

Underground Ruins of Shadow Keep

Buried beneath the surface rubble and ruins, most of the underground part of the Shadow Keep is in notably better condition than the overground, although it is much more difficult to access.

The layout for the dungeon design was derived from randomly-rolled layouts using the Inkwell Ideas Trailblazer Set of Dungeonmorph Dice, with some amendments. Much of the contents were determined using random tables in the revised edition of "The Tome of Adventure Design" published by Mythmere Games, and creatures provided with relevant game stats based on the "Shadowdark RPG", published by The Arcane Library, for GM's guidance. Occasional other notes based on Shadowdark are provided too, marked "SD".

Labelled Locations List

1. Grand Entrance: More accurately, what was once the Grand Entrance to the underground complex, because now the broad, stone stairway down from the surface Keep is almost completely blocked by fallen masonry at its top, and around half the old floor above and intervening rock has collapsed into this area as well, making the southeastern half essentially impassable. The top half of the stairway would require substantial amounts of rubble clearing before the old Entrance here could be usefully accessed. For GM's assistance, a loosely diagonal line of large boulders running southwest-northeast immediately southeast of the numeral "1" on the map indicates the northwestern extent of the more completely blocked area in this cellar, which other similarly large boulders to the line's southeast helps reinforce. Much of the ceiling, around 35 feet above the Grand Entrance's clearer floor (10 metres), is intact northwest of this line, and the floor has progressively less, and less dense, rubble over it, leaving a fairly clear, if dusty, area from the foot of the staircase and along the northern walls. What survives of the stonework shows it to be of high-quality Dwarven work, something which is obvious throughout most of the complex. In the middle of the north wall, a large pair of bronze-decorated stone doors, 18 ft tall (5.5 m), lead into the remainder of the underground area. They and their surrounding stonework on both walls and what survives of the ceiling, has been deliberately designed to draw the viewer's attention to the gateway (assuming there is sufficient light), making it look especially imposing, even in its current state, as if pulling visitors inside. The gates swing easily into the Entry Hall (2) beyond under quite light pressure.

2. Entry Hall: A broad, well-designed hallway around 35 ft high (10 m), with tall, bronze-decorated stone double doors at either end, connecting the Grand Entrance (1) with the Statue Hall (4). Like the Grand Entrance, the appearance of the gateways, wall and ceiling stonework have been cunningly designed to draw the viewer's eye further into the complex. Just south of the very well-concealed secret entrance to area 3, on the same west wall, is a line of scratched graffiti, lightly carved there long ages ago, in ancient Dwarvish runes. If these can be read, the text says, "Don't let the dramatics fool you".

3. Secret Passage of Memories: A short east-west passageway connecting the Entry Hall (2) and the 15 ft high (4.5 m) dogleg passage between the southwestern end of the Statue Hall (4) and the Kennels (13). From outside the Passage, neither secret door is at all easy to find, concealed in classical Dwarven fashion. Inside, the passageway has a rougher flooring than elsewhere in this part of the complex, and looks to have been cut through some time after the rest of the Keep was completed. It has just an 8 ft high ceiling (2.4 m), and the doorways are barely 4.5 ft high (1.4 m). About halfway along the Passage is a low, stone, circular-topped pedestal, on which is a very finely carved, life-sized, wooden statue of a duck common to this part of the world, painted in equally lifelike colours. It sits facing north. Any spellcaster who touches the duck may see up to two visions. On first touching it, they see what appears to be a summoning spell in a huge temple-like space (characters investigating so far after seeing this will recognise it as a cleaner, earlier, lit version of the Great Temple (10) here). Something apparently goes awry, and something ghastly and invisible is summoned, which sucks the life out of those involved, becoming slightly, redly, visible in the process (see the descriptions for the Elemental Wasps in area 10), at which the vision abruptly ends. Touching the duck a second time shows visions of what the three types of these creatures look like, indicating some of their powers, in flashes showing how they drove-off or killed the Dwarves of the Keep, eventually causing its ruin, and suggesting they are still here. This second vision is particularly unnerving, as some is as if seen through the eyes of those who were killed.

