armour of Xiltanth, Master Craftsman. This is a magical leather suit made of blue-coloured mammoth hide, with a nine-headed, serpent-bodied hydra emblazoned in scarlet across the centre of its chest panel. The suit is designed primarily to protect the wearer’s front, much like the “armour” in area 281. On the inside of the chest panel is the armour’s name in old Gnomish runes, and a scarlet winged dragon in flight symbol. It is Gnome-sized. Also in the closet is a small, maple lock-box containing six aquamarine and six onyx gems, with six manufacturing ingot bars each of silver and copper.

**284) Manufacturing District - Dangerous Old Storeroom:** The door in the middle of the southeastern wall of area 282, with the “Tuluwaq Room Access” label painted over it, opens into a winding, 6 ft high (1.8 m) passageway that leads deeper into this part of the complex, providing its sole means of access. Along the initial section of passage are two doors almost opposite one another, the first of which, on the southwest wall, leads into this room, a slightly southeast-northwest-elongated broad rectangle, some 9 ft in height (2.7 m). An old wooden tub stands by the southeast wall, a pair of old circular stone grindstones are propped-up on edge against the southwestern wall, six iron hooks are set in a horizontal line across both walls over the south corner (three each on the southeast and southwest walls), and a damaged coil of old rope lies on the floor in this corner too, roughly 36 ft long (11 m), albeit no longer able to support much weight. A white cloth bag in the wooden tub contains eight circular, stubby-cylindrical, metal ingots, each roughly three inches in diameter by two inches deep (7.5 cm by 5 cm). One is platinum, another electrum, two more are silver, and the remaining four are copper. By the northwestern wall stands a line of seven large, slim, purple-skinned, demonic humanoids. Each is nearly 8 ft tall (2.4 m). They are held in a stasis field, although there is a faintly sulphurous smell in the air of the northwestern third of this chamber as well. These are quite powerful semi-demonic creatures. They are not very intelligent, although they would be tough to fight, for all they have no magical abilities. While held in stasis, they are no threat. If released, they would attack any who tried to stop them leaving here (they will be drawn towards the Chasm between areas 160 and 168 eventually, and are only able to progress along physical accessways). The stasis field prevents external access by anyone or anything to the creatures or this end of the room. The field could be magically negated, with difficulty, as the originating spell, despite its great age, was of a very high order. However, it is controlled by the objects located in a birchwood box of footlocker size and shape, with an unlocked hinged lid, concealed under a hidden floor panel in front of the septet. When triggered, the floor panel slides away, and the box rises up to stand at floor level. Inside the box, each object has been placed carefully in its own blue velvet-lined, specially shaped, compartment. There are: 18 knives, 16 forks and 8 spoons, all made of silver; a crystal bottle of wine, whose label indicates it to be of an especially exquisite, ancient, vintage for those knowledgeable enough to tell; an elegantly-made set of musical pipes; and a small, empty, plain silver box with a hinged lid. Tampering with these items may do nothing, or the sulphurous smell may strengthen, through to one or more of the creatures being released. The box cannot be physically removed, although its contents can be, very easily. Taking all the objects out of the box immediately releases all seven semi-demons.

**285) Manufacturing District - Abandoned Old Storeroom:** Almost opposite the door to the Dangerous Old Storeroom (284) on the same 6 ft high (1.8 m) passageway southeast from Unfinished Chamber 282, is the doorway to this large squarish chamber, with its 9 ft high (2.7 m) ceiling, and no other exits. There are three carved stone lion heads mounted on the northeastern wall in a horizontal line around 4 ft from the floor (1.2 m). The air has a slightly vinegary scent to it, and while fairly dusty, it is otherwise empty.

**286) Manufacturing District - Strange Map Room:** Past Storerooms 284 & 285, the 6 ft high passageway (1.8 m) between them winds around a couple of sharp bends, finally to the northeast, where a junction leads southeast to Octagonal Stores 287, before rising on a staircase to a landing outside the door to this room, on the left (northwestern) side. The hidden door to the triangular secret room linked with, and described under, area 280, is in the wall directly ahead on this landing, although it seems completely blank and ordinary. This Room is quite small and square, with a 7 ft high ceiling (2.1 m). In the east corner, immediately inside the door to the right, is a mahogany stool. Much of the central floor is remarkably rough, in a generally circular area about 9 ft in diameter (2.7 m). It could be taken for a pentagram in form, made from ground-up rock, dirt, stones and pebbles, albeit one whose form rises towards the centre of the design. A careful inspection suggests it is really a three-dimensional relief map of the Mount Dendorlig region, with the great mountain near the middle, all forming a loosely rounded, circular shape. Further investigation could reveal there are a couple of moderately-sized floor cracks hidden under the design, leading to largely blocked, small, burrowed tunnels, of the kind found elsewhere in the Hall that are made by the dwarf giant boring beetles (e.g. area 241). Dwarf giant boring beetles are about half the size of the more typical giants of their kind, roughly 4 ft long (1.2 m). Digging around in the design may uncover a tied drawstring leather bag containing 72 old pewter coins from an unknown manufacturer, each with the stylised symbol of a horse stamped on them. These would be valuable to a sage or collector interested in such objects. Disturbing the material long enough to find this will likely also attract the attention of up to ten boring beetles. If left alone, their burrowings will reconstruct the map exactly every time, apparently quite accidentally.

**287) Manufacturing District - Octagonal Stores:** There is a curious symmetry about areas 287-289 compared with 124-126 in overall room-plan sizes and shapes on the map, both groups along the southwestern periphery of the Dendorlig Hall complex. Whether those occupying the Hall in its heyday ever knew or realised this, and what, if any, significance such an apparent coincidence may have had, is now unfathomable. The two trios of rooms have no definable connection beyond this general similarity now, at least. This chamber is reached along a 6 ft high (1.8 m) corridor that branches off the winding one which links areas 282, 284, 285 and 286, to the southeast, from where the room opens out directly into a fairly regular, large, octagonal plan shape, with a 9 ft high, flat ceiling (2.7 m). A door directly opposite the entrance opens into Haunted Workshop 288. There are five pairs of iron rings fitted to the north wall, set in two short rows, three pairs above two, the rings hinged at the wall, as if to hold ropes or ties of some kind. The lower quartet are about 3 ft (1 m) from the floor, the sextet of rings another 2 ft (60 cm) above those. An old wooden chair is on the floor below the rings, on the seat of which is a metal earring in the shape of a small, concave-dished disc. Near the junction of the east and northeast walls is a bundle of still soft and pliable bear leather, and a rolled and tied modestly-sized purple rug with an abstract dark blue design woven into it. The rug is in remarkably good condition, and is of fine quality. In its central roll are six coral gemstones. An old, empty, iron trunk is near the east wall close-by these items. The air has a slightly metallic-copper scent to it.

**288) Manufacturing District - Haunted Workshop:** A huge, square room with a 10 ft high ceiling (3 m) lies through the door southeast of the Octagonal Stores (287). A second door leads out of the middle of the opposite wall into Workroom 289. Along the southwestern wall, a series of granite workbenches are fixed at typical Gnome-table height. Other granite-topped benches with metal legs and supports are attached to the floor in broken lines parallel to this wall, almost to the room's midline (between the two doorways), with four more such benches fixed to the floor over the northeastern half of the chamber. There are four maplewood stools scattered by some of the benches along the southwestern wall, one of which benches has three bronze horseshoes lying on it. A locked iron trunk (no key) is under one of the free-standing benches in the northeastern part of the room. It contains a full set of Gnome-sized woodworking tools, for everything between construction to fine wood-carving, in compartments over several lift-out-layer trays. The trunk is exceptionally heavy, and would need several average-strength people to carry it, unless emptied first. One of the wall-benches towards the south corner has a small pile of old green cloth rags on it, with several more on the floor underneath. These seem to be torn-up pieces of old sacking, intended for basic cleaning tasks, although none appears to have been used (their ancient nature and condition makes this difficult to confirm). Three other benches elsewhere seem to have similar, though paler, rag piles on or under them too. These latter, however, are three undead wights of former Gnome-sized bodies, liable to attack anyone entering or trying to pass through the Workshop. Some benches and parts of the floor have marks suggesting equipment was previously bolted to them, and there is a scent in the air, a mixture of metallic and oily fumes, with an undercurrent of something more tomb-like, when first entering the place.

**289) Manufacturing District - Octagonal Workroom:** Through the door southeast from the Haunted Workshop (288) is this octagonal room, with its 8 ft ceiling (2.4 m), although its form is rather less perfect than the previous octagonal chamber, 287, in this connected line of rooms. A broad, 6 ft high (1.8 m) opening in the southeastern wall leads to an area that could be a low extension to this room, or the beginning of a passage with a blind southwestern end. A door in the southeastern wall near the east corner of this extension, so directly opposite the entrance doorway, leads to the final connected chamber in this sequence, Electrickerly Workshop 290. There is a faint forest-resin-like tang to the air here, notably pleasanter than the scent in area 288, when first coming into it. This is largely thanks to a series of cedarwood benches fastened to the floor in various places (lacking the more regularly-aligned patterning seen in 288). These are

only in the octagonal part of this chamber, not the passage-like annexe. In the single drawers to be found under most bench-tops, so needing quite some time and effort to all locate, may be found the following items: a sealed jar of still-usable wood glue; a ball of twine 6 ft long; a second sealed jar of dried-up wood glue; a blue cloth bag containing herbal-scented dust from ancient dried herbs, although the scent is now very faint; a small, brass, ladle-like spoon; two wooden pick-handles that have never been fitted with metal heads; a magnifying lens set in a Gnome-sized head-ring, for hands-free close work; and a modestly-sized piece of cork bark, from which four wine-bottle-sized cylinders of cork have been cut (there is though no sign of the corks, or their cutting tool).

**290) Manufacturing District - Electricrery Workshop:** The door off the southeastern side of the passage-like extension to Workroom 289 leads into this large, square chamber, which has a 9 ft ceiling (2.7 m). There is a faint scent like ozone in the air, and the door opens into the room, with its hinges making an alarmingly loud, almost trumpet-like, squeaking sound. Towards the north corner of the northeastern wall is a marble, high-backed armchair, with curious metal fittings and bands attached to it, all made from copper, albeit the verdigris on the metal makes this hard to tell. The look is of something vaguely like an electric chair execution device, albeit even the "restraint" straps are made from copper as well. An almost cobweb-like pattern of rubber-coated copper wires is attached to part of the southwestern wall. The rubber is very brittle, and where it has flaked away, the internal copper wire is often green-blue with verdigris. The wire ends hang loose, although marks on the wall, and sometimes on the floor and ceiling nearby, show there were once other features here, bolted to the solid surfaces. In the centre of the floor is a cracked, granite, high-backed armchair on a circular, rotating platform, the platform set at floor level, and easily turned in either direction, including by someone sitting in the chair and pushing it round using their feet against the solid floor. A small bag of ancient charcoal, mostly now crumbled to dust, though once of short, drawing-stick form, is on the seat of this chair. Towards the middle of the southeastern wall is what seems to be a shallow, quite extensive, water puddle. It is actually a water-filled shaft of indeterminate depth, highly dangerous should someone fall in. Anyone living that approaches within two feet (60 cm) of the "puddle" will activate a magical spell on the wall above it, where a large mouth appears that says, in archaic Malajurian Gnostic, "Danger! Do not approach the pool!" It will do this repeatedly, each time a person moves within range of the watery shaft. There is a narrow crack separating the wall from the ceiling slightly near the room's north corner. Investigating the chair near this corner, or the wiring on the southwest wall, may generate a minor electrical spark or two, even though the state of the place should make this seem most unlikely to those familiar enough with the workings of electricrery. Doing so may attract the attention of up to six volts, tiny, flying-levitating balls of bristly fur (as if their fur was standing erect with static electricity), that each have two large, bulbous, insect-like eyes, and a long, prehensile, bare-skin tail. They are animals attracted to electrical activity of all sorts. Immune to the effects of electricity themselves, they have small mouths with sharp teeth that can give a nasty bite, while their main attack or defence is using their electrical tail strike, which discharges a strong electrical bolt into their target. When hunting, they first bite and grip with their teeth, before using their tail strike repeatedly to bring down their prey. They have no wings, but fly and hover by levitating, using their tail as an airscrew to propel themselves in other directions. Humanoids may at first find their fur-ball nature and large eyes charming, if not for long. They use the ceiling crack - which connects with other narrow fissures - to enter and leave the room, including to escape if seriously threatened. There are no other exits from here. [Volts first appeared as monsters for D&D in the Fiend Factory column of "White Dwarf" 7, in 1978, subsequently adapted into more formal D&D terms within the game proper; these are minor variants of the White Dwarf originals.]

**291) Manufacturing District - Secret Workshop:** At the end of the unfinished, roughly 6 ft high (1.8 m) tunnel-passageway northwest from area 282, where it turns northeast and becomes a more normally-completed, stone-lined, 6 ft tall passageway - if with less standard rounded wall corners - before turning northwest, then northeast again into a crossway to areas 292, 293 & 294, is a well-hidden secret door at the very end of the natural stone tunnel, into this loosely cruciform chamber. The ceiling here is about 7 ft high (2.1 m), and the place is fitted-out with the typical Hall stonework, once through the rocky secret entrance. Some of the ape-headed serpents from area 252 may be found roaming the passages hereabouts, although not in this room, so long as the door is shut against them. Hanging from brass chains attached crudely into the ceiling of the shallow northwestern alcove, is the upper half of the skeleton of a Dark Dwarf, still with some scraps of clothing and straps attached. There is no sign of its lower limbs. A black leather bag, very stiff, old and liable to crumble, is slung over one shoulder on the half-skeleton's back, which contains a small loop of twine, around 2 ft long (60 cm), tied to the end of a still viable torch, along with 94 coin-sized electrum discs. While these discs were once coins, they are so worn, no evidence of their origins can be identified. On the floor below this half-skeleton is an old, torn, black cloth bag, in whose remnants may be found six jasper gemstones, a gold coronet with more gemstone decoration, and around 70 silver coin discs, again so old and worn, they are quite unidentifiable. Lurking in the south corner of the main part of the room (to the left of the deep alcove where the secret door opens, going in) is a lively zombie Dark Dwarf armed with a battle axe. While resembling normal zombies, and of similarly undead nature, lively zombies are faster-moving, more able to use weapons, and have other physical abilities, such as being able to climb. In addition, they can be struck only by magical weapons. This one's task is to defend the Workshop.

