

Dendorlig Hall - The Pegasus Club

111) Pegasus Club - Secret Props Storeroom: One of two so-far undiscovered secret doors off one of the winding passages linking areas 93-109 leads southwest into this 7 ft high (2.1 m), "L"-shaped, passage-like room (its original function is unclear, although a room is more likely). The secret door opens at ceiling height in this room, and is less than 2 ft high (60 cm), so is rather awkward to use. Another, though rather more normally-located and sized, secret door leads out of the other end of the "L" southeast into a passageway to areas 112 & 113. The air in here is very still and stale. There is an astonishing number of items crammed into this area. Below the northeastern secret door is what seems to be a shallow puddle of dirty water, about 18 inches across (45 cm). This is actually a living creature, one of the many types of mobile slime- or ooze-creatures found in subterranean locations from time to time. It has been waiting for something to eat for a very long time, so is rather sluggish. Touching it with bare skin rapidly causes paralysis for the toucher, and the creature can feed on any living flesh or bone that is on or within its substance, dissolving it quickly with acid. Once it has fed, it will be mobile again, and better able to hunt as an ambush attacker. There were once others of its kind here, though it is now the sole survivor. It is attracted by light, and is impervious to heat, cold and most physical attacks, unless they are magical, although it will take some damage from even normal fire if applied directly to it. Nearby on the floor is a strip of leather with one end in the "puddle". This is a fully intact, magical sling weapon, made from Pegasus' hide. As a sling, it is especially effective when a shot from it strikes a constructed golem creature. Also lying on the floor with one end in the "puddle" is a clear glass jar containing a smoky red liquid, which has a metallic scent and taste. It is type of oil that once it dried in air, begins to smoulder and smoke, and will then burst into flames. Best applied thinly, its is used primarily for stage effects. By the northwest wall, a short way into this section of the "L", is a rosewood box, with a bold carving of a dragon in flight on its lid. Inside is a red leather sack containing what seem to be small amounts of coins of various denominations in platinum, gold, electrum, silver and copper, but which are really cleverly painted base-metal discs instead, used as stage money. Also in the box is a pair of mock-ivory (painted wood) D6-style dice, a large green gemstone that seems to be a peridot, which is really green paste instead, a small blue-painted wicker basket, and a small iron crowbar. On the southwest wall facing this southwest-northeast section of the room is a mounted tiger's head. Hidden in the back of this stuffed head is an elaborate "electrum" bracelet, with numerous "gold" charms hanging from it on chains; in actuality, it is all made from gold-painted brass, although in quite good condition, and not easy to identify as such at first. Around the corner of the "L", and almost blocking this northwest-southeast section, is a high-backed oak throne, on the seat of which is the bloody, severed head of a Gnome, in a badly-dented bronze helmet. The blood seems a very fresh, bright red, as it is really paint, while the "head" is a cunningly-designed fake made from painted rubber, and the "helmet" is painted card and papier-mâché. Scattered on the floor behind and beside the throne are a blunt metal spearhead, a bent and dented "bronze" breast-and-back-plate (painted card and papier-mâché again), a large pile of (papier-mâché and paint) "bones" of various kinds, a set of giant-sized wooden teeth, a genuine bronze bowl (somewhat corroded), and a reddish pouch containing 21 genuine old Gnomish platinum coins. In the numerical sequence as listed in these notes, and for all there is nothing to confirm it in this room, as the room's title above indicates, this is the first part of the Pegasus Club to be described, formerly a place of entertainment of many kinds, somewhat akin to a modern nightclub. The description of the main Club room (area 113) has more details, and the full list of Club places here includes areas 111-118 and 133-142 inclusive. Pegasus Square (119) is also related to the Club.