4. Statue Hall: A long, east-west elongated area of rather irregular shape, with a similarly high, echoing ceiling to the Entry Hall (2). Dusty, dry, and with four single stone doors leading off it at various points, each about ten feet tall (3 m), together with an open corridor as high as this Hall leading to the Temple Porch (8) off the southeast corner. The open square-plan area at the west end has another 10 ft tall stone door in its south

wall, leading into the 15 ft high (4.5 m) dogleg corridor connecting to the Kennels (13), which has a well-hidden secret door on the east wall of its initial leg leading into area 3. The most obvious significant feature is the array of 25 statues on round plinths, that have various forms and sizes, lining the outer walls of the Hall. All show signs that they were once in the open air for different lengths of time at some point in their existence. The symbols showing these on the map are essentially just markers for their locations, including the use of colouring to indicate the main material from which each statue is made. Green is chipped and somewhat weathered jade. White is milky quartz, parts of which statues are sometimes missing. Blue is an unidentifiable translucent blue crystal that looks remarkably like ice, with what seem to be fine spiderwebs on the surface, or just within the crystal (as they cannot be touched). Yellow is metallic brass with old, dead, patches of moss in some of the recesses. Brown is metallic copper, streaked to varying degrees with verdigris. While not obvious, each of the statues contains a secret compartment, some of which still hold treasures. Exactly which statues, and what the treasure may be, is up to GMs, but none should contain any small, shiny items like coins, gems or jewellery, and probably no more than one in three should still have some item(s) left within them. The statues are detailed here in clockwise sequence from the statue immediately to the left (west) of the double doors from Hall 2.

Statue 1: Green (south wall). A large, partly coiled, winged Dragon on a bed of treasure.

Statue 2: White (south wall). A heavily-bearded Dwarf, carrying the implements of an engineer-builder, with a model-sized, rocket-shaped aircraft by his feet.

Statue 3: Blue (south wall). A superbly-carved, three-dimensional scene of a battle between warring factions of Dwarves and Lizardfolk on a suspension bridge above a river.

Statue 4: Yellow (east wall of the southwest alcove). A bespectacled female Dwarf scholar carrying scrolls and books, with a detailed astronomical or astrological chart attached to a wall to her left.

Statue 5: Blue (southeast corner of the southwest alcove). A trio of Dwarves greeting another, rather older-looking male Dwarf, with stylised mountain scenery cut in low relief behind them, in which is the entrance to a Dwarf-hold.

Statue 6: Green (south wall of the southwest alcove). A life-sized, dancing Satyr playing the panpipes, with a nicely-detailed, relief-carved, woodland background, in which is very distinctive standing stone, whose top has the form of an oval-elongated goat's eye.

Statue 7: Green (west wall of the southwest alcove). A half-life-sized Centaur archer standing on a surface of low, temperate woodland plants, detailed sufficiently to allow an expert to identify them.

Statue 8: Blue (west wall of the southwest alcove). A pair of monk-like Dwarves greet a third monk-like Dwarf in front of a low-relief backdrop of a tall, pagoda-like building.

Statue 9: White (north wall of the southwest alcove). A slumped, seated Dwarf beggar in worn and patched robes, with an empty bowl in front. The Dwarf's left hand is missing, and looks to have been broken-off at some past time.

Statue 10: Yellow (west wall of the main Hall). A Dwarven textile craftsperson, with a loom and low-relief patterned fabrics hanging from a wall behind them.

Statue 11: White (north wall, immediately right, east, of the door to Room 5). A throned, seated Dwarven monarch. Part of the crown and right side of the head has been broken away, along with part of the left-rear throne leg.

Statue 12: Yellow (north wall). A tall, slim, beardless Dwarf poet, posed as if declaiming from a scroll in his left hand. The scroll is blank.

Statue 13: Blue (north wall). An elongated, low relief scene showing an underground cavern, and a group of five Dwarven miners who have just opened a new accessway into another cave that, from their expressions, clearly contains some wondrous feature, although what that was is not shown.

Statue 14: White (north wall, opposite double doors from area 2). A Dwarven knight in full armour, holding the reins of a Dwarven war-pony. Both are probably life-sized. There is damage to both figures, with elements such as weapon tips, pony's mane and tail, snapped away.

Statue 15: Yellow (north wall, opposite double doors from area 2). A Dwarven noblewoman in elaborate attire of a much earlier age. She looks very forceful and stern.

Statue 16: Yellow (north wall). A saintly Dwarf in simple robes, holding a rope-made religious symbol recognisable as an earlier form of one still in use in this region. Several small woodland creatures are posed unusually close-by the figure, as if unafraid.