**292) Manufacturing District - Etching Chamber:** The western edge of the Manufacturing District is a place where individual rooms become widely-scattered along a couple of longer, winding, 6 ft high (1.8 m) passages, all looking rather as if this segment of the Hall was unfinished at the time of its abandonment. Roughly midway between the Unfinished Chamber (282, itself seen as the start of this odder part of the District) and the final room in the District in this direction, the Last Workshop (294), a crossway cuts over the passage, whose short northwestern leg opens directly into this Etching Chamber. The room has an 8 ft high ceiling (2.4 m). Even in the crossway and short passageway before it, there is a strongly acidic scent to the air, and the fumes in the room itself are strong enough to immediately cause coughing, respiration and vision problems for breathing creatures. Remaining here unprotected will lead to physical damage, possibly including temporary blindness. Widely separated in a line on the central southwest-northeast long axis of the floor are four, low, stone, rectangular basins, each around 4 ft by 3 ft in area, by 3 ft deep (1.2 by 1 by 1 m). In each of the south and east corners of the room (those nearest the entryway) are two large kegs still full of fresh water. From the ceiling hangs a series of support frames, runner-rails and chains that hold up a stone latticework slab somewhat smaller than the surface area of any one of the four basins. This slab can be raised, lowered and moved horizontally along , so it can be dipped into any of the basins, allowing any objects placed on its upper surface to be fully immersed in whatever liquid the basin holds. While this mechanism is functional, it will be very difficult to get started, and it will produce much noise in doing so. Every basin has a stone plug fitted into a drainage hole towards its northwestern end. Once, each had a metal chain attached to pull out the plug, but only the plug chains in the northeastern pair of basins remain intact. The northeasternmost basin is empty, as is that to its southwest, although the plug in this second basin has a crack in it. Both the southwesternmost basins are still full of the strong acid once used for metal-etching tasks. Each acid pool is roughly 2 ft deep (60 cm). That closest to the southwest wall is quite cloudy. The other is clear and looks like water, except for the occasional misty fume wisps that drift up from its surface. An old mattress roll, firmly tied and strapped, and of approximately Dwarf or Gnome size, lies in the north corner of the Chamber. In the midst of it is a magical wand capable of shooting fiery darts at a target on command, a small bag of drawing charcoal sticks, a metal vial holding a pint of lamp oil, and a pouch with 10 violet garnet gemstones in it. The acid is highly corrosive of anything dipped or placed in it. Although the ape-headed serpents from the Mine Entrance (252) sometimes venture this far in their wanderings of the open passageways, the acidic scent and fumes here mean they will not enter this area at all.

**293) Manufacturing District - Creators' Shrine:** Opposite the entranceway to the Etching Chamber (292), the other leg of the 6 ft high (1.8 m) crossway descends immediately it opens to the southeast by a staircase, leading to a short stretch of normal passageway that is little more than a landing, from which a 5 ft high (1.5 m) natural-rock opening in the southeastern wall continues further down by a series of natural rock steps. The tunnel these steps descend narrows markedly at its lower end, and while all is purely native rock, it has been worn smooth by the passage of many folk through here over a very long time. A tunnel

of variable width and height (it ranges from about 4 to 6 ft high in places, 1.2 to 1.8 m) proceeds southeast for a short way, before reaching the Shrine cave itself, another natural feature, up to 9 ft high in places (2.7 m), and quite small, in the middle of which is a circular pool edged with carefully laid stones. In the pool's centre is a large stalagmite from whose tip a gentle fountain of water flows continually - the sound of trickling water can be heard from the lower part of the natural steps leading to the cave, so long as there is no other sound at the time. The fountain-stalagmite has the vague form of a standing, robed humanoid figure, about the height of an adult Human, holding a large urn on one shoulder, from which the water flows. The pool has a hidden drain, so it never overflows. Both the fountain-stalagmite and pool's interior show clear signs of mineral deposition from the water over a very long time, with impressive streaky colours all over, when there is light enough to tell. The water is fresh and safe to drink in small amounts, although if used regularly over a long enough interval, problems due to the dissolved minerals in it could be created (anything from mild sickness through kidney stones to gradual mineralisation of the whole body - turning fully to stone eventually). There is no stalactite above the fountain, and quite how the water continues to flow is a mystery. There is a damp, yet wholesomely fresh, scent to the air throughout the whole of the natural cavern section of the passage leading to the Shrine, as well as in the cave itself. Those coming here to quietly contemplate for a while may find themselves inspired to acts of fresh creativity, the realisation of new ideas, or solutions to a problem. Although nothing here now indicates this directly, the Shrine area is under Dendorla's protection (see the Water Temple, 17, for more details). Much as with the Etching Chamber earlier, while the ape-headed serpents from area 252 will travel so far through the complex occasionally, along any ways or chambers open to them, they balk at descending the final, natural rock, steps down to here, so will never be found in the Shrine cave itself. This is also the deepest part of the Hall that can be accessed using just the passageways and tunnels of the complex.

**294) Manufacturing District - Last Workshop:** After it passes the crossway to the Etching Chamber (292) and Creators' Shrine (293), the 6 ft high (1.8 m) passage continues northeast a short way, opening out into a wider, angled area where the passage turns southeast and then abruptly ends. On the north wall at this angle turn is a pair of doors leading to this final room in the former Manufacturing District. The room itself is rectangular, long axis aligned west-east, with an 8 ft high ceiling (2.4 m). A well-concealed secret door (investigation could suggest this to be a much later addition to this old Workshop) leads to a short passage with stairs up to the Great Ruined Temple (295). From the other side, it seems as if the stairs here descend to a tiny, 6 ft high storage space, with one oddly-angled wall, so while the door is still hidden, the strangeness of the space makes it easier to find and open from the Temple side. On the east wall in the Workshop, south of the secret door, are chalked writings which reveal the door's location from this side. However, these are given in an encrypted version of a draconic script which defies easy decipherment, even when using magic, because of its coded structure. An old stone chair, crumbling at the edges, is by the western end of the north wall, and a pair of high-backed wooden chairs are close to the eastern end of the south wall, to the right inside the double doorway. An ancient, heavily-used, stone crucible is on the seat of the stone chair, with a dented metal helm (Human or Elf sized) on one of the wooden chairs. There is a weak scent of old fruit in the air here, possibly a type of textile-hardening dope solution. While the ape-headed serpents that use the Mine Entrance (252) as their home at times may be found roaming the open-access areas beyond both entrances here occasionally (they have something of a fascination with the Temple, for instance), so long as the doors are closed, they cannot enter this room.

**295) Great Ruined Temple:** Of all the open passageways and rooms the ape-headed serpents from area 252 sometimes roam, they keep returning repeatedly to this large, double-lobed area. Perhaps this is because of its 35 ft high ceiling (10 m), or its vaguely religious iconography. Or maybe it is its ruined, rubbly state, not dissimilar to the Mining Tunnels (253) near where they habitually lair. The unblocked passages and rooms around here may also find some of them wandering as well, although not beyond any closed doors. While hard to tell now, originally, this was a rectangular area, elongated on its southwest-northeast axis. A huge chunk of the central southeastern wall and ceiling has collapsed into a mass of rubble so compacted with age, it is impossible to be sure there was ever anything more than native rock here. As the map shows, it is a solid barrier, making the chamber now double-lobed. Indeed, the whole of the southeastern wall is very rough and unfinished generally - or possibly has been deliberately broken up over its surface - along with the small, loosely 9 ft high (2.7 m) rounded cave off the southeastern tip of what is now the chamber's more northerly lobe. It is possible this cave was subject to the same collapse as the main chamber, since its walls are very rough, broken and rubbly too, albeit without the loose rock spoil scattered over so much of the central part of the main Temple. That central region of rubble has all dropped from the former ceiling, which now shows damaged stonework, broken native rock and ceiling fractures that extend away from this zone to the northeast and southwest. Much of it now lies strewn across a low, broad, raised rectangular platform that extends from the northwest wall, starting in a broad, lenticularly concave wall section there. The lower, southeastern, end of this platform has two broken statues at its outer corners, which may once have been standing, satyr-like, humanoid beings, though their heads, arms and upper bodies have all been smashed to fragments in the general destruction that fell upon them, so this is impossible to confirm. Four low, curving steps see the platform rise towards the northwestern alcove wall, the fourth step of which is the highest, largest, part of the structure, around 2.5 ft (75 cm) above the lower floor level. Two more, larger, statues flanked the middle sides of this higher platform section, again too smashed now to identify what they once were, although the surviving leg segments suggest each was formerly an intimately entwined, standing, pair of satyr-like humanoids. The platform's top is covered with, and scarred by, loose fallen rubble, including some damage to the steps in places. Another pair of low, convex-curved steps raise the whole level within the lenticular alcove about a foot (30 cm) above the rest of the floor, forming an eye-like shape as seen on the map. The back wall of this alcove looks to have had a huge painting all across it, of which only some of the outer areas, showing a jungle landscape with mountains behind, has survived. The whole central area of the painting has been burnt away, so no paint is left there, and even the finished stonework is scorched red and black, with cracks and other minor damage to its surface. Carefully investigating this could indicate repeated blasts of possibly magical fire were used to do this, or perhaps the physical fire-jet from something like a flamethrower, given the overall shape and burn-marks left on the wall. In the north and west corners are two small, non-identical, convex-curve, single-step platforms, on each of which is another statue's base, leaving just the broken remains of a pair of standing, satyr-like humanoid legs. The rest of both statues is entirely absent, as there is little rubble near either platform. The floor is generally crunchy underfoot throughout the Temple, thanks to small fragments and rock dust, and the whole place has a still-more abandoned feel than the rest of the unoccupied Hall. Quite what may have happened here, beyond extreme, very late, violence, prior to the Hall's final evacuation, or what ceremonies may have been performed here, cannot be told from these remnants. It may be instructive the place is so favoured by the inimical ape-headed serpents, however. Among the rubble may be found the remains of at least two birchwood barrels, and there is a largely rubble-buried, smashed, large metal brazier on the higher part of the rectangular platform. Parts of the flatter, lower, northwestern wall show signs of claw-marks and scratches in places. Fragments of about half of what was a shallow 8 or 9 ft diameter (2.4 to 2.7 m), circular granite basin can be found along the northeastern side of the main collapsed rubble area in the southeast-central part of the chamber. A lengthy search may eventually turn up a maximum of eleven blue quartz gemstones within the rubble. It may not be wise to remove these from here, however, as they have a subtle, lasting, corrupting influence which will cause their owners over time to become involved with cults indulging in dubious, dangerous, possibly criminal, practices elsewhere. Spending time closely investigating the Temple and especially its rubble, will bring forth the area's guardian, a highly intelligent mountain spirit tasked with preventing the discovery of the Temple's practices and nature. It is a magical creature, able to take on a humanoid form (usually that of a simply-dressed, monk-like, Gnome), become invisible occasionally, or become a misty cloud at will. Able too to make multiple attacks in its humanoid form, or a more powerful, single, magical, cold attack as a cloud, it can move very swiftly, including limited flight in its cloud shape. It is able to recover from damage continually, and is immune to cold and electrical damage, although it is more susceptible to fire. It will even use, by subtle mind-control, the ape-headed serpents to help deter "visitors" at times. Its name is Okmom. There are three 6 ft high (1.8 m) exits from the Temple, one on each shorter end-wall, to the southwest and northeast, with the third from the southern lobe. Each route out is of the usual stonework seen in the nearby Hall. The southwest exit descends a set of steps to a tiny, irregular, empty space, in whose angled west wall is a secret door to the Last Workshop (294). To the northeast, the passage reaches a crossway, from where more passages connect to areas 299, 303

and 304 by doorways, and 302 by a secret door, as well as back along a curiously elevated passageway, with steps at either end, into the Warehouse (296). The southeastern exit passage also leads into 296 by a much shorter, more direct route.

**296) Great Warehouse:** This is a huge, open, northwest-southeast aligned, tripartite chamber, with straight, rectilinear walls and a flat ceiling, 10 ft high (3 m). It has six square-topped archway exits, each leading into a 6 ft high (1.8 m) passageway. The northwestern exit connects with the Ruined Temple (295) by a short corridor. The more northerly of the northeastern wall's two exits rises up a set of steps into an elevated corridor, which then descends by a second set of steps to a crossway into further passages that link with more chambers, and also back towards the Ruined Temple. The easterly northeastern exit is a short passage into the Warehouse Annexe (297), which is closed-off at its midpoint by an iron portcullis. Wheel controls on the southeastern wall of the linking passage near the portcullis, one on either side of the grille itself, allow it to be raised and lowered, but only with extreme difficulty at first due to long years of disuse. There is the possibility it will seize-up completely, either when partway open, or while still shut. The southeastern exit goes into a curving passage that connects with more passages past the double doors into The Dome (251), before curving fully around into an alternative doorway entrance to the Warehouse Annexe. The southern lobe's southwest exit runs a short way to a very narrow 5 ft high (1.5 m) archway into Small Workshop 1 (274), while the northwestern lobe's exit, further along the same wall, runs into the lower end of the open part of area 278. The central section of the Warehouse's southwestern wall, between the two lobe extensions at the narrowest part of the chamber, has a small number of cracks across its stonework. There is a low pile of loose items in the room's east corner, comprising an old, cracked, bar of grey soap, a brass crowbar, a wooden symbol of a stylized three-peaked mountain, a small leather pouch containing powdered silver, a ball of coarse, brown string, 23 ft long (7 m), a miniature wooden sundial whose gnomon is set for a similar latitude to the Dendorlig region, an iron kettle, a miniature carved wooden tiger's head, an empty brown canvas knapsack, and a locked iron strongbox that holds six turquoise gemstones, five platinum, six gold and eight electrum coins, all of old Gnome manufacture. The ape-headed serpents which roam through any open passageways and rooms from their habitual lair in the Mine Entrance (252), may be quite commonly encountered in here. They can also slip through the portcullis bars into the Annexe as well, though not beyond any closed doors. Once intended to be used as the main storage space for the Manufacturing District (271-294), nothing remains to suggest that now, and historical sources will suggest it was never heavily-used anyway, given the relatively late addition to the complex of the whole District.

