

## Dendorlig Hall - The Dell

**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 area 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 such 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 Gnostic 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 slid off. 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-petalled 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, horseshoe-shaped passage), and the very long 359. The only other entrance is the curious one directly into 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 Gnomish 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 northeastern 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 Gnomish 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), and 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. 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 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 of the counter are the 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 other 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.

**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 clawmarks 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 was 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 Gnome 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 Gnomish, 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 Gnomish 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 Gnomish-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 area 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, area 333 to the northwest, and The Gallery again, past the door to area 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 area 333 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 conditions. 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 part of the 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.