Statue 17: White (north wall). A Dwarven musician posed seated, playing a large harp. The strings have been carved as a very thin, single panel from the stone, done with great skill, although part of the top of the harp and its attached string-panel there, are missing.

Statue 18: Brown (north wall, immediately left, west, of the door to Room 6). Two solid cubes, one perched by its apex on the flat surface of the lower, in an upright form about as tall as a life-sized Dwarf would be. There are no markings on any of the cube faces.

Statue 19: Brown (north wall, immediately right, east, of the door to Room 6). A three-dimensional, symbol-form sculpture. A narrow column from the pedestal supports a curving form like a sideways capital letter "J", whose short, open, rounded base curve is uppermost. About halfway along the upper surface of the longer bar in the "J" is a small circular disc.

Statue 20: Brown (northeast Hall corner). An upright, double-bladed war-axe, tall as an adult Dwarf.

Statue 21: Brown (east wall, immediately north of the door to Room 7). A large, abstract form composed of winding and intersecting angular lines in three dimensions. Horizontally elongated, it is roughly the size of a pony.

Statue 22: Blue (south wall, between the door to Room 7 and the passage opening to area 8). A low-relief scene showing a procession of Dwarven mourners following an elaborate coffin, borne on a low wagon drawn by a pair of giant lizards, the lizards led by another pair of Dwarves.

Statue 23: Green (south wall, immediately left, west, of the passage opening to area 8). A Dwarf-sized representation of an Elemental Wasp Warrior (see the description for area 10).

Statue 24: Brown (south wall). A huge skull of a Cyclops, probably life-sized for a giant creature.

Statue 25: Green (south wall, immediately right, east, of the double doors from Hall 2). A life-sized Unicorn, standing with its left forehoof raised.

5, 6, 7, 14, 15, 16 & 17. Pillar Rooms: Each of these seven Rooms is essentially identical in form, with a single, ten-foot-tall stone doorway (3 m) leading to a square-plan chamber with a flat, roughly 15 ft high ceiling (4.5 m), and each has, set on the centre of its floor, a single pillar-like object, of approximately the general diameter suggested by the map symbols, although each one is quite different in appearance.

Pillar Room 5: An 11 ft tall (3.3 m) blue-grey shale pillar, whose surface has had outlines of an assortment of monstrous creatures, all different to one another, scratched somewhat clumsily into its surface. These have then been painted within the outlines, using rather greater care. For those creatures that are known to the viewers, the colours are reasonably accurate to the real ones, within what was clearly a somewhat limited pigment range.

Pillar Room 6: A pale grey metallic pillar of indeterminate type, which has been partly melted into a slaggy heap, approximately 6 ft tall (1.8 m), which is completely covered by a dark grey tarpaulin-like cloth.

Pillar Room 7: A 10 ft pillar (3 m) of fine-grained, grey siltstone, which has been scorched by fire at some point, from its domed apex downwards. Its surface has been skilfully carved all across the surface with low-relief, intertwining serpents.

Pillar Room 14: An 8 ft tall (2.4 m) pale grey granite pillar, whose surface, where it can be seen, is veined with a semi-precious blood-red stone. Parts of the surface have been covered with carefully cut and applied small mosaic tiles in various simple geometric patterns.

Pillar Room 15: A 9 ft high (2.7 m), rough-surfaced pillar of reddish-pink felsite. Its surface looks to have been hacked-at using sharp blades of different sizes and forms at various times, although its most notable feature is the large number of sharp-toothed, vaguely humanoid mouths scattered across its surface. These do not seem to have been carved, instead having apparently grown from the crystalline rock. They are extremely finely-detailed and evilly lifelike with a demonic cast, as if they might come to life at any moment.

Pillar Room 16: An off-white marble pillar, with a few narrow, pale green veins through it, elegantly carved into the form of an upright, seated Manticore, while still retaining a generally cylindrical pillar shape. It is 12 ft tall (3.6 m). It looks rather like a piece from a gigantic chess-set.

Pillar Room 17: A brown stone pillar, only a little under the full 15 ft height of its chamber (4.5 m), shaped like a spindly, woodland Troll. Close inspection of the stone shows it to be actually petrified wood, and the whole to be a gigantic, complete fossil.