**297) Warehouse Annexe:** Another large, 10 ft high (3 m) rectangular chamber, long axis aligned southeast-northwest, thus parallel to the Great Warehouse (296), and connected directly to it by a short, 6 ft high (1.8 m) passage from the middle of its southwestern wall, and by a doorway in the centre of its short southeastern wall into a long, semicircular passage. The former route is blocked by a closed iron portcullis (see the Warehouse for details on opening this), while the latter way connects into more passageways to and around The Dome (251) as well. Like the Great Warehouse, this area too was once meant to be used as a storage facility for the nearby Manufacturing District, although little evidence survives to indicate this, and it was barely used as such anyway. The ape-headed serpents from area 252 sometimes creep in here through the portcullis grate, although as they cannot pass any closed doors, this is a dead-end chamber for them, so they do not use it often. There are two more exit doorways on the northeastern wall. The more northerly of these leads into Room 298, the other to a short stretch of 6 ft high passage ending in another door, to Barter Hall (299). The door into Room 298 has a curious equilateral triangle design marked on it in translucent white candlewax, drawn with one point uppermost. Three wax lines radiate from each apex, and the middle of the two upper, sloping sides. In the centre of the triangle, a brass arrowhead has been forced into the door too. Surface folk are unlikely to recognise this, as it is a protective symbol against the undead more commonly used by knowledgeable magical practitioners of The Darklands, far below the outer world, although here rather more elaborately and precisely constructed than would be typical. It radiates a faint, magically-protective aura, containing something beyond the door. Elsewhere in the Annexe, there is a horizontal line of three empty brass wall sconces for large candles along the northwestern wall. In the south corner, over parts of the walls, ceiling and floor there, are numerous small, faintly purple-glowing, fungus patches. Two Gnome-sized padded wooden chairs are set by the southwestern wall one to either side of the portcullis corridor's entrance. Scattered in various spots, mostly towards the corners or wall bases away from the entryways, may be found the following items: a leather whip; a jar that once contained glue (the remaining scraps inside are long dried-out); a broken white clay smoking pipe; fifteen very fragile, small, blank paper scrolls (not all in the same place); five iron nails; a purple handkerchief; and an empty vial labelled in old Gnomish runes "Insect Repellent". Near the long-axis midline of the room, southeast of its centre, is a pyramidal pile of about forty small cubes of a dark green basalt rock not known to be found in this part of Malajuri.

**298) Room of Wights:** This is a small, square, 8 ft high (2.4 m) chamber off the northeastern side of the Warehouse Annexe (297). As noted in the description for the Annexe, there is a magical symbol in candlewax on the outer side of the door, a defence against the undead, and which has long trapped four wights in here. All four are of typical adult Human or Elf sizes, and would be able to leave this Room only if the door were left open, the symbol removed or damaged. As long as it is shut, and the symbol remains unharmed on its outer side, they cannot pass or open it. They are typical unarmed, undead wights beyond this. Also in here is a series of broken pieces of metal that originally formed four separate funerary urns, placed by the base of the northwestern wall. Much of the remaining floor space is occupied by four maple-wood, bed-like biers, on which the wights may be lying initially. Each bier has a metal box under it, all of which contain two copper coins of ancient Human make, and a variable assortment of around 100 similar coins in gold, silver and electrum. The first box also has a ball of twine 100 ft long (30 m). The third box has an additional vial with an antidote to Malajurian cobra venom, and the fourth has a leather pouch of long-dried and fragmented tobacco-leaf dust in it. The second box has no additional contents.

**299) Barter Hall:** A nexus for the numerous passages that snake around the northwesterly section of Dendorlig Hall. Those sufficiently familiar with the layout of the complex overall, may realise Barter Hall's plan and general layout, including its main entry-points and the connected chambers 300-302, are nearly identical to that of Hell-Hound Hall and its adjoining chambers (128 and 130-132). It seems likely from its location that this may once have been intended as an additional teleportation portal place for transferring goods and people across the Hall complex, although no such portal was ever situated here (see areas 22, 167, 201 and 272 for details of the original portals). Histories, and those with long enough memories, may recall this was once a wholesalers' market place, dealing in manufactured goods made at the Hall and those brought in from outside, albeit like the somewhat fledgling, late-added, Manufacturing District (271-294) and its nearby Warehouses (296 & 297), this was always under-employed as such. Physically, the area has an irregular rectangular form, with a narrowing over its northeastern third, where the open accessway to Annexe 302 is, along with two narrow, 5 ft high (1.5 m), round-topped archways to Offices 300 and 301. There are also two doors off the walls towards the east corner of this third, leading into the same 6 ft high (1.8 m) corridor, which then leads off to the Platform Statue Junction crossway (305) and beyond. Three more doors lead out of the larger southwestern two-thirds of this Hall, into more 6 ft high passageways to the northwest, southwest (towards Warehouse Annexe 297) and southeast (straight into part of the Mining Tunnels, 253). The entire Barter Hall area, including the short passageway to Annexe 302, has a surprisingly low, 9 ft high (2.7 m), ceiling, which can make the place seem claustrophobic, despite - or perhaps because of - its large, open floor area. Two braziers stand together by the angled east wall in the main part of the chamber, and an old, worn, round, cereal grindstone lies on the floor near the south corner. There is little more besides dust, however. See also the Barter Hall Annexe (302) notes for the guardians of that area who may be encountered in here as well.

**300) Barter Office:** One of two small, 6 ft high (1.8 m) rooms accessed through round-topped, narrow, 5 ft high (1.5 m) archways off the northwestern side of Barter Hall's (299) smaller northeastern third. This room is set in the north corner of that area. While once used as an office for Barter Hall, no evidence of that remains, as the only objects in here are: two old wooden bowls, four loose, maplewood shelves, and an old, very worn, circular, knife-sharpening grindstone, all around the northern corner; an empty wine bottle and a bronze dinner plate with the remains of long-dried food scraps on it, on top of a crumpled red robe in

the middle of the floor; and a lot of indistinct dark smears on the southwestern wall, which may be long-dried blood, and which form no especial pattern. Everything here is covered by a thick layer of dust, so might be initially mistaken for something else. The amount of dust seems inconsistently large compared with the typical levels of dust across Barter Hall nearby.

**301) Assay Office:** Twin to the Barter Office (300), as a small, 6 ft ceilinged (1.8 m) room, through a round-topped, 5 ft high (1.5 m) archway off the northwestern end of the northeastern segment of Barter Hall (299), this was formerly the area used for weighing and checking the quality of precious metals. Nothing survives of that past use now, although there is a 2 ft (60 cm) length of iron chain hanging over one of four hooks set in a horizontal line some 3 ft (1 m) above the floor along the southwestern wall. The room is similarly dusty to Barter Hall, thus is much less-so than the Barter Office.

**302) Barter Hall Annexe:** Between the two Offices (300 & 301), a short, 9 ft high (2.7 m) corridor passes from Barter Hall proper (299) to this square room, which enjoys the same ceiling height as both Hall and connecting passageway. Apparently a dead end, a secret door in the southwestern wall near its southern corner opens into the passages connecting with the old Warehouse (296), Temple (295) and places adjoining, including back through a normal door into Barter Hall's northwestern side. Each of the northeast, northwest and southwest walls has a horizontal line of three iron candle sconces along it, with one more on the short southeastern wall. There are no candles in these, however. There are two birchwood stools standing by the southeast wall as well. A hidden panel towards the west corner on the northwestern wall hides a small storage space with a maple-wood strongbox in it. In the box is a silver bracelet with an etched zigzag line pattern around it, a copper helmet with a detachable faceplate, again decorated with similar zigzag lines that have been used to accentuate the expected lines and shapes of a humanoid face on the faceplate, a small black velvet drawstring bag with nine tiger's eye gemstones in it, and a dragon-bone wand with a bloodstone at its end. This wand is magical, and on command it can generate an instantaneous pale yellow ray, 60 ft long (18 m), to flash on and off. Any creature touched by the ray becomes fearful of the wand's wielder, and will flee from them. The room is also the resting-place, or appearance area, for two guardians that cover the access-route to the Great Ruined Temple area (295) from Barter Hall, Momok and Chk. Chk is a phase spider, a large, highly venomous arachnid, able to pass between planes of existence to effectively teleport to and from particular places. Momok is a cloud-like mountain spirit, who commonly appears in a monk-like Gnome form, seemingly identical in all respects to Okmom in the Temple itself. Like Okmom, it is a magical creature, which can take on any other humanoid form it may choose aside from that of a Gnome, occasionally become invisible, or turn into a misty cloud at will. It is able too to make multiple attacks in its humanoid form, or a more powerful, single, magical, cold attack as a cloud, and it can move very swiftly, including limited flight in its cloud shape. It is able to recover from damage continually, and is immune to cold and electrical damage, although it is more susceptible to fire. Momok and Okmom may act in concert at times to prevent access to the Temple, apparently able to communicate with one another telepathically, or as if they were simply aspects of the same intelligent, living being. In addition, Momok is intimately linked with Chk, such that Chk is essentially a further extension of Momok's will, perhaps like a magician's familiar, and the two can move together using Chk's phase-shift ability.

**303) Priestly Chamber:** The 6 ft (1.8 m) passage northeast from the Great Ruined Temple (295) reaches a crossway and then continues northeast for a short way, ending in the doorway to this location, an 8 ft high (2.4 m) squarish-rectangular room with no other exits. In the centre of the ceiling is a cedarwood chandelier, with the burnt-out remnants of twelve old brown wax candles. There are five iron wall sconces for torches along the northwestern wall too, in a horizontal line, although all are empty. A concealed floor panel in the southeastern half of the Chamber covers a shallow, box-like pit, about 2 ft (60 cm) deep, by 3 ft long and 2 ft wide (1 m by 60 cm). It is lined with a welded set of thick copper sheets, forming a cistern-like open-topped box, although without any water in it, or any means of filling it. The underside of the floor panel forms a lid to this box, except its hidden lining is made from a thinner sheet of silver. This floor hole is otherwise empty. Nothing here now points to the room's prior use, which was as a place for the Temple's priests.

**304) Temple Stores:** At the crossway northeast of the Great Ruined Temple (295), the northwestern way of the 6 ft high passage (1.8 m) soon turns northeast again, and then continues along to, and a little past, the door into this rectangular chamber, which extends in the same northeasterly direction on its longer axis. Its ceiling is 9 ft high (2.7 m) at most, but only after the extension of the passage beyond the door ends. There are three old, corroded metal hooks on the short southwestern wall in the room proper, each of which has a single garnet gemstone set in it. In the middle of the northeastern wall opposite the entrance passage is a painting of a house set in a sketchy landscape. The painting is very damaged, and much has flaked away and been lost to dust over time. As with the Priestly Chamber (303), nothing here now shows that the room's previous use was as a storage space for items used in the Temple. There are no further exits.

**305) Platform Statue Junction:** At the northwestern end of the westerly passage off the northwest wall of Great Troll Hall (243) is this T-junction, where routes from Barter Hall (299) to the southwest and Oval Fountain Hall (317) to the northeast meet and open out. The passageways connecting with the Junction are all 6 ft high (1.8 m), as the section of passage with an angled-arch ceiling, 7 ft high (2.1 m) in its middle strip, that extends immediately out of Troll Hall, ends at the crossway roughly midway between this Junction and Great Troll Hall, continuing away from that point with just a flat, 6 ft ceiling height. The ceiling over the Junction itself rises to 7 ft again, however, so all the passages leading into here do so through lower, square-topped open archways. On the northwestern wall at the Junction is a broad, 5 ft high (1.5 m) door into Room 306. The Junction's south corner has an angled wall, against which is set a raised, semicircular, low dais. This wall and the dais have been painted dark red, although the paintwork is now rather worn, and very old. On the dais is a lifelike statue of a cave bear, standing upright, which almost reaches the ceiling. It is carved from a paler red sandstone than the paint on wall and platform, and is itself unpainted. For those familiar with such creatures, the statue is distinctly smaller than life-sized, though its detailing is quite exact. All the other walls, floors and ceilings nearby are just the usual faced stonework. Odd acoustic effects here allow an eerie squeaking sound to be heard at the Junction at times. Its source is unclear, although it seems likely to originate somewhere in the direction of the Troll Hall passageway, if a careful test is made.

**306) Mystery Room:** The broad, 5 ft high (1.5 m) door on the northwestern wall of Platform Statue Junction (305) leads into this 9 ft high (2.7 m) square Room. The southeastern ceiling above the entryway, and along most of this part of the chamber, has a maze of faint, small cracks in it, too small to be of obvious concern, apparently. The Room is rather dusty, and the air is stale. A well-hidden secret door in the northwestern wall, towards its west corner, leads through to Room 307. There is the distinct impression this place may never have been used.

**307) Unused Room:** Backing onto Room 306, and accessible from it by a secret door in its southeastern wall, this Room has a similar square plan and a 9 ft high (2.7 m) ceiling. A door (which is very stiff to first open) on the northwestern wall, leads out to a 7 ft high (2.1 m) passageway linking areas 308 and 309. Much like Room 306, this place too feels unused, and is rather dusty. A rusty iron armchair stands by the middle of the southwest wall. On its seat, disguised well by a thick coating of dust, is a small pile of what seem to be rounded animal droppings. Careful inspection will show these to be really fossilized animal droppings that are extremely ancient. This Room, the passages and chambers off it to the west and northwest, are the more northerly outliers of those areas of Dendorlig Hall that seem less finished and under-used overall in the more westerly parts of the complex, with their longer passages that have few or no rooms off them. This gives areas 307 to 309 a particularly eerie feel, notably for those more sensitive to such things.

**308) Isolated Chamber:** Separated from rooms 307 and 309 by two long, right-angled, 7 ft high (2.1 m) corridors, this 8 ft high (2.4 m) square Chamber is especially isolated, for all part of its southwestern wall abuts that of Barter Hall's Annexe (302). Curiously, it has one open, narrow, 6 ft high (1.8 m) archway entrance on its southeastern wall, and one doorway exit on its southwestern wall. The latter connects with Round-Corner Hall (309) by an open way, while

access to Hall 309 again, and Room 307, through the southeastern arch, is only by doors. A layer of dust lies heavily over this Chamber and its contents, which latter do at least suggest it was once intended for more use than seems ever to have occurred. The northeastern wall has a horizontal line of four separate metal shelves attached along it, some 4 ft from the floor (1.2 m). In the north corner is a 7 ft long wooden pole, propped into the wall-angle. A 3 ft (1 m) tall set of rosewood shelves stands by the northwestern wall, towards this northern corner as well, and further west along this wall is a stone basin with a wall spout just above it, although there is no flowing water here at present. On the rosewood shelves are: a blackjack next to a set of lockpicks in a leather case; a small brass kettle; a rusty iron ladle; an ancient bottle of cheap wine, long ago corked and now quite undrinkable; and a 2 inch tall (5 cm) electrum pyramid, each sloping side of which bears a half-open single eye carefully inscribed into it.