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

113) The Pegasus Club: Once a grand place of entertainments and wonders, a cross between a theatre, music-hall, bar and nightclub, little of this former existence still remains, as almost all the mobile furnishings, and many of the fixtures, have been long removed. A few of the more solid fixtures are still present, with traces of where others have been removed, both in this room and some adjoining parts of the whole Club (areas 111-118 and 133-142). This main room is a large, northeast-southwest elongated rectangle, set below the level of all the other adjacent areas, with stone steps leading down into it from five accessways. The ceiling is 10 ft high (3 m), although the open expanse of the floor area can make it seem surprisingly cramped, and possibly claustrophobic. Any movement in here seems to produce an odd whispering sound, as if it was coming from another, unseen, source, and speaking, even quietly, can produce curious echoes, all due to the acoustics of this large, oddly-shaped, empty space. Around the room clockwise as viewed on the map beginning at the passageway between Rooms 111 & 112, are the following features. A broad, low (4 ft high, 1.2 m), curving archway opens into a rectangular space with an 8 ft ceiling (2.4 m), separating the eastern corner off from the rest of the main room. In this is an impressive marble statue of a Pegasus stallion on its hind legs, with raised wings and front legs, about to take flight from a rocky plinth base. Next to this side-room, extending from a short way behind its southeastern wall and all along the eastern half of the main room's southeastern wall, is a raised stone platform, with a set of low stone steps up to it from the room's floor. The platform - once a stage - is quite narrow, and stands roughly 2 ft (60 cm) above the general floor level. An open, round-topped, archway at the back of the stage where the steps lead up, opens into a 6 ft high (1.8 m) passageway to Room 112 (passing unseen below Room 116, which is some distance above it). In a semi-circle around the base of the steps up to the stage is a series of symbols cut into the stone floor. These seem to have been painted gold, although close inspection shows they have actually been inlaid with a thin layer of real gold. The symbols radiate a weak magical aura, and the gold cannot be removed by any means. Reading and interpreting the symbols correctly, without the - now long lost - key to understanding them, requires knowledge, skill and considerable time. Once they are properly understood, read and activated, the steps can be magically hinged up, revealing a 3 ft high (1 m) accessway into a similar-height area beneath the stage and partly below the Club's main room floor level, which is filled with props, curtains, costumes in baskets, and much other paraphernalia relating to the stage productions in the Club. Symbols of Pegasus in poses about to take flight are attached to many of the items, openly on the baskets, and embroidered in large forms on the curtains, for instance, though more often in concealed places on the costumes and props. There are no other exits from this sub-stage area, while its contents would make it practical to help relaunch entertainments at the Club, since everything has been magically preserved in pristine condition. Above the stage area, towards its front and back are metal rails attached to the ceiling for curtains to run along, with indications that now-lost wooden fascia boards and

lamps were once attached in places too, including spots for footlights along the stage front, although the actual fixtures there are missing too. More metal fittings on the ceiling of the main room some way from the stage, over parts of the northeastern half of the room, suggest more lamps to illuminate the stage were once hung there as well, along with empty light-fittings elsewhere over the ceiling for more general illumination. At and over the southwestern end of the stage, an impressive, long, marble staircase with an open balustrade descends to the floor of the Club from the Entrance Hall (116) above. Continuing the circuit of the main room, in the western corner, another broad, low, curving archway like that opposite it, leads into a somewhat shorter, though still 8 ft high, rectangular side-room, containing another superb marble statue, here of a Pegasus mare, in an identical about-to-take-flight pose to that of the stallion in the other side-chamber, though set upon a slightly different rocky plinth base. By the outer northwestern wall of this room, a flight of stone steps leads up through an 8 ft high, round-topped archway, over the centre-top of which has been placed the carved-marble head of a life-sized, beautifully-sculpted, tiger, with jaws open, as if snarling. The stairs lead to passages to areas 119, 120 and beyond. The angled wall just northwest of these steps has a 5 ft high (1.5 m) doorway into Storeroom 115, with a further set of stairs up beginning at the other end of this angled wall. The passage at the top of these stairs continues to areas 133-138 and beyond, and again the stairway passes beneath an 8 ft high, round-topped archway, although here, the arch-top is plain. Midway along the northwestern wall is a concave, curved alcove in which is a single step up, with a semi-circular marble basin set in its back wall at suitable Gnome hand-basin height. It currently has no running water. Above the basin is a faded wall-painting of a Pegasus in the usual about-to-take-flight pose, in profile and facing to the left as viewed, set against a sunset-, or sunrise-, tinted mountainous skyline. Below the basin is a hidden wall compartment, in which is a locked birchwood strongbox. Inside this is a broad, brown lizard-skin belt with a platinum buckle. This is Zaraluc's Belt, a magical creation that gives its wearer the strength of, and ability to throw boulders like, a Hill Giant. A little way to the right (northeast) of this alcove is part of a warped and twisted, broad wooden shelf, still firmly attached to the wall. Further along the wall in this direction, before the next set of steps, is a damaged steel chair with the Pegasus symbol etched into the middle of its backrest. On its seat is a small red cloth pouch, containing six gold coins of recent Gnome manufacture. The next set of steps up and out beyond this is a mirror image of that towards the room's western corner, whose unmarked archway passage proceeds to areas 136, 139, 140 and beyond. The angled wall after this entrance has a similar 5 ft high doorway in it to that at the other end of the room, this time leading into the Manager's Office (114). Concluding the circuit is the final set of steps up and out through another unadorned 8 ft archway, to Rooms 111 and 112.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

128) Hell-Hound Hall: A very large, irregularly-shaped, open area accessed through a 5 ft high (1.5 m) door at the end of the northwest passageway off the west corner of Pegasus Square (119). Its main, southwestern, part has stone block walls up to 10 ft from the floor (3 m), with rough cavern walls above that, and over the ceiling, which latter is at a somewhat variable, irregular, height of 15 to 18 ft (4.5 to 5.5 m). The northeastern part has a broad, "L"-shaped form, with two 5 ft high doorways into a dogleg passage leading into the northwestern parts of the Pegasus Club (including areas 133-138 and the main Club room, 113). Open archways lead to areas 130 & 131, and a short passage to Chamber 132 from this "L's" northwestern side as well, while the area itself is of more typically regular stone-block facing throughout, with a 9 ft ceiling (2.7 m). There are two more 5 ft high doors off the main part of the Hall, one on each of the southwestern (to