8. Temple Porch: The roughly 35 ft ceiling height (10 m) from areas 1, 2 and 4 persists from the passage connecting the Porch to the Statue Hall (4) across this chamber. Its ceiling and walls have been carved with linear designs drawing the eye towards the 18 ft tall (5.5 m) bronze-covered stone door in the south wall, which linear features also give the impression of rays extending from the doorway. The door has a relief-moulded design in its bronze cover showing a naked male Dwarven deity being born from a large, sunburst-like mandorla. Stars, and figurative designs of the Sun, White Moon and four Cardinal Winds surround this central design. An identical design is on the south face of this door in the corridor beyond, which is also covered in bronze. The corridor has the same ceiling height as this room, and continues the linear designs all along its dogleg form into area 9, the Temple Entrance.

9. Temple Entrance: Linear, sunburst-like designs over the walls and ceiling here continue those from the Temple Porch and the connecting passageway, concentrating the eye towards the 25 ft tall (7.5 m) bronze-covered stone double doorway into the Great Temple (10) in the northeast wall. The bronze moulding on the double doors is very similar to that on the door from area 8, but is far larger and more finely detailed. The mandorla shape overlaps the junction from the southeastern door over the northwestern one, as a sheet of thick, moulded bronze that does not attach to the northwestern door, although it does fit perfectly flush to its surface when the doors are closed. The doors are heavy, though unfastened, and are balanced and linked allowing them to be swung open into this area together by applying pressure (pulling from the Temple Entrance side, pushing from within the Great Temple) to the southeastern door only. Typically, this would require a minimum of two Dwarf-strong humanoids to open the doors. (SD: DC 20 STR to open the doors from area 9, with ADV if 2+ people try; DC 12 STR to open the doors from area 10 similarly.)

10. Great Temple: A vast, open space with another 35 ft high, flattened ceiling (10 m), elongated southwest to northeast in a gigantic rectangular plan, with two small, square alcoves off the corners of the shorter northeastern wall. The great, bronze-covered stone entrance doors from area 9 are decorated as there too, except that on this side, the huge, central mandorla door design has no overlap panel, with simply a split between the doors down the long axis of the mandorla where the two doors meet. As mentioned in the note regarding the doors earlier, they are easier to open from this side, simply by pushing on the southeastern door. The central ceiling is dominated by a massive, roughly 60 ft long (18 m) mandorla design, relief-sculpted into the rock there, and then painted in what are still remarkably fresh and life-like bright colours, assuming there is light enough in the Temple to see. The Dwarven deity's head lies towards the northeast end of the Temple. Many carved radiant lines extend out from the edge of this mandorla across the rest of the ceiling and down the walls, drawing the eyes towards this design. Scattered small piles of gems, bright coins, small items of jewellery and less valuable shiny trinkets lie across the floor (their sizes have been exaggerated on the map for clarity). By the middle of the northeastern wall stands a large, grey stone altar, which has yet another relief-carved mandorla design in the centre of its front, with radiant lines extending from it across the front of the altar (only). It too has been carefully painted in still-bright colours, the same as those of the ceiling design. In the top of the altar are two massive circular indentations, exactly as shown on the map symbol. They are inset about three inches (7.5 centimetres) into the top surface, and once held gigantic candles that were kept perpetually burning. No trace that this was so now remains. This area, and the secret-door-connected ones 11 and 12, now form the lair for a small colony of Elemental Wasps, several of which may be here at any given time, on the walls, ceiling or floor, mostly Forager types, usually with just one or two Warriors at most (SD: 1d4 Foragers + 1d4-2 Warriors). Both secret doors are nearly impossible to find, as each is less than 8 ft tall (2.4 m), were well-concealed by the original Dwarven builders anyway, and the Elemental Wasps never use them, simply phasing through the walls or ceilings when they wish. The area occupied by the colony has been shown using a different, browner, stone floor colouring on the map, as an aid to GMs, although the actual stone is the same grey kind found elsewhere in the main part of this complex. The following sections provide SD-style descriptions and RPG stats for the Elemental Wasps (based on randomly-determined elements from "The Tome of Adventure Design").