**309) Round-Corner Hall:** Last in the small group of unusual, somewhat separated-off chambers here (307-309), this is by far the largest, with an elongated, playing-card plan, stretched along its southwest-northeast axis. Its ceiling is 10 ft high (3 m). A single door opens off the southeast wall into a long, 7 ft high (2.1 m), right-angle corridor to rooms 307 and 308, with a second route along a similar corridor to Chamber 308 through a square-topped opening in the southwestern wall. In the centre of the northeastern wall is a double door into the Elven Tomb (310). However, the latches and hinges of this double door are heavily corroded, and will require much effort to open, especially from inside the Hall, as the doors open into it (see chamber 310 for further details). The hinges are visible from the Hall side, so the corrosion "welding" the doors shut is reasonably obvious in here. A tall, broad, walnut cabinet stands by the southeastern wall, east of the single doorway there. Its exterior is skilfully decorated with an intricately-carved array of foodstuffs and containers, such as jugs, bottles, drinking vessels and so forth, all done in low-relief. It is a magnificent piece of furniture, once its thick dust coating - which coating pervades the room more generally - has been removed. A low wooden table is near the west corner, on whose top (again, beneath the dust) has been low-relief-carved a symbol showing a rayed sun-disc rising over a triple-peaked mountain. The work of this carving is very fine too. A small brass handbell is also lying on the tabletop. The walnut cabinet is largely empty, except for a small brown leather purse containing 16 old platinum coins, 2 gold, 4 electrum and 6 silver ones, all of ancient Gnome origin.

**310) Elven Tomb:** This is an 8 ft high (2.4 m) circular chamber, with doors out of its northeastern, southeastern and southwestern (double-door) sides. All the doors have their latches and hinges heavily corroded, making them extremely difficult to open, especially from outside, as all the doors open out from this room. Based on the room's contents, this was almost certainly done deliberately, in an attempt to seal-off this place. The double doors would otherwise open into Hall 309, the northeastern door to a 6 ft high (1.8 m) passage to Iron-Curtain Room 1 (328) and the southeastern door to a 7ft high passage (2.1 m) to The Jail (318). Chamber 310 can be thought of too as forming the southwestern end of a long sequence of passage-connected chambers that form a right-angle across the north corner limit of Dendorlig Hall, an unusual chain-like grouping most unlike anywhere else in the complex (comprising areas 326-328 and 335-344 as well as 310). Seven of these 13 other chambers link back into the main complex, four *via* the very long, right-angled, open area consisting of the Eastern and Southern Great Halls (359 and 360 respectively). It is almost as if this collection of areas was designed as an arrowhead delimiting line, or double line if areas 359 & 360 are included. This fact is only really appreciable on the map, of course. Above each individual door in this room are three vertical scratches cut into the wall's surface, reaching from the ceiling to the door lintel (so there are six scratches above the double doorway). On the northwestern wall, opposite the door leading to area 318, are three more such scratches, which here extend from floor to ceiling in straight, unbroken lines. These scratches, while resembling animal claw-marks in depth and character, have also been very carefully made, and if checked, each striation is actually perfectly vertical. In the centre of the room is a low, wooden pallet-bed, covered with an old, dusty, but otherwise clean and intact, silver-grey cloth, which drapes onto the floor all around the pallet-bed. Another similar silvery-grey cloth completely wraps what seems to be a body lying on this bed. Within the wrap is the long-decayed body of a Dark Elf, a humanoid type typically only seen in The Darklands far below the surface of Malajuri. A double line of twine fastened through four brass rings attached to the corners of the bier-bed surrounds the body in a rectangle. The corpse's feet are towards the southeastern doorway. A total of nine iron wall sconces have been fitted in a horizontal line all around the walls, avoiding the doorways and the northwestern wall's scratch-marks. Each contains a single, large, white, wax candle which has burnt down only a short way, before being carefully extinguished. At the foot of the bier-bed is an iron bowl, in which a bronze and an iron arrowhead, and a golden hairbrush, have been laid. By the head of the bed is a brown leather pouch holding over 200 ancient Gnome electrum coins, and around 500 silver ones. There is nothing to indicate who the Elf was, or how they died. The air here is very dry, stale and tomblike.

**311) Room of Dangerous Figurines:** Off the southeast side of the winding, southwest-northeast-trending, 6 ft high (1.8 m) passage between areas 254 and 316, is the broad, 5 ft high (1.5 m) door to this Room, a 7 ft high (2.1 m) slightly rectangular spot, with a narrower entrance section just southeast through the door. Lying in the north corner of the broader part of the chamber is a 3 ft long (1 m) section of iron chain, and by the northeastern wall, towards the east corner, is a maplewood bed frame. On the bed is a cloth bag containing very old, crushed, dried herbs, that have only the slightest herbal scent now, and a dented, bronze, circular shield of Gnome size. Beneath the bed is a brown canvas bag holding almost 100 old Gnome silver coins, and a brown canvas satchel. The satchel has a further 200 or so old Gnome copper coins in it, and five small lead figurines. The figurines all look very similar to one another, and only a careful inspection will show that one is actually different to the rest. Four are representations of cockatrices, feather-winged, cockerel-like creatures with a long, scaled neck and a serpentine tail. A bite from one will cause minimal physical harm, but their touch turns living flesh to stone. The fifth figurine is of a small, leathery-winged, draconic creature, whose serpentine tail has a scorpion-like stinger at its end. When alive, this miniature dragon is around a foot long (30 cm), and highly magical. Magic used against it frequently fails (including weapons that simply fail to strike it), and it has the magical ability to become nearly invisible at will, blending in like a perfect chameleon with its current background, so is frequently undetectable. Able to communicate telepathically, and of a similar intelligence to many ordinary humanoids, the little dragon can deliver a painful bite, although its primary means of attack, should it need to, is its tail sting. This delivers a magically-potent, and abnormally accurate, strike, injecting a venom that causes catalepsy lasting several days. [This creature is very similar to the pseudodragon of earlier versions of D&D.] If any items removed from the bag or satchel are not replaced where they were found, these five figurines will become living creatures of their normal sizes, which will attack the thieves, until the items are all restored to their rightful places, or all five - or any thieves - are dead.

**312) Lost Junk Room of Danger:** At the end of the only closed northwestern side-passage off the 6 ft high (1.8 m) route between areas 254 and 316, through a narrow, 5 ft high (1.5 m), round-topped open archway, is this small, 7 ft high (2.1 m) square chamber. The air in it feels slightly humid, and there is a faint mistiness to it. A large, rusty metal mirror hangs from the northwestern wall, of a size and shape that may initially make it seem like another rounded archway out of this Room. In the eastern corner by the entrance is an old iron cauldron, and an oak bedstead is by the southwestern wall, with one end in the west corner. On the bed lies what seems to be a black cloth hood, which radiates a weakly magical aura. This is really a living creature, sometimes called an Executioner's Hood, something which only becomes apparent when someone puts it on, at which point it envelops the victim's head, wraps its suddenly-extended tail around their neck, and begins to suffocate and strangle them, while its digestive juices start to work on any exposed skin surrounded by the creature. Physical damage done to the creature equally affects the enveloped victim's head, although the creature is especially susceptible to alcohol. The bed frame has a curious magical quality too, in that anyone touching it becomes stuck to it, although at least the bed is not another living creature. However, any who get attached to the bedstead may be attacked instead by a sentient, cloud-like creature that also lurks here, a creature that can manifest fully, completely filling this Room and the passage outside it, up to an area at least 40 ft in diameter (12 m). The cloud-creature can form semi-solid mouths anywhere within its substance with which to attack, while it can be harmed only at its very centre, something extremely difficult to estimate here. It can become as opaque as fog, or nearly-invisible mist, as it chooses, and it can drift moderately quickly as it pleases as well. Water, or especially oil, can temporarily prevent flesh adhering to the

wooden bed frame. Below the bed, lying loose on the floor, are 11 forks, 20 spoons and 5 knives, all made of silver, a rolled, exquisitely-painted scene on canvas of a jungle landscape, and a magical dagger which has a steel blade and hilt, the hilt decorated with five black sapphires and a single moonstone, whose decoration alone would be worth a king's ransom. There is also a shallow puddle beneath the bed, which is actually a living, grey-coloured ooze creature. Touching it rapidly corrodes metal or flesh, although not stone or wood. It can be harmed by physical blows or electrical energy, although no other magics can harm it, nor does heat or cold affect it. It strikes like a snake when it lashes out, causing acidic damage, and feeding (so regaining strength and energy) as it does so. It can move from place to place only slowly, thus it prefers to strike from concealment by surprise.

**313) Secret Tunnel Chamber:** The northeasterly continuation of the 6 ft high (1.8 m) passageway between areas 254 and 316 beyond the crossway running southeast-northwest from Great Troll Hall (243) to Platform Statue Junction (305), passes two 5 ft high (1.5 m) broad doorways just before reaching Four Pillar Hall (316). This one, on the northwest wall, is the more southwesterly of the pair, opening into a half-octagon-shaped chamber through its short southeastern wall. A 5 ft long coil of iron chain lies near the middle of the floor, and there are some smears which could be long-dried blood on the southwestern wall. The entrance to a secret, 5 ft high passageway below the floor is towards the western part of the room, a short way inside this wall. The entry chute is circular, as the map shows, and some 10 ft deep (3 m) to the underlying passage's ceiling, with Gnome-step-separated metal rungs attached to the northwestern chute wall. The top opening is concealed beneath one of the usual squared floor flagstones, so is far from obvious. The passageway leads to Secret Room 314, up a similar vertical chute into that Room's floor, and is the only way to access that chamber. There are some cracks in the walls and floor of the secret tunnel (though not the access chutes), and while not large enough to be hazards, they are large enough to allow groups of giant centipedes with poisonous bites in and out of the passageway from time to time, commonly in threes. Each is around 2 ft long (60 cm), and while their bite is not very damaging, their poison injected this way is quite potent. They would only be found in one of the connecting chambers if one or other of the secret tunnel hatches was left open, as they are adept at negotiating solid surfaces at all angles.

**314) Secret Room:** Only accessible by the 5 ft high (1.5 m) secret tunnel southwest from Chamber 313, and then up the metal rungs in the southwest wall up the vertical, circular chute, whose top is some 10 ft (3 m) above the passageway's ceiling, and finally through a square-flagstone-concealed hidden hatch in this Room's floor. Some of the giant centipedes from the concealed passage may make their way into here if the floor hatch is left open for any time (see area 313 for details on these). The Room is a northeast-southwest-aligned narrow rectangle, just 6 ft (1.8 m) high. There are smears of what could be old paint or long-dried blood around the southern and eastern corner walls here, and a wooden workbench is attached to the southwestern wall at the usual Gnome level.

**315) Odd Altar Chamber:** The last, unusually broad, 5 ft high (1.5 m) door off the 6 ft (1.8 m) passageway between areas 254 and 316, immediately before the entrance to the latter, is on the southeast wall. It leads into a large, 9 ft ceilinged (2.7 m) area with a generally rectangular floorplan, and a truncated northern corner. In its angled eastern alcove area is a 3 ft high (1 m) rectangular stone altar slab, made of a pale, weather-worn, sandstone. It bears no inscriptions, reliefs or other carvings, but it does have a total of 43 jasper gemstones set around its upper edges and top face. Each would need a major strength test to pry free, and touching the altar causes anyone doing so to become covetous of the stones, as well as suspiciously jealous of anyone else in the room, regardless of their previous association. What was once part of a mahogany bed-frame has been set-up as a large, angled, wooden notice, placed not far from the altar, between it and the doorway. On the door-facing side, carved in large, very obvious, old Gnome runes are the words, "DANGER! DO NOT TOUCH!"

**316) Four Pillar Hall:** A short passage, with an angularly-arched ceiling whose flat central strip is some 7 ft from the floor (2.1 m), runs northwest from the northern end of Great Troll Hall (243) directly into this southeast-northwest elongated Hall, whose floorplan shape is similar to half that of Troll Hall, although Four Pillar Hall is not nearly so long. Three more open passageways, each 6 ft high (1.8 m) lead off it, one at the opposite end to the Troll Hall entrance, northwest to Oval Fountain Hall (317), the remaining two off the middle of opposing sides of the chamber's longer axis into more corridors. To the southwest, this first passes the doors to rooms 315 and 313, while to the northeast, the first features are the door to Office 330 and the secret door to Corridor 332. Unlike Great Troll Hall, Four Pillar Hall has a simple, flat ceiling, 10 ft (3 m) high, supported by its eponymous quartet of pillars, which here are simple cylindrical stone columns. Each pillar's top is surrounded by one or two near-concentric rings of cracks in the ceiling's stonework, and the angled western wall has some marks which are probably long-dried bloodstains. When standing northeast of the line of pillars, there is a slight, but detectable, air current flowing northwest-southeast.

**317) Oval Fountain Hall:** The 6 ft high passageway (1.8 m) northwest from Four Pillar Hall (316) opens directly into this large, oval space, which has a gently domed ceiling, rising from its 10 ft high (3 m) side walls to a maximum of nearly 15 ft (4.5 m) above its longer southwest-northeast midline axis. Three other 6 ft tall openings lead into more passages, northwest to The Jail (318), northeast to further corridors, passing first the door to area 322, and southwest towards Platform Statue Junction (305), and then beyond in all cases. When someone living enters this area, the whole becomes softly illuminated by a series of magical stones set into the ceiling that emit a gentle sunlight-yellow glow. This is immediately followed by the sound of softly flowing water. Both of these effects cease when the last living person leaves the place. In the centre of the floor is a raised, square water fountain and pool, with a single 6 inch (15 cm) step up all around it. The pool is about 5 ft (1.5 m) on each side. Surrounding the step, roughly 4 ft from it (1.2 m), are metal railings around 4 ft high, with 3 ft gaps (1 m) facing towards the four open entryways into Oval Fountain Hall. Each railing consists of several upright metal poles firmly fixed into the floor, with three slender, rounded, horizontal bars set through these poles, one approximately a foot from the floor (30 cm), another close to the top of the posts, and the third midway between the two. Around the raised edge of the pool are a dozen turned rosewood drinking cups, each attached to the pool's rim by a 4 ft length of chain. The centrepiece of the fountain is a 4 ft tall statue of a Troll, much like the Mountain Troll carvings in Great Troll Hall (243), except for being a lot smaller. It stands pouring water into the pool from an urn carried on its left shoulder. It is set upon a 3 ft tall pillar base, whose top stands about a foot higher than the water level. The pool itself is some 2 ft deep (60 cm), and is filled with clear, clean, fresh, cold water. Drinking the water has two effects. Firstly, it is most refreshing, and will heal minor injuries, restore fatigue and so forth. Secondly, the drinker grows about a foot in height for two hours. Although difficult to find now, ancient records still exist which mention the magical "Troll Waters" of Dendorlig Hall. This is their source.

**318) The Jail:** Northwest from Oval Fountain Hall (317), the 6 ft high passage (1.8 m) becomes closed-off by a stout portcullis that operates by a lockable wheel control mechanism set on the passage's southwest wall a short way before the portcullis. This will be very hard to move at first, even once unlocked, thanks to its long ages of disuse. It cannot be opened from the other side, as there is no matching control mechanism there. The wheel is too far from the portcullis to be reached from the far side of the grating, and unless the control is held, the opened, or partly opened portcullis will simply fall back into place again, as there is no mechanism to lock it in its "open" position, only in the "closed" one. The area itself forms a T-junction, with five 5 ft high (1.5 m) doors off it, each of which doors has a stout lock on its outer side only, although there are no keys in any, and all the doors are currently slightly ajar. Closing one automatically locks it, and unlocking one will be a challenging task for even an experienced practitioner. Although wooden, as normal, these doors are thicker than usual, so breaking one down will be an only marginally easier, and slightly less time-consuming, task. Each of the other two passageways also has an identical metal portcullis blocking it off from the rest of the complex, both others with a wheel control on their outer side only. The control in the northwest passage, which continues to areas 319 and then 310, is located on the northeastern corridor wall, with that in the northeastern passage, towards rooms 320, 321 and the junction beyond them, on the southeastern wall. All the portcullises will prove equally problematic to first operate, once unlocked. The five cells are not all quite identical in area, although

each forms a plain, more-or-less square, small chamber, with a 6 ft high ceiling. There are no furnishings in any. A couple do however have counting marks scratched into their stonework in places, all within roughly 3 ft (1 m) of the floor, and occasional other graffiti, chiefly names and imprecations. At the passage junction stands a large, empty, cedarwood barrel, with an open top.

**319) Jail Office:** A short way northwest of the northwestern Jail portcullis (318) along the 6 ft high passageway (1.8 m), the passage ends in a door to the Elven Tomb chamber (310). This door has strongly corroded hinges and latch, making it very hard to open (see 310). On the right-hand (northeastern) wall is the 4 ft high (1.2 m) secret door to this tiny, circular, yet still 7 ft high (2.1 m) room, once the Office for the Jail and those running it. Despite its small size, it is crammed with items. A stone chair faces the door, behind a stone desk-bench, and a tiny fireplace is set into the eastern part of the wall, which has a typical concealed, winding flue to the outside, although this is now blocked somewhere along the way. An empty ceramic green jug and drinking beaker stand on the mantelpiece. Under the desktop are two sliding-panel stone cupboards. One contains a green cloth knapsack with a selection of old Gnomish coins in it - 100 gold, 7 electrum, 75 silver and 70 copper ones - plus six tourmaline gemstones. In the other is a locked mahogany strongbox (no key), in which is a 1 ft tall (30 cm) carved limestone statue of an angelic standing humanoid figure, beautifully crafted, an empty crystal decanter, a scroll tied with black ribbon, written on which is information relating to a magical spell (although not the spell itself) called "Chreusk's Spell of Ghoulish Tentacles", and a brass flask with a blue, apple-scented magical potion inside that allows the temporary control of a type of metallic-scaled dragon (GM's choice of which kind). The reason for the room's crowding is that hanging by ropes from the ceiling are the headless bodies of seven giant cicadas, each some 4 to 5 ft long (1.2 to 1.5 m). For those knowledgeable enough, or perhaps those who met some previously in and around area 190, these appear to be the corpses of those same shapeshifting creatures, death-trapped in their "true" cicada forms. Most have traces of salt crystals around some of their limb-joints especially. They are long-dead husks, and are simply hollow carapaces with limbs attached now.

**320) Services District - Legal Office 1:** A number of places in the vicinity of this chamber, mostly towards its southeast, east and northeast, comprising areas 320-325 and 329-336, were once spaces given over to offices and services available to Hall-dwellers, such as accountants, scribes and sages, and The Courthouse (323-325). While some appear quite sizeable on the map, they were commonly sub-divided by wooden internal walls and partition panels, not all of which are still in place. This large, square chamber is off the northwestern side of the 6 ft (1.8 m) high corridor northeast from The Jail (318), that runs to the T-junction with another similar-height passage, running northwest-southeast between areas 328 and 333. It was once the offices for legal practitioners. Inside, it has an 8 ft high ceiling (2.4 m), with the door opening into a small, square reception area that has wood-panelled walls, and doors off to the southwest and northwest (the latter close to the northeastern wall). The former opens into another square room in the south corner of the property, while the latter leads into a rectangular room extending the length of the northwestern outer wall. In the north corner of this larger room is a tall rosewood cupboard with double doors, decorated with scrollwork mouldings. It is empty. A small fireplace is in the west corner.

**321) Services District - Legal Office 2:** Opposite the door to Legal Office 1 (320) on the same 6 ft high (1.8 m) passageway, this is a similar property to that location, again with an 8 ft high ceiling (2.4 m), if a somewhat larger overall floorplan. It is also similarly subdivided by wood panelled walls inside, with a small square room inside the entrance doorway, from which further doors lead out to the southwest and southeast. The southwestern door opens into a further small square office, on whose northwestern wall is a relief-carved moose's head in the outer wall's stonework. The southeastern door provides access to a larger rectangular room that occupies the remainder of the area. An elk's head carving, in a style like that in the other room, has been cut into the outer stonework wall at the southwestern end of this room. There are dark water stains on this same wall, towards its middle, extending down from the ceiling nearby, where there are more damp patches. All the affected stonework here feels damp to the touch. An old, empty, metalwork brazier is close-by this part of the larger room as well.

**322) Services District - Old Offices 1:** This former office building is off the northwestern side of the 6 ft high (1.8 m) passage northeast from Oval Fountain Hall (317), just before it runs into the northwest-southeast passage between areas 328 and 333. The door opens into a narrow passageway that runs along the northeastern side of this property, with a wooden wall on its southwest side in which there are two doors, one a little way inside the main entrance door, the other towards the northwestern end of this corridor. Each door opens into a separate room with a wooden wall between them, filling the rest of the floorplan. Each room has an old wooden cupboard attached to its southwestern (stone outer) wall, both cupboards with their doors ajar, and a granite armchair is set a short way in front of each cupboard. These features are though difficult to spot, as they and much of the southwestern half of each room is filled with webs. In the back of each cupboard, the wood panelling is broken, and a crevice in the stonework behind can be seen, large enough for the huge spiders that live here to creep through, albeit nothing larger than them. While not particularly gigantic, they do have a nasty, poisonous bite, and at least ten may be encountered at a time in each room here, or in the crevices in the walls. A lengthy search among the webs might eventually recover a small handful of old Gnome- and Dwarf-style coins in gold, electrum and silver, together with some scraps of old brown sackcloth. There are a couple of small, freestanding old metal braziers buried among the webs in addition, one in each room.

**323) Services District - Haunted Courthouse Annexe:** A door opposite the end of the 6 ft high (1.8 m) passage northeast from Oval Fountain Hall (317), past the door to the first Old Office area (322), and across the southeast-northwest 6 ft high passage connecting areas 333 and 328, leads into this rectangular chamber, with its long-axis aligned southwest-northeast. Its ceiling is 9 ft high (2.7 m) and there is a door to The Courthouse (324) in the middle of its northwestern wall. The whole Courthouse zone (323-325), the nearby Jail (318-319) and several other places in the Services District, were set-up as the Hall's population expanded, to deal with lesser criminal matters regarded as not requiring the attention of the King, and thus were relatively late additions to the facilities at Dendorlig Hall. This helps explain their rather out-of-the-way locations. This Annexe chamber served as a reception and temporary holding area, along with space for other administrative activities relating to the legal system. There are eight, mobile, vertical wooden panels on small wheels standing towards the northeastern end of this area, once used to set-up temporary open-plan spaces within it, as required. Each panel is approximately 6 ft long by 5 ft high (1.8 m by 1.5 m). These have been left in something of a tight, maze-like grouping, hidden away amongst which may be found a rusty iron dinner plate, an empty brown canvas rucksack, an empty straw mattress cover, a brown canvas satchel containing a scatter of old Dwarf platinum coins and a well-made, brown, deerskin belt with a fancy steel buckle in the form of a hammer and anvil, a small silver box with a hinged lid decorated with incised scrollwork and vine patterns, a magical broadsword still in its blue leather scabbard (Gnome sized and made), and a platinum scroll case with gold end-caps, each of which caps has a single jasper gemstone set in it. In the scroll case is a small, slender, uniquely-made glass wine bottle, still holding an exquisite wine, although the bottle has no label. There are many scratch-marks made by large claws of some kind all across the lower half of the southeastern wall, and many areas of long-dried blood are scattered over the southwestern wall, including the inside of the door there. Before any of this may be discovered however, any searchers are more likely to be confronted by up to seven spectres and four wraiths that are somehow tied to this area. They are just as likely to be met with in other parts of The Courthouse complex (areas 324 and 325) as here, and will pursue the living into the adjoining passages and areas, as far as the GM requires.

**324) Services District - The Old Courthouse:** This is a large, rectangular chamber with a 12 ft high ceiling (3.6 m), long-axis aligned southeast-northwest, off the northwestern door from the Annexe (323), with a door off its northeastern wall to the Courthouse Entrance and Judges' Chambers (325). It is clear that it was

once subdivided by wooden wall, or half-wall, panels, and at least one partial sub-floor over part of the chamber, with some wooden stairs leading up to it on the southwestern wall, near the south corner. There are also signs that similar vertical panels were once fitted to the floor over the northwestern two-thirds of the room. However, all these former features can be defined only by traces left on the floor and walls, and rarely the ceiling too (as if just a couple of the interior walls extended up so far), since all the actual woodwork was removed a very long time ago. A typical, slightly maze-like, courtroom/council chamber layout could be inferred here from these remnants, with a judges' bench near the northwestern wall, seating around and facing it, and a raised viewing gallery on the sub-level above, for example, with a waiting/holding area in the southeastern third, most probably. The whole place now is quite dusty, and the air is slightly stale. The wraiths and spectres noted in the Annexe description may be encountered here as well.

**325) Services District - Courthouse Entrance and Judges' Chambers:** Another southeast-northwest-aligned long rectangular chamber, like the Courthouse (324) which adjoins it through the door on its southwestern wall, although this area is less broad on its southwest-northeast line, and has only a 10ft high ceiling (3 m). Another door leads out northwest near the main room's north corner to Iron-Curtain Room 2 (326), with a further doorway northeast into the Southern Great Hall (360), both routes along short stretches of 6 ft high passageway (1.8 m). There are two more doors on the southeast wall of the main part of this chamber, leading into a pair of smaller rooms, each of which has only an 8 ft ceiling (2.4 m). The outer side of these two doors once had some kind of wooden nameplates attached, although these were clearly removed ages ago, leaving only marks and a couple of screw-holes. In the main part of this room, a large, circular iron table is fixed to the middle of the floor. An empty leather pouch is firmly attached to the table's underside, with its opening facing towards the southeast. All three rooms here are otherwise empty, dusty and with similarly stale air to the Courtroom. On the outer side of the doors to the northwest and northeast from here are carefully-carved old Gnome runes that read "Courthouse". As described in the Annexe (323) entry, the wraiths and spectres encountered there may be found equally in here, should the GM desire.

**326) Iron-Curtain Room 2:** Four 10 ft ceiled (3 m) chambers in the outer northern corner of the Dendorlig Hall complex (see the notes on this linked series of outer chambers under the Elven Tomb's description, area 310) have curious metal curtains closing-off one of their exits from the next place in the chain, comprising this Room, and Rooms 328, 341 and 343. These curtains are made from narrow, quite thin, yet rigid, iron plates, each plate some 8 ft long (2.4 m), connected by metal ring links to the next every few inches/centimetres down their lengths. Each curtain hangs from a stout metal rail attached to the wall above the 6 ft high opening (1.8 m) it conceals. The rail is around half a foot (15 cm) above the opening's lintel, and is hidden from view behind the top foot or so (30 cm) of the curtain. When closed, the curtain blocks sight and access to the covered opening. Each curtain has a long metal loop chain hanging at one side, usually partly hidden by the curtain's edge. Pulling on one side of this loop will draw the curtain open, towards the pull-chain. Pulling the other side of the loop closes the curtain again. As the map suggests, all the curtains are closed when first encountered. The curtains are very heavy, and while it is possible to push one aside enough to squeeze into the opening beyond, this risks injury from the sharp plate edges, and needs considerable strength to do so. While initially stiff, and prone to temporary seizures, pulling the chain-loop "cord" is a much more reliable and easier means to pass the curtained archways. In this Room, the curtain hides the southwestern square-topped archway to Hidden "T" Chamber 1 (327). An uncurtained opening into a 6 ft high passage is in each of the northeast and southeast walls. The northeast passage runs past doors to areas 335 and 336, and into 337, while the southeastern route leads to an end-door marked with carved old Gnome runes that read "Courthouse" (325). There are two bronze wall sconces on the northwestern wall, with dust-covered, unused purple wax candles in them. A small, locked, cube-shaped iron mesh cage, packed full of animal bones, hangs from the ceiling in front of the middle of this wall, facing the entry route from area 325, beneath which on the floor is a pile of more such bones. The total number of bones could never have fitted inside the cage, however. To either side of the iron-curtained opening on the southwest wall stands an old, mahogany, high-backed armchair. A crude charcoal drawing of an axe is on the northeast wall, east of the opening there. Scattered elsewhere on the floor are a broken musical horn, a small bottle of black ink, the fragments of a clay smoking pipe, and eight dead beetle carapaces, each blue-black in colour and around an inch long (2.5 cm).

**327) Hidden "T" Chamber 1:** As its name suggests, this is a broad, "T"-shaped room, with a 7 ft high ceiling (2.1 m), that can be accessed by its narrower cross-piece area through the iron curtain from Room 326 to the northeast (details on the curtain are given for that Room), and another iron curtain from Room 328 to the southwest. A chain-loop near each curtain by the side wall of this narrower section allows the curtains to be operated from within this Chamber, as well as the adjoining Iron-Curtain Rooms. The openings are square-topped archways, 6 ft high (1.8 m). There is a strong metallic scent in here. By the northwestern wall midway between the two curtained entrances is a high-backed oak armchair, with bronze linear decorations over its surface. A large, round, plain bronze shield hangs on the wall behind this chair. On the southeast wall of the broader part of the "T" is the desiccated body of a long dead Dark Goblin, held up by iron manacles hammered into the wall. In a sack on the back of the Goblin is a broken chime, a metal candlestick, an iron crowbar and a small pouch of dried garlic (most of which is now merely dust).

**328) Iron-Curtain Room 1:** Details on the general size and nature of this Room, and its iron curtain that blocks access to Chamber 327 to the northeast, are identical to those given for Room 326. Here though, its two other open, 6 ft high (1.8 m) exits head along a short passage to one door into the Elven Tomb (310) to the southwest, which has thickly corroded hinges and latch, and southeast into a lengthy series of corridors to numerous other locations, at the southeastern end of which is Service Square (333). Beyond dust on the floor and curtain, this Room appears quite empty.

**329) Services District - Old Offices 2:** This area, immediately southeast of the Old Courthouse grouping (323-325), is accessed from the northeastern side of the long, straight, 6 ft high (1.8 m) passage that runs northwest-southeast between areas 328 and 333, through the next door southeast from that to the Courthouse Annexe (323). Its internal layout is similar to that of Old Offices 1 (322), where the entrance opens into a narrow, wood-walled passage, here along the northwestern outer wall, with two doors off its southeastern side into separate rooms, again with a wooden wall dividing one from the other. Both rooms and passage are empty, except for a large metal mirror on the inside of each room's door. There are some cobwebs on the northeastern wall in both these rooms too, and a hidden panel in the southeastern wall of the more southerly chamber contains a very heavy maplewood coffer which is lined with thick copper sheeting, and is airtight when its lid is shut. A series of small castor wheels beneath it allows it to be noisily wheeled about fairly easily, although its weight makes it hard to manoeuvre properly.

**330) Services District - Scribal Office:** A broad, 5 ft high (1.5 m) doorway leads into here off the northwestern side of the 6 ft high (1.8 m) corridor northeast from Four Pillar Hall (316), immediately outside that Hall. Marks on the outside of the door suggest there was once a sign on it, which was removed in the distant past. By contrast to the door, the room itself is small and square, with a 7 ft high (2.1 m) ceiling. There is a secret door in its back, northwestern, wall to the Illuminator's Chamber (331), which is operable from this side by pulling down together the two, elaborately, if abstractly, decorated iron hooks on this wall. The pair are 6 ft apart, at a height of 5 ft from the floor. Operating only the more westerly one shoots a magical frost ray from the southwest wall to the northeast one, across the middle of the room, and about 2 ft (60 cm) above the floor. Operating just the northern one opens a concealed floor panel near the middle of the room in which is a rosewood footlocker. Lifting it from its hiding place (it can't be opened while still in its floor hole) also operates the frost ray, unless the western hook is pulled down at the same time as the box is removed. In the box is a leather satchel with eight old Gnome platinum coins in it. Nothing remains to suggest the Office's former function.

**331) Services District - Illuminator's Chamber:** Accessible only through the secret door from the former Scribal Office (330), this is a marginally smaller, squarish room with a 7 ft high ceiling (2.1 m). By the northeast wall is a high cedarwood stool and a desk with a strongly angled top, designed for drawing and painting of manuscripts. Around the walls are paintings of various creatures and beings, many of them composed mostly, or entirely, of fire, others that are merely associated with flames. There is no overall scheme to these, nor are any provided with settings, and some have been quite sketchily completed, as if they were drawn for practice or as examples to use elsewhere. While some could pass for elementals, others are more normally living beings, such as Flame Giants or Fire Dwarfs, and none have any demonic aspects. In the room's western corner, the creatures show a more undead aspect, including blazing skeletal forms, however. On the southeast wall are two similar iron hooks to those in room 330, pulling which pair down together opens the secret door. One is set to each side of the doorway, and the pair are about 6 ft apart again (1.8 m) and 5 ft (1.5 m) from the floor. Pulling only one opens a hidden floor panel, beneath which is an iron trunk containing a magical broadsword of Gnome size and make, that has an impressive hilt decorated with abstract gold, silver and platinum designs which extend partway down the blade as well. A pair of magical scrolls in the trunk too contain spells for the temporary enhancement of memory, and to aid in obtaining a temporary benefit for a small group of folks by blessing them. Operating the other hook appears to do nothing, although after a short time, one (or more, should the GM require) of the Blazing Skeleton illustrations will come to life, and step off the wall to defend the room and its contents. It is Gnome-sized, and its fire is magical, difficult to extinguish and powerfully damaging. It is a magical construct, not actually undead, despite its appearance. If its fire can be put out, it can be destroyed normally, although not before. It will pursue, should intruders flee with any objects from the Chamber. Small drawers in the base of the high desk contain the following items: a small lead figurine of an armoured Gnome warrior; a wooden whistle; a rusty pen-knife; a pair of loaded dice cubes; a small, corroded, bronze mug; the hilt of a dagger moulded in the shape of a standing dryad; a plain wooden disc two inches in diameter (5 cm); a series of coloured prayer beads on a string; and an old iron spoon.

**332) Services District - Hidden Storage Corridor:** On the opposite wall of the passage northeast from Four Pillar Hall (316) to the door into the old Scribal Office (330), is the concealed entrance to this area, apparently a segment of 6 ft high (1.8 m) passage that leads southeast, then turns southwest and dead-ends, forming an "L"-shape. The air here is very stale, and while slightly dusty, it seems cleaner than other areas nearby. It is quite empty now, for all it was once used a storage place for part of the Services District.

**333) Services District - Service Square:** A large, open space at the southeast end of the long, straight, 6 ft high (1.8 m) corridor that begins in Iron-Curtain Room 1 (328). Two more passageways, each 7 ft tall (2.1 m), lead out of here, northeast to the Market Office (334), and southeast into a maze of fresh, sometimes dead-ending, passages, connecting with The Dell (191-224) and Gallery (225-229) districts, and Sticky Chamber (230). The Square itself has a 12 ft high ceiling (3.6 m), and echoes alarmingly when any sound is made in it. Its former existence, as a marketplace for numerous services, passes unacknowledged now, as it appears to be deserted of any such indications, the walls, ceiling and floor plain and undecorated. The solitary piece of furniture is an old, rectangular, stone bench, of typical Gnome-seat height, in its centre. This is cracked, and liable to collapse if sat on. A leather sling lies on top of the bench, with one broken strap.

**334) Services District - Market Office:** Previously the administrative hub for those running, or wishing to run, stalls in in the Service Square marketplace (333), this is a half-octagon-shaped room with an 8 ft high ceiling (2.4 m), off the corner of the first 7 ft high passage (2.1 m) turning, northeast of the Square itself. It has no other exits. There is a granite basin attached to the angled south wall, which currently has no running water to it, and a short stone table is towards the southeastern wall, on which is an old brass tankard, a metalworking file, and ten metal nails. Somewhere near the room's northern corner is a magically invisible leather satchel that holds several hundred gold and silver old Halfling coins. Around the middle of the room, a near-silent, non-physical, battle royale is in progress, and has been for a very long time. A strikingly beautiful, apparently female, Human, and an astonishingly ugly one with serpentine hair slowly circle round facing one another, some distance apart. The skeletal remains of a Lizardfolk warrior lie on the floor between the pair. One is an aerial mountain spirit with innate magical abilities, including the power to become invisible at will, sometimes called a sylph. The other is a medusa, whose gaze is able to turn to stone those she looks upon, and other magical powers. However, both have the magical ability to change their physical appearance, so it is never clear, except to themselves, which is really which. The sylph is trying to prevent the medusa from seizing the items still concealed on the Lizardfolk skeleton, which comprise a magical jade plate that can serve any meal on command that its owner desires, a magical scroll allowing the reader to speak with the dead, and a second magical scroll that protects its reader from illusions. Each scroll is in a golden scroll tube, both tubes richly decorated with incised foliate artwork.

**335) Services District - Side Office 1:** Doors opposite one another on the 6 ft high (1.8 m) passage northeast from Iron-Curtain Room 2 (326) lead into the last two parts of the former Services District, here and Side Office 2 (336). This is the smaller of the pair, off the northwestern side of the corridor. It has a 7 ft high ceiling (2.1 m). There is a stone basin on the southwestern wall, and while there is no running water to it now, there is a general aura of dampness over and around this wall and the floor below it. Some of the floor flagstones are unevenly laid and unstable underfoot in this half of the room, and there is a general scent of damp stone throughout the chamber. The old water supply has leaked into the stone nearby, along with natural water trickling through crevices in the bedrock, which has widened pre-existing fissures in the rock, greatly weakening the structure here. There is a strong likelihood that the weight of several adult humanoids together, or any violent actions carried out in this area, will cause much of the floor to crumble and collapse into a roughly vertical, rocky chute, around 100 ft deep (30 m), possibly taking parts of one or more walls and part of the ceiling with it, creating a smaller, shallower, version of the rocky tube of the Chasm between areas 160 and 168. Anyone on the affected floor will of course fall with it. There is a battered old wooden bench behind an equally battered birchwood desk near the northeastern wall. The desk is actually a large, padlocked birchwood strongbox of near-desk-sized proportions, disguised to look like an old desk by illusory magics. It has a copper lining inside, making it very heavy (and thus liable to slide and vanish into the chute, should the floor collapse), the quantity of copper equivalent to about one million normal-sized copper coins. Six white and tan leather pouches inside it individually contain: 8 rhodochrosite gemstones; 9 black pearls; 50 platinum coins; 100 gold coins; 50 electrum coins; and 120 silver coins, all the coins of old Gnome type.

**336) Services District - Side Office 2:** The door on the southeastern wall of the 6 ft high (1.8 m) corridor northeast from area 326, opposite Side Office 1 (335) opens into this square chamber. A further door leads out of its northeastern wall by a short, curve-walled, corner nook, also 6 ft high, into the southwestern end of the expanse of the Southern Great Hall (360). The ceiling here, like that in 335, is 7 ft tall (2.1 m). There are two floor flagstones standing propped-up against the walls in the north corner (although none are missing from any of the floors nearby), aside from which, and the ubiquitous dust, the room is otherwise empty.

**337) Large Waystation:** Past the doors to the two Side Offices (335 & 336) northeast of Room 326 along the 6 ft high (1.8 m) "outer northern angle" corridor in this part of the complex (see Eleven Tomb 310 regarding this apparent formation), the passageway opens up into this large, square area, which has a 10 ft high (3 m) flat ceiling. Two small, semicircular alcoves, each 7 ft high (2.1 m), are set into the northwest and southeast walls, near the middle of each, although not quite opposite one another, a curious asymmetry that may make some visitors uncomfortable. The layout and size overall may remind those who know of it, of the ruined Old Temple Square in The Dell (195), although there are no statues here, nor indeed any other indications of its former use. It is also fully intact. The 6 ft corridor continues northeast through the centre of the northeastern wall, to areas 338-340 and beyond. Scattered around the floor in here are: a pair of bone dice; five cast metal sling bullets; the remains of a burnt-out torch; and a stick of chalk.

**338) Open Side Chamber 1:** A short way northeast along the 6 ft high passage (1.8 m) beyond the Waystation (337) is what could be taken as a crossway, with large, also 6 ft high, openings in both side walls into here, and Chamber 2 (339) to the southeast, while the main corridor continues on to end in the broad, 5 ft

high (1.5 m) door to North Corner Chamber (340). The ceiling here is 8 ft high (2.4 m). There is a fireplace in the northeastern wall, with an unlit, laid pile of firewood in the grate, covered in dust. An old brown rug is in front of the fireplace, and there are two brass candelabras attached to the fireplace wall, one set to either side of it. Hidden in a nook a little way up the chimney, off to one side of the main flue, is an old cedarwood box containing several hundred old Gnome silver and electrum coins, four star rose quartz gemstones and a leaf-decorated silver buckle. Moving the firewood in the grate releases a trap plate normally held by the wood's weight, which releases an iron portcullis that slams down and locks in position, blocking the archway back to the corridor. It can be raised and reset by pulling down on both wall candelabras together. It is extremely difficult to move otherwise. Careful investigation will show marks on the floor in the entrance archway that could give a clue to the trap's existence. Note that the portcullis has flat, not spiked, ends to the rods that strike the floor here, so these marks are not especially obvious.

**339) Open Side Chamber 2:** Opposite the broad, 6 ft high (1.8 m), open archway, passage "crossing" to Chamber 338, is this somewhat larger, square, Chamber, also with an 8 ft high ceiling (2.4 m) and a 6 ft tall entrance archway. A second, narrower, open archway, also 6 ft high, leads directly into the northern part of the Southern Great Hall (360) to the southeast. By the southwestern wall is a birchwood desk with an old padded wooden armchair behind it. In the room's east corner is a pile of earth, with a hammer and chisel lying on the floor nearby, by which too lies a small leather pouch containing fine black sand. Buried in the pile of earth is a pair of iron manacles. On the desk top is a Human skull, a bullseye lantern with no wick or oil, a small pot of beeswax, four arrows with silvered tips (which tips are really silver-plated brass), a blunt iron spearhead of old Dwarf make, a pair of ivory dice, and a musical recorder pipe. In the drawers of the desk are: a box of cheap silverware, comprising 17 forks, 16 spoons and 3 knives; a magically ever-sharp, Dwarf-made, axe blade, in a silvery-blue metal, with five rock crystal gems decorating the blade; and a 7-inch (18 cm) tall pewter model of an equal-armed wheel-cross. The Chamber is occupied and defended by a small, winged, blue-green draconic creature with a vicious bite, a poisonous tail-stinger, the ability to magically blend-in with its surroundings to the point of near-invisibility, and strong magical resistance, such that magic, including weapons, frequently fails to affect or strike it. The creature is around a foot long (30 cm). It is able to communicate telepathically, and possesses similar intelligence to many ordinary humanoids. Its tail stinger delivers a magically-potent, and abnormally accurate, strike, injecting a venom that causes catalepsy lasting several days. It will not pursue far beyond this area. [This creature is very similar to the pseudodragon of earlier versions of D&D.]

**340) North Corner Chamber:** At the right-angle turn of the linear outer north "corner" of the Hall complex is this room, an 8 ft ceilinged (2.4 m) square, with one angled wall cutting its eastern corner. It is unusual in having two particularly broad, 5 ft high (1.5 m) doors covering both its exits, to the southwest (towards areas 338, 339 and 337) and southeast into Iron-Curtain Room 3 (341), both by 6 ft high (1.8 m) passageways. In the middle of the room is an impressive 7 ft tall (2.1 m) statue of a great winged serpent, made of gold. It is posed half in flight, with its body and tail still partly curled on its base, wings half-outstretched, head facing towards the south corner. Its eyes are large, white opals. The statue contains an intelligent spirit which will answer up to five questions about Dendorlig Hall, providing the querent(s) will undertake a task for it first (details on both elements are left for GMs to determine, although questions should be answered as accurately as possible, so long as the task/quest is successfully completed). A tall, triangular-plan-shaped, mahogany cabinet is fitted into the southern corner of the Chamber. Its doors are elaborately relief-carved with scenes showing a pair of cloud-riding giant humanoids in a stylized sky-scape. Details are picked out with inlaid lines of platinum, gold, electrum, silver and copper. The double doors to the cabinet have handles made of a large, white opal each, which could be twins to those used for the eyes of the golden flying serpent statue. Inside the cabinet are three shelves. On the lowest is a magical rope which, on command, will leap forwards up to 20 ft (6 m), or upwards 10 ft (3 m), to tie up and fully restrain up to eight adult-Human-sized creatures, or their equivalent, until commanded to release them again. The rope can be cut only by sharp, magical weapons or tools. Other weapons, most magics, or brute force will have no effect on it. On the uppermost shelf is an exceptionally well made, beautifully-designed, jewelled headband in the form of a flying serpent, like the statue in appearance, but differently posed to fit the shape of the piece. There are three oak stools by the angled east wall, and a tall, empty metal vase, decorated with foliate forms inlaid with gold and silver, in the west corner. As with several other parts of the Hall complex, this area is under the particular protection of the mountain goddess Dendorla. Two airy mountain elemental spirits are tasked with guarding this Chamber and its contents from harm, who will manifest from the north corner when required. Their actions leave all the room's contents as noted above intact and unmoved. Nothing else brought in here will be so fortunate, however. GMs should treat these as air elementals as powerful as necessary to defend the Chamber.

**341) Iron-Curtain Chamber 3:** Details regarding the general nature of all four 10-ft ceilinged (3 m) Iron-Curtain Chambers (326, 328, 343 and here) were provided with the first to be described in the sequence, Chamber 2 (326), and those details are identical in this Chamber as well, including to the appearance and operation of the metalwork curtain separating this room from Hidden "T" Chamber 2 (347) immediately to the southeast, through the concealed 6 ft high (1.8 m), square-topped archway there. Another open archway, also 6 ft tall, is set in the middle of both the northwest and southwest walls, the former leading to the broad, 5 ft high (1.5 m) doorway to North Corner Chamber (340), the latter into the northern part of the Eastern Great Hall (359), near its southwest turn into area 360. Apart from dust, the only remaining feature of note here is a complex series of alchemical symbols and formulae, using a very archaic form of such notation, that have been carefully chiselled into the lower parts of the southwestern wall, less than 3 ft (1 m) from the floor, continuing to either side of the opening to area 359 on that wall.

**342) Hidden "T" Chamber 2:** This 7 ft high (2.1 m) "T"-shaped room, separated from Iron-Curtain Rooms 3 (341) and 4 (343) to its northwest and southeast respectively by their eponymous metal curtains, is identical in general appearance, even to the strong metallic tang in the air, to the first Hidden "T" Chamber (327). It is less dusty than the rooms adjoining it, and there are no movable items of note in it. However, on the ceiling are numerous, often smeared, bare humanoid footprints in what seems to be very old, dried blood, all over the southwestern half. These do not extend to the walls, and seem to have been made by a single individual, as if dancing, or perhaps fighting, there.

**343) Iron-Curtain Chamber 4:** See area 326, the first of the four Iron-Curtain Chambers described, for details on the overall character and appearance of this 10-ft ceilinged (3 m) square room, including to the nature and operation of the ironwork curtain closing-off the square-topped, 6 ft high (1.8 m), opening in its northwestern wall to Hidden "T" Chamber 2 (342). Two more 6 ft high openings lead out to passageways from the southwestern and southeastern walls, to the eastern part of the Eastern Great Hall (359), and, following a long, somewhat snaking, route, to the door to Chamber 344 respectively. The iron curtain here makes peculiar squeaking noises when moved even slightly, or when operated normally. The blank northwestern wall has a lot of scratches and claw-marks over its lower 4 ft (1.2 m), which look as if one or more creatures had been using it to sharpen their claws a long time ago, as dust has settled over some of them, much like the rest of the room. In the centre of the Chamber, a low, small, dusty heap will prove to be a 2 ft long (60 cm) ring of chain attached to a loop set into the floor.

**344) Last North Corner Line Chamber:** Separated by some distance along corridors from its nearest neighbours (areas 343, 345 and the Hospital and Temple parts of The Dell, 216-223), this is a large, square room with three rounded corners. The fourth corner is a straight, angled, cut-off north wall, containing the doorway access from the long, winding, 6 ft high (1.8 m) passage back to Iron-Curtain Chamber 4 (343). A very broad, heavy, 5 ft high (1.5 m) door lies through a 6 ft high, square-topped archway in the middle of the southwestern wall, which leads directly into a 7 ft tall (2.1 m) passage to the Bat Room (345), while a door on the same passage's southeast wall just beyond this exit leads into the northern parts of The Dell by the Temple and Hospital. The air in here is very stale,

although the room is not especially dusty. It has a 9 ft high (2.7 m), flat ceiling. By the northwest wall is an empty rosewood chest of drawers, and a rusty iron tub. An occasional hollow dripping sound can be heard here, as if coming from some lower level.

**345) Bat Room:** Accessed by a 7 ft high passage (2.1 m) southwest from the very broad, 5 ft high door (1.5 m) out of Chamber 344, a more typically-sized door also leads to it from the Temple area of The Dell (220-223), through a door onto that same passage from area 344. The Room itself is a slightly irregularly-shaped southeast-northwest-aligned rectangle, with a 10 ft high ceiling (3 m). The corridor from 344, and less directly The Dell, opens directly through its northwestern wall. There are 6 ft high double doors in the recessed part of the southwest wall, which open into Lemon Square (349), and a single 5 ft doorway on the northwestern wall goes into another 7 ft high passage connecting with Chambers 346-348. The open passageway from 344 has some pale, white wisps of mist in it, towards the floor especially, and there is a scent of ammonia in it too. The mist thickens into the Bat Room itself, and the smell of ammonia strengthens as well. The latter originates from an obvious low mound of bat guano in the southeastern part of this chamber, although the mist's origins are less obvious. The mist is also highly flammable in any concentration, and liable to ignite in any exposed flame brought here, if held too near the floor, possibly explosively. There is also an old stone bench along the southwestern wall in this section of the room, splattered with more bat droppings. In the ceiling are several substantial fractures, again chiefly over the southeastern part. Hanging from the edges of these rough, rocky breaks, and in some of the minor chasms themselves, are usually around a dozen giant bats, in a roost. Access to the outer surface is possible using these fissures, albeit by tortuous, often narrow, ways, and only for small, very agile winged creatures (giant bats themselves are not particularly large, though they are compared to most other bat species). Light brought into here, even if it does not ignite the gas, will disturb them, typically into exiting the area by the narrow roof tunnels. A very small proportion of the bats carry rabies, which may be passed on to any bitten subject, for all they rarely attack unless startled or cornered.

**346) Hallway Chamber:** Through the northwestern doorway from the Bat Room (345) is an "L"-shaped, 7 ft high (2.1 m) corridor that connects with three other rooms - this one, 347 and 348. The original function of this group is not obvious, given its relative isolation from the adjoining parts of the Hall. This room, beyond the door at the end of the short, northeastern, leg of the "L", seems merely a blocked-off continuation of the passage, as it also has a 7 ft ceiling, although the doorway is of the common 5 ft tall (1.5 m) kind. A white cloth backpack hangs from a hook in the southeast wall, whose base seams have all been cut, making it useless as a container. The northwestern wall opposite the bag has a number of old, dark smears across parts of it, which could be long-dried blood. Like the passage outside, this Chamber is relatively dust-free.

**347) Hallway Cupboard:** A small, square, 6 ft ceilinged (1.8 m) room off the southwestern wall of the longer leg in the 7 ft tall (2.1 m) "L"-shaped corridor linking areas 345-348. Whether it was really a walk-in cupboard - given its floorplan and size is the same as many former Gnome dwellings elsewhere in the Hall complex - is untellable, as the place is quite empty, even to the point of being virtually dustless. This could give the impression it was never previously used for any purpose at all.

**348) Home Chamber:** This is a "T"-shaped Chamber, with a 9 ft ceiling (2.7 m), at the northwestern end of the longer leg of the 7 ft high (2.1 m), "L"-shaped passage connecting areas 345-348. On beginning to open the door, visitors may detect a curious sound, rather like a very distant door slamming. Inside, the room is fitted-out like a warm, comfortable sitting room, with padded armchairs, a couple of small tables, carpeted floors, coloured wall-hangings that almost completely hide the stonework, and the air has a fresh, clean, outdoors scent. The colour scheme is a mix of white, golden-orange and green. The place is lit with lamps, one suspended from the ceiling, a couple more on the walls, and two more freestanding on the tables. There is also a lit fireplace in the southwestern wall of the "T's" cross-leg. Over the fireplace is a large metal disc, attached to the wall (the metal is unidentifiable), with a flying hippogriff moulded in low-relief into it. The disc is almost 3 ft (1 m) in diameter. At the northwestern end of the "T's" cross-leg is a large double-door walnut cabinet which contains a wide assortment of fresh, edible foodstuffs and drinks. The cabinet's front and doors are liberally decorated with leafy, scrolling low-relief carvings, enhanced with inlays of silver and electrum. Its door handles are fitted with pink pearl and rose quartz gemstones. Attempting to remove any of this decorative material triggers a purple gas to flow rapidly from below and behind the cabinet, which magically renders unconscious all those trying to do so, and anyone elsewhere in the room who entered at the same time. The gas affects every breathing creature, regardless of whether they can ordinarily be made to sleep or become unconscious, or not. When they wake, they and all their gear will have been transported to a random location between areas 100 and 300 in the Hall complex. The room's occupants are what seem to be a pair of slightly transparent, humanoid females of roughly typical adult Human or Elven forms, alike enough to pass for sisters, one dressed in golden-orange and white robes, the other in green and white. The first is really a nymph, the other a banshee. Nymphs are highly intelligent, magical, and magic-using, elemental beings, who usually - as here - take on beautiful female humanoid forms, when they wish to physically manifest. This beauty can be highly dangerous for other humanoids, should anyone see one before the nymph sees them, since their radiance can strike someone blind, stun, or even kill under such circumstances. If the nymph sees the other person first, they can control this power, depending on their (magical) assessment of the intent of the other, providing they do not look directly at the nymph thereafter. This banshee has many similar powers to the nymph, and is a living, not an undead, creature. Her features are typically more Elven than Human when she chooses to manifest thus. Her touch can be damagingly icy cold when she wishes, and she can occasionally use a magically powerful wailing shriek that will panic, or rarely even kill, one chosen humanoid within earshot. Seeing her in her most terrible form will cause fear in all those seeing her. Both are really agents for, or aspects of, the mountain goddess Dendorla. This is where they spend most of their time, when not required to act in the outside world. While still possessed of all their powers here, unless threatened, they will behave perfectly civilly to visitors, offering them food, drink, conversation and rest, for example, and not at all as if they were an isolated, strange, pair in an otherwise largely deserted vast underground complex. Both are powerfully magical beings, and they cannot be surprised here, so are far from the defenceless creatures some might take them for.

**349) Lemon Square:** An irregular-plan, quite small, open area, along a 7 ft high (2.1 m) northwestern side passage off the winding route between the Temple area of The Dell (220-223) and Change Square also in The Dell (224). A door on the southwestern passage just off the turning towards this place opens into another 7 ft passage, connecting with more similar corridors, and Maze-End Chamber (350) through an open, 5 ft high (1.5 m) archway at the passage's northwest end. In Lemon Square itself are double doors on the northeastern wall to the Bat Room (345). The northwestern continuation of the corridor beyond here ends in a single doorway to The Octagon (351). The ceiling here is 12 ft high (3.6 m). Large, empty, wooden notice-boards are attached to both the northeastern and southeastern walls, in the east corner of the narrower part of the Square. Inlaid into the floor in approximately the middle of the whole area is a circular design around 12 ft in diameter, with large old Gnomish runes that read "Lemon Square", which are the right way up when entering through the double doors from the Bat Room. There is no explanation here for this name.

**350) Maze-End Chamber:** A somewhat isolated, large, square room at one end of the maze-like series of 7 ft high passageways (2.1 m) west and northwest of The Dell (191-224). Its sole access is through a 5 ft high (1.5 m), square-topped, open archway at the end of the corridor that leads southeast, then northeast briefly, to a door into another short passage northwest to Lemon Square (349). This Chamber has a 9 ft ceiling (2.7 m). There is some writing neatly carved into the northwestern wall, in obscure draconic characters that will almost certainly require magic to read. The text gives a vague warning to explorers that they shall surely perish. From its position and nature, this was clearly not an original feature of the room. Other than whatever influence its readers may imagine, the writing has no power of its own to affect anyone here. The place is relatively dust-free.

**351) The Octagon:** The door at the end of the 7 ft passageway (2.1 m) northwest from Lemon Square (349) leads into this large, octagonal chamber. Its walls are 8 ft high (2.4 m), and the ceiling rises above these in a smooth, rounded dome to a maximum of 12 ft (3.6 m) over the centre of the floor. It is not wholly symmetrical in its octagonal shape, and unusually for the vast majority of places across the Hall more generally, its walls and ceiling have been fully, and neatly, plastered over, so only the floor flagstones are obvious, not the blocks facing the rest of the construction. The plaster is painted pale green-white, although this paintwork has worn away in many places, for all it still gives a very different aura to this area than any others nearby. A single door leads out into a 6 ft high (1.8 m) passage to the Angle Nook (352) through the southwest wall. A secret door on the northwestern wall opens into a 7 ft high corridor leading past doors to areas 354 and 355, before curling around in a semicircle, to end in a final door to the Northend Bank (200) in The Dell. A large iron cauldron stands in front of the northwestern wall, which is very heavy and will need moving before the secret door there can be opened. Opening this concealed door from the passage side is not possible so long as the cauldron is in position here still. By the longer southern wall, between the two obvious doors here, is a long stone table. On the wall above it are two metal lamp hooks, without any lamps. On the table is a small toy doll, a rawhide necklace, and a badly-dented, unusable, Gnome-sized helmet. The air in here is very stale.