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

129) Sealed Chamber: This is a small chamber off the southwestern side of the main part of Hell-Hound Hall (128), towards its south corner. The 5 ft high door to it (1.5 m) seems no different to many of the other doors hereabouts, but if anyone other than a Dendorlig Gnome attempts to open it, only a shallow recess just large enough for the door to stand in is revealed, with solid, native rock behind it, which is wholly impassable. For such a Gnome though, the little 6 ft high (1.8 m) room appears as mapped, with a rounded southwestern apsidal wall. The room is quite cluttered, of which the more obvious items are a birchwood chest of drawers by the southeast wall, with an old, holed, leather bag hanging above it, a cauldron in the north corner, and an old, worn, brass mirror in a wooden stand on the floor in the curved southwestern apse. The chest of drawers contains a red mantle, a pair of white cloth gloves, a grey cape, a pair each of blue and purple pantaloons, a purple kerchief, a black petticoat, a grey jerkin, and a brown cloth pouch containing nine old Gnomish gold coins. Scattered elsewhere are: 5 ft of rusty iron chain, attached at one end to a ring embedded in the centre of the floor; a dented bronze lamp with damaged lacquer-painted flowers over it; a quantity of pieces of cork tree-bark; the hilt of a dagger bound with blue leather (the blade is completely missing); a brass metal-file; an unused torch; a total of 20 small sticks, twigs and pieces of tree-bark, each with a small hole drilled carefully through it, as if they were once strung as a necklace; three medium-small raw gold nuggets; and an empty, plain, iron flask.

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

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

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

small, orange rug with a similarly curvilinear design to the bowl done in black on it, and a plain silver goblet with a wide-open eye design in the centre base of its bowl. Investigating the room for more than a few moments, or actually finding something, such as the secret door or hidden floor panel, will cause the room's temperature to drop markedly, and one or more spectres to materialise. GMs wishing to challenge a party more, can have up to nine such creatures appear in here. The Goblin warning was thus genuine, and quite what the spectres are doing only in this Chamber is a mystery.

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

134) Pegasus Club - Secret Store: Beyond the difficult-to-access secret door in room 133 is this small, 5 ft high (1.5 m), squarish, hidden chamber. On the southwestern wall is the mounted head of a polar bear. On the northeast wall is a stone shelf with a low, wicker basket on top, in which is a nicely-carved wooden figurine of a Pegasus mare about to take flight; the precision of its form and the near-identical appearance to the large statue off the main Club room (113), suggests it may have been the original model for that sculpture. There is no sign of the corresponding stallion model here, if so. An iron bell with two Pegasus designs moulded onto it in low relief, one on either side, mare and stallion, hangs from a hook in the ceiling's centre, suspended from a 1 ft long (30 cm) iron chain. On the southeastern wall are several lines of runic text written in dark red paint, or possibly dried blood, too worn and damaged to be intelligible now, though the characters look like old Dendorlig Gnome runes. Below these on the floor is a padlocked iron box containing a blue leather sack, neatly folded over in an oddly specific way, and clearly holding something loose. There are two compartments in the bag, and unless the sack is unfolded carefully and correctly (there is only a 40% chance of getting this right without prior knowledge of this type of bag), the loose objects within will become hopelessly mixed. There are around 1,500 silver old Gnome coins in it, each with a stamped Pegasus design on their reverse, and a similar number of identically-sized and weighted cheap alloy tokens with a stamped Pegasus design on both sides. Beneath the sack in the box is an extremely well-made silver belt, with a flying Pegasus clasp.

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

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

137) Pegasus Club - Largest Private Function Room: The most secluded of the three private function rooms at the Pegasus Club (see also Rooms 135 & 140), as well as the largest, this one has a 5 ft high and 5 ft broad door (1.5 m) in the eastern end of an east-west narrow passage, 6 ft high (1.8 m), that connects at an angle with the higher, broader, western passage that runs northwest from the main Club room (113). The narrow passage west leads around three corners to area 138, while eastwards, it widens out into a small atrium just before the door leading into this Room. This atrium area of the passage is decorated with blue-painted foliage and more colourful flowers over the walls and ceiling, drawing the eye towards the gold-painted door itself. Inside, the Room's floorplan is complexly angular, splitting roughly into three spaces, a large square one just within the door, a central truncated squarish one with a long, angled, southern wall, and a rectangular space furthest from the entry door, with a short, angled, western wall to it. The ceiling is 8 ft high (2.4 m). Both ceiling and walls continue the painted blue foliage and coloured floral theme of the atrium throughout the whole Room, while the floor is tiled with a very striking black marble that

contains veins and flecks of gold, silver, grey-green and bright scarlet all across it. On the angled south wall is a nearly isometric view of the route between Corgin and Phoenix Tower among the central-southern Dendorlig mountains and foothills, with the Tower, the settlement and