Elemental Wasps. *Horse-sized, hairy, spider-form, colonial, egg-laying outer horrors, with three spherical body parts - a small head, medium body and larger abdomen - the body segment with 8 or 10 pincer-tipped legs. Normally invisible, except during and after feeding on blood, when their forms appear pink and sharply-ridged. Attracted to small, shiny objects that they collect as nests. May become ghostly and intangible at will. They have three forms, Queen, Forager and Warrior, of which the Forager and Warrior may cocoon to transform into any other type, as the Queen requires. Cocoons and eggs are always visible.*

Elemental Wasp Queen. *An almost immobile form, with a huge, egg-laying abdomen and eight tiny legs. AC 12, HP 42, ATK 1 mental burst and 1 lightning cloud or 1 blood suck (near) +3 (1d10 + blood drain), MV close, S +3, D -4, C +2, I +0, W +1, Ch -4, AL C, LV 9. Blood Drain.* Extensible head proboscis can hit one target in near. Once attached, may auto-hit each round as the Queen's only attack. Queen regains 1d6 HP per successful attack round. Target may DC 12 STR to break attachment on their turn. **Lightning Cloud.** Fills a double-near-sized cube extending from the Queen. DC 15 DEX or all within the area take 4d8 damage (DISADV on check if wearing metal armour). **Mental Burst.** Fills a near-sized cube around the Queen. DC 15 CON or paralyzed 1d4 rounds. **Impervious.** Electricity immune. **Incorporeal.** In place of attacks, become corporeal or incorporeal. **Invisible.** Naturally invisible. After using Blood Suck attack successfully, becomes partly visible. All who can see this, DC 12 CHA or paralyzed 1d4 rounds.

Elemental Wasp Forager. *Ten-legged hunters that bring back blood to feed the Queen and Warriors, and tend the eggs. AC 13, HP 19, ATK 2 pincer +2 (1d8) or 1 mental burst or 1 blood suck (near) +2 (1d8 + blood drain), MV near (climb), S +2, D +2, C +1, I +0, W +1, Ch -3, AL C, LV 4. Blood Drain.* One target in near. Once attached, may auto-hit each round as the Forager's only attack. Forager regains 1d6 HP per successful attack round and can store up to 36 HP of blood to feed others in the colony. Target may DC 12 STR to break attachment on their turn. **Mental Burst.** Fills a near-sized cube around the Forager. DC 13 CON or paralyzed 1d4 rounds. **Impervious.** Electricity immune. **Incorporeal.** In place of attacks, become corporeal or incorporeal. **Invisible.** Naturally invisible. After using Blood Drain attack successfully, becomes partly visible. All who can see this, DC 12 CHA or paralyzed 1d4 rounds.

Elemental Wasp Warriors. *Eight-legged, armoured colony protectors, with larger pincers. AC 15, HP 34, ATK 2 pincer +4 (2d8) or 1 mental burst or 1 lightning cloud or 1 blood suck (close) +4 (1d8 + blood drain), MV near (climb), S +4, D +3, C +3, I -1, W +1, Ch -4, AL C, LV 7. Blood Drain.* One target in close. Once attached, may auto-hit each round as the Warrior's only attack. Warrior regains 1d6 HP per successful attack round. Target may DC 13 STR to break attachment on their turn. **Lightning Cloud.** Fills a double-near-sized cube extending from the Warrior. DC 15 DEX or all within the area take 4d8 damage (DISADV on check if wearing metal armour). **Mental Burst.** Fills a near-sized cube around the Warrior. DC 15 CON or paralyzed 1d4 rounds. **Impervious.** Electricity immune. **Incorporeal.** In place of attacks, become corporeal or incorporeal. **Invisible.** Naturally invisible. After using Blood Suck attack successfully, becomes partly visible. All who can see this, DC 12 CHA or paralyzed 1d4 rounds.

11. Queen's Chamber: An 18 ft high (5.5 m), square-plan, secret Chamber off the middle of the Great Temple's northwest wall, this features simple, plain stonework without decoration. The Elemental Wasp Queen lies here on a huge bed of shiny treasure (including worthless, but glittery, trinkets), sometimes with one or two freshly-laid eggs. Two Foragers and one Warrior at least are always in here with her. The secret door is easy to find from within the room. Quite what the Chamber's original purpose was is unclear now.