**352) Angle Nook:** From The Octagon (351) a 6 ft high passage (1.8 m) leads southwest, then northwest, into this area, seeming more a 7 ft high (2.1 m) triangular enlargement of the corridor, than a genuine room. The 6 ft passage resumes from the area's southwestern corner to the Reliefs Room (353), with a junction before that to the northwest into a 5 ft high (1.5 m) natural cave tunnel, with rough steps down along part of it, that runs northwest, then northeast, connecting at a lower level with another 6 ft passageway with rounded corners, that continues some way further northeast to areas 357 and 358. In the Angle Nook itself is an oaken, throne-like chair by the northeastern wall, and a set of mahogany shelves attached to the northwest wall. On the seat of the chair is a set of wooden teeth of roughly adult Human size, while on the shelves are the partial shards of a longsword's blade, an old, warped, Gnome-sized shortbow, and a Gnome-sized mining pick with a broken-off, and missing, handle. On the top shelf, under a thin layer of dust, is a set of three keys on a brass ring.

**353) Reliefs Room:** Off the southeastern end wall of the 6 ft passageway (1.8 m) southwest of the Angle Nook (352), this is a northeast-southwest-aligned rectangular chamber, with an 8 ft high ceiling (2.4 m). Inside, all the stonework of the walls has been skilfully low-relief-carved into a hunting scene, set in a dense jungle landscape. Packs of what seem to be lions and tigers, under the command of an Ogre, are shown passing through this scene in a clockwise direction, with the Ogre at the back of the group, on the shorter northeastern wall, just to the left of the door when entering the Room. There is no indication of what they are hunting for, although careful inspection will show some of the felines (there are at least five of each kind) have oddly humanoid features, so could be were-animals instead. The carving is very realistic, and everything is roughly life-sized when close to the viewer. Features on all the living creatures - such as some skin creases, stripes on the tigers, and most of the eyes - have been inlaid with copper and silver. The Room is otherwise empty. However, there are 15 small, well-concealed, secret wall compartments scattered over the carved scene. Most are empty. One though has an exceptionally fine earring in, wrapped in a piece of white cloth. Another has a red cloth pouch, holding 80 old Gnomish gold coins. A third has a carved piece of walnut in the shape of a dagger (possibly once used as something like a letter-opener). A fourth has a small metal-mesh openwork sphere, while a fifth has a brown canvas drawstring pouch with 52 old Halfling electrum coins in it.

**354) Last Home:** A large, squared-plan property, towards the end of the long, looping, 7 ft high (2.1 m) corridor out of the Northend Bank's northwestern door (200), off its southwestern side. It has three internal wooden floors, each with a 6 ft high (1.8 m) ceiling, stacked one above the other, with a wooden staircase in the east corner, connecting all. The entrance level has a hallway over its northeastern half, from the door to the stairwell, with two smaller, square, rooms off it. The south corner one of these has the fittings of a kitchen in, which extends partly beneath the stairs. There is no running water here at present, although there once was. All the interior walls are wood-panelled. A small landing on the next floor up has three rooms off it, and while of variable size, there is little in any to suggest their former functions. The highest level above this has a similar layout, although one where the south corner room is fitted with toilet and shower stalls, again without flowing water currently. An empty cedarwood barrel is near the top of the stairs on this uppermost landing. The front door on the passage side has a plain, blackened-metal door handle, and a plain, blackened-metal door knocker as well. It is currently locked. Inside, the air is very still, though quite fresh, and the whole property is very silent, perhaps unnervingly so.

**355) Troll Manor:** With the attached Servants' Quarters (356), this property was once home to the family owning and operating the adjoining, if not directly connected, Northend Bank (200). The main part of the building has a square plan, and extends upwards from the entry level, off the northeastern side of the looping, 7 ft passageway (2.1 m) out of the Bank's northwestern door. There are six vertical levels in total, each of those above the entry level with a stout wooden floor, and all with internal wood-panelled walls and doors separating the rooms. Each level has an 8 ft floor to ceiling separation (2.4 m). A stone staircase square-spirals up in the western corner of all floors. The southwestern part of the entrance level is a hallway running across this half of the plan, with a door leading out to the Servants' Quarters through the southeastern (stone) wall. There are two square rooms in the northeastern half here too. That in the north corner is empty. The east corner room though contains a still partly functional magical teleportation circle, a smaller version of those non-working portals found elsewhere in the complex (see the Market Place, 22, for details on these). This operates using a wall panel that shows various destination points in Dendorlig Hall. While this once allowed people to move instantly from here to any other Hall portal (in areas 22, 167, 201 or 272), transport to here was only possible for those wearing one of the magical metal armbands keyed to specific members of the household, and one or two trusted servants. These armbands are long lost. The teleporter now works solely to transport up to three individuals at a time from here to the Market Place (22) correctly, although it may cease working at any time, or it may malfunction, and teleport those in the circle to a random destination among the old options instead, possibly not all to the same place (GM's option). The floor circle is obviously magical and operational, with only selecting and identifying the destination, and how to operate it, proving more difficult to determine. The front door is magically locked, has a large, central, brass handle, with a brass knocker above it, both relief-moulded in the shape of a Troll's face. The knocker-ring runs through the nose of its Troll face. In addition, two low-relief-carved complete Trolls flank the doorway. Forcing the door open causes them to animate to "deter" would-be intruders, although they are stone magical constructs, rather than living Trolls. More relief-carved Trolls and Troll faces are to be found in the woodwork throughout the property, as decorative features, up to ten of which are also able to magically animate to further defend the property from intruders, all in the forms of fire-resistant, magically-hardened, wooden constructs. There is additionally a highly intelligent resident ghost here to help further spice-up Troll Manor's defences, able to manifest or become invisible/ethereal at will, and which is immune to even magical attacks when invisible, while capable of making devastating attacks in any form itself. In form and size, when visible, it is able to vary tremendously as it wishes, sometimes seeming Troll-like, at others of Gnome form, or anywhere in between. Even if apparently destroyed or banished, the ghost will reappear unharmed at the next surface sunset. Each level above the entrance one has a landing by the stairwell, with doors off to the rooms on that floor. The level above the entrance has a small square room in the south corner, and a much larger room, with a fireplace flanked by two more stone-carved Trolls (able to animate as stonework constructs, like those by the outer door) in the middle of the northeastern stone outer wall. Above this level is another nearly identical in layout, except the Troll-flanked fireplace in the larger room here is on the southeastern wall, and is smaller than that below. The next floor up has three square rooms, with that in the south corner having a washbasin and shower in (no running water, however), with a toilet (ditto) in the east corner room. Further up, the following level has three more rooms in a similar layout to the floor immediately below, here without the washing and toilet facilities, while the uppermost floor beyond this has only one door off the landing's southeastern side, into a large room with a smaller square room in its north corner, in which there are shower, basin and toilet facilities, if again without any running water currently. In a secret compartment on the outer stone northeastern wall of the larger top floor

room, towards the east corner, is a locked birchwood chest which contains the following items: a hinge-lidded, steel drinking stein, set with two spinel gemstones on its handle and an etched flying hippogriff motif on one side; a brown, sewn wool coat, emblazoned with a golden flying hippogriff on the back in silk thread; a porcelain plate with a golden flying hippogriff at its top edge; a wax-sealed glass vial with a viscous red liquid inside it that has no real taste or scent, a magical potion that provides resistance to even magical cold temporarily; and a silver goblet with four Troll faces moulded in relief around it, each wearing a headband in which is a central haematite gem.

**356) Troll Manor Servants' Quarters:** The door off the entrance hallway's southeastern wall in Troll Manor (355) leads into this rectangular property, elongated on its northwest-southeast axis. A narrow entrance lobby with a trapdoor in the floor of its east corner, occupies only the first 5 ft (1.5 m) of space on this level of the Servants' Quarters. Each level here has a 7 ft ceiling (2.1 m). Most of this level is taken up by the kitchen, across the southwestern two-thirds, with cooking and washing facilities, albeit no running water currently. A wooden wall separates it from the small entrance lobby. The trapdoor in that lobby opens into a stone chamber, whose ceiling is some 4 ft (1.2 m) below the entrance floor, a cellar with an area the same size as this whole property, with stone pillar supports throughout. Metal ladder rungs are fitted into the northeastern wall below the trapdoor, providing access. There are some wooden shelves fitted in the cellar, on which may be found the following: a glass jar with pickled satyrs' eyes; the skull of a Halfling; a rusty iron razor; a rusty, small, iron storage pot (empty); an iron hammer head; and an orange handkerchief. A few small cracks are apparent in the stonework of the short southeastern wall here as well. Wooden ladders lead up through holes in the wood floors to the levels above the entrance one, on the same northeastern wall as the cellar-access rungs, continuing above the trapdoor. The next floor up is a single, open room with wooden pillar supports for the overlying floor. Above that is a level with three rooms separated by wooden walls, one containing two shower stalls and a washbasin, one with a toilet, and the third an open area surrounding the ladder access hole. The two final levels above this one are again pillar-supported, single open rooms.

**357) Hall of Mirrors:** Down the natural cave tunnel steps from the northwest junction just southwest of Angle Nook (352), the rough, typically 5 ft high (1.5 m) or so passage opens out into a more usual stone-lined, 6 ft high (1.8 m) passage which leads around two unusually smoothly-curving right-angle bends, that continue on finally northeast into the southern corner of this 9 ft high (2.7 m), squarish room. Even the cut passage shows a gentle downslope towards this area, dropping perhaps a further 3 ft (1 m) from its second corner turning into the final longer straight section, as judged by viewing the slope from the room end, at least. The west corner at the passage's end is curved like those just beyond the natural cave section, as it opens into the room's southwestern wall. A single door is on the northwest wall, towards its west corner. Near the centre of the room is a 5 ft square by 4 ft deep stone-lined square hole in the floor (1.5 m by 1.2 m). It is quite dry and has no obvious purpose. All along the lower part of the northwest and northeast walls, including on the door, are bronze mirror panels, each about 5 ft tall by 2 ft wide (1.5 m by 60 cm). The door is still obvious despite this. While some of the panels show corrosion and a degree of distortion in places, they are still usefully reflective, so may make the room seem larger and brighter (if any light is brought in here) than it actually is, which could be disorienting, as could all the mirror images of anyone in here. A wooden table with folding legs lies flat, with its legs folded, on the floor by the southwestern wall.

**358) Room of Lost Items:** Through the door on the northwestern wall of the Hall of Mirrors (357), this is a small, rectangular room, elongated on its southwest-northeast axis. It has a 7 ft high ceiling (2.1 m), notably lower than that in the adjacent Hall of Mirrors. Hidden in the ceiling over the northeastern part of the room is the lower accessway to a secret vertical chute that rises up through the floor into the northwestern part of the Eastern Great Hall (359), some 15 ft or so above the level of the ceiling here (4.5 m). There is no easy way to reach this from the Room, and there is no ladder or any cut handholds within the chute. It is simply a vertical, open tube, roughly 5 ft in diameter (1.5 m). On the Room's southeastern wall hangs a tattered tapestry showing an old, grey, stone keep in a jungle setting. Scattered over the floor in places are the following items: a set of brass knuckles; an iron grappling hook attached to 90 ft of silk rope (27 m); a small lead figurine of a flying pegasus; a pestle, and separately, its mortar (both made of the same hard white ceramic material); a small corroded iron mirror; another small lead figurine, this time of a flying hippogriff; and a large number of small animal bones, those identifiable, mostly from rats.

**359) Eastern Great Hall:** With the connected Southern Great Hall (360), this forms a vast, open, right-angled space within the Dendorlig Hall complex, forming an inner north-pointing line of chambers to the "outer" one of areas 310, 326-328 and 335-344. The Eastern Hall has the simpler floorplan, being a very long, broad, southeast-northwest-aligned rectangle. Its walls, like those in area 360, stand 10 ft tall (3 m), and then begin curving over in a semicircular barrel-vaulted ceiling, whose central line reaches a maximum of some 20 ft from the floor (6 m). This vaulting connects in a diagonal line at the north corner where the two Great Halls meet. Two 6 ft high (1.8 m), broad, open accessways lead off through the northeastern wall to Iron-Curtain Chambers 3 & 4 (341 & 343). A 5 ft tall (1.5 m) door on the southwestern wall towards the south corner leads into the Northend Bank (200). Marked on the door in clear Gnomish runes are the words "NORTHEND BANK". In the floor by the same wall, albeit some way further north, is a secret entrance hatch to the vertical chute down to Room 358, whose ceiling is about 15 ft (4.5 m) below the floor level here. There are many areas of moisture towards the eastern corner of this section of the Great Hall, on both walls and ceiling. An old, red-upholstered couch, Gnome-sized, is near the south corner at this end of the Great Hall too, on which is a golden symbol disc, showing a hippogriff flying above a stylized triple-peaked mountain. There are some scrape or scratch marks low down (below about 3 ft, 1 m) along parts of the southwestern wall. The place is very echoey.

**360) Southern Great Hall:** Sharing the general details, size and appearance of the Eastern Hall (359), this part of the Great Hall is long-axis aligned southwest-northeast. It has a couple of architectural curiosities towards its southwestern end, comprising a short, curve-walled, 6 ft high (1.8 m) side access passage off the northwestern wall to Side Office 336, and a stretch of similarly 6 ft high corridor out of the southern corner, which has an extremely broad entrance from the Great Hall, and which passage ends at another doorway, this time to the Courthouse Entrance (325), on the Great Hall side of which are carved old Gnomish runes that read "Courthouse". There is one more access-route to this part of the Great Hall, a narrow, square-topped, 6 ft high archway into Side Chamber 339, off the northwestern wall towards the north corner. Near the south end of the southwestern wall, a crumpled-up old tapestry lies on the floor, showing "Saiuche the Seer", an elderly Malajurian Gnome in an airy chamber with mystical designs and imagery in and around it. Close-by is a heap of torn rags from old clothing, mostly now unidentifiable, and a torn yellow sack. Elsewhere, strewn about may be found: a dirty black leather belt; a metal eating knife; a modestly-sized pile of fine soil; a grey leather whip; a set of bellows whose leather has long since perished; a small bag of charcoal drawing sticks; a total of nine bandages, all marked differently with long-dried blood, and all very stiff; and a green glass bottle containing a magical antidote to any poison. From time to time, faint clanking noises can be heard here, although their source is not obvious. Like the Eastern Great Hall, this part too echoes alarmingly at times anyway.