12. Egg Chamber: This long, corridor-like secret chamber again has an 18 ft ceiling (5.5 m), like that of the Queen's Chamber (11) off the opposite Great Temple (10) wall, except its well-hidden entrance is in the Temple's south corner. As with that other concealed Chamber, the secret door is easy enough to find from within the area itself, just not from outside it. Towards the northeastern end are half-a-dozen cocoons hanging from the ceiling, with eggs and a few young Elemental Wasp larvae and pupating larvae in smaller cocoons on the floor beneath. Several Foragers are always present too (SD: 2d4), and at least one Warrior. Only the eggs and cocoons are visible. The larvae are unable to defend themselves, and can move only slowly on the floor. (SD: **Elemental Wasp Larvae**. *Sluggish, segmented, sheep-sized maggots*. **AC 6, HP 4, ATK none, MV close, S -3, D -3, C +0, I -3, W -2, Ch -1, AL C, LV 1. Impervious**. Electricity immune. **Incorporeal**. May become corporeal or incorporeal. **Invisible**. Naturally invisible. After being fed blood by a Forager, becomes partly visible redly.)

13. Kennels: Although this numbered entry is indicated on the map as being just the outer passageway surrounding the Kennel rooms in the western part of the Underground Keep, the general description here applies to all of areas 13 and 18 to 25 inclusive. The whole of this area has a 15 ft high, flat ceiling (4.5 m), and the stone doors off it are all 10 ft (3 m) tall, to areas 14, 15, 16, 17, 28 and the 15 ft high dogleg link corridor back to Hall 4. Each time the stone doorway from this dogleg passage is opened (in the southeast corner of area 13), a weird yelping sound accompanies the motion. This might be due to the hinges, affected by dampness, or the ghostly yelps of whatever creatures were once kennelled here. There is a general aura of dampness about the place, with damp patches, and even a few, shallow, muddy water puddles on the floor. Hanging from the ceiling in various places, as marked by patches of greenery with a pale glow around them on the map, are skeins of moss, which are sometimes also attached to the walls and barred openings into the Kennel rooms. The moss gives off a continuous pale blue glow, enough to partly illuminate nearby areas with its spectral glow. The glow originates in the stems, and it attracts poisonous small spiders that live in the moss, protecting it from predators (SD: Spider, core rules, p. 254). The moss thrives on damp wood, stone and old metal, and will regrow on such surfaces even if cut away from the main plant. If cut and, for instance, carried as a light source without being provided with something suitable it can grow on and into, the glow fades in a day, and the moss dies. The moss originates in the surface jungle, and grows down here from numerous narrow cracks and fissures in the ceiling, created when a large part of the surface Keep's stonework collapsed over this part of the complex (the "Fissures and Slap Grass" area, described in the "Surface Ruins of Shadow Keep" map's notes). These small breaks allow weak daylight through in places as well as the dampness and moss. The crevices are too narrow for any but the smallest creatures or characters to crawl through, and the jungle floor lies some 30 ft above the ceiling here, through solid rock and soil. Each of the inner Kennel rooms has an 8 ft high (2.4 m) opening along the inner wall of this passageway, each of which is filled with barred iron grille-work like prison bars, fitted into the stone walls. Each has a locked-shut, hinged gate in the grille, about 5 ft high (1.5 m). There are no keys.

18 to 20, 22 & 24. Square Kennels: These five Kennel rooms are all essentially the same, with floors fitted with old, glazed, tiles, each about two feet square (60 cm), whose surfaces show signs of wear and light weathering due to the damp from the surface, with small areas of fallen soil and rockier debris from the ceiling crevices in places. Some of this rubble is also covered by patches of the glowing moss, together with parts of the walls, ceilings and barred-grille accessways. Each room has one or two small floor grilles and narrow channels below the floor for drainage, which allows most of the water to clear away that comes down from the jungle. There is no indication as to what kind of creatures may once have been kept here.

21. Largest Kennel: This seems to be simply a larger, rectangular-plan Kennel room, otherwise similar to all the rest surrounding it. However, opening the grille door triggers a long-dead spirit to manifest. At first confused and willing to try to answer questions about Shadow Keep, the surface ruins and the underground complex here, the longer such questioning persists, the more likely the harmless spirit will turn into a vengeful Ghost (SD: Core rules, p. 217. After 1d4 questions, make a contested CHA check. If successful, allow another question, and then make a further contested CHA check with DISADV for the questioner, continuing with each subsequent question until the questions run out or the Ghost manifests.). If the grille door is closed shut, the spirit or Ghost vanishes until it is opened again, when it reappears in whatever state it was when the door was shut. Towards the middle of the short east wall, one of the floor flagstones is loose. If lifted, underneath is a stone-lined pit, filled to within a few inches/centimetres of the pit's top with a syrupy, purple-coloured, gently bubbling, though cool, viscous liquid. It has a slightly plum-like scent and taste. The first person to eat some

(not merely a quick taste trial) gains temporary resistance to all diseases, such that the next disease they encounter that would otherwise infect or harm them before the next full White Moon, has no effect on them. Subsequent eaters gain no benefit or harm, although it is quite a pleasant-tasting substance.

23 & 25. Square Kennels: Superficially identical to the other Square Kennels here (areas 18-20, 22 & 24), each has a concealed floor panel covered by four adjacent glazed tiles - so is 4 ft square, 1.2 m - leading down by a rough, vertical tunnel, about 15 ft (4.5 m) through the rock into the ceiling of the similarly roughly-cut Lower Tunnel (26). These panels, while obvious enough from beneath, are as hard to find as a very well-concealed secret door from the Kennel room side.

26. Lower Tunnel: Accessible through either of the secret floor panels in Square Kennels 23 or 25, or using the Sloping Passage (28) beyond the northeastern stone doorway from area 13 in the Kennels, this roughly 11 ft high (3.3 m), somewhat irregularly-cut tunnel ends in stone doorways of 9 ft height (2.7 m) at its north and east ends, leading to areas 29 and 27 respectively. It has a strong smell of damp rock.

27. Small Chamber: Beyond the door at the east end of the Lower Tunnel (26) is a square-plan, rock-cut room, 11 ft high (3.3 m). Standing towards its eastern wall is the Quartz Golem that built the Tunnel, currently inactive, and looking like a heavy-set, angular, Dwarven-humanoid statue, some 8 ft tall (2.4 m). It will reactivate on command by its long-dead archmage creator (unlikely), or if the stone door to the Lower Passageway (29) is opened from the Lower Tunnel (26) side. (**Quartz Golem:** Use the SD Clay Golem stats - core rules, p. 222 - with the following changes - **I** +2, **W** +1 & **Ch** +0.)

28. Sloping Passage: The northeastern stone doorway out of area 13 leads into this 11 ft high (3.3 m), rock-cut Passageway. Initially quite wide, this narrows markedly as it doglegs northwest to link by another stone door, 9 ft high (2.7 m) into the southwest-northeast-angled section of the Lower Passageway (29). It also slopes down continuously until it reaches that Lower Passageway, a little over 25 ft (7.6 m) below the level of the floor in the Kennels (13). The air feels a little damp, and there is a scent of damp rock all along here.

29. Lower Passageway: A long, level, stone-cut corridor of somewhat variable width (its north-south segments are wider than that angled southwest-northeast), which connects areas 26, 28 and 30. It is 11 ft high (3.3 m) and the three stone doorways on it are each 9 ft (2.7 m) tall. The air here smells of damp rock.

30. Archmage's Chamber: This is a half-octagon-shaped Chamber in plan, stone-cut, with a 12 ft high flat ceiling (3.6 m), and a single 9 ft high (2.7 m) stone door in its longest, western wall. The room is empty except for a large, elaborately-carved stone throne, firmly fixed to the floor towards the east wall. This throne has a fretwork structure. In front, and off to the northern and southern sides of the throne, is a large, empty, metal brazier, again firmly attached to the floor. All three items involve designs showing big cats, similar to jaguars in form, often stylized and interlacing. Lighting a fire in one or both braziers causes the throne's fretwork designs to throw shadows onto the eastern walls. When both are lit together, they show the outline of an intangible doorway, framed by a line of runes that if read and interpreted correctly, will allow the opening of that doorway as a portal into a small pocket dimension that is the size, type and mirrored form of this Chamber, beyond the east wall. In the pocket dimension room, there is no throne or braziers, instead an array of old treasures, which can be whatever the GM prefers, but which should also include hastily-drafted notes on how the Elemental Wasps were accidentally summoned here a century before, and which killed everyone at Shadow Keep, before destroying everything else movable in the place, written by the former Archmage here, before he too was slain (or perhaps escaped?). The notes to area 3 add a little more information on these events for GMs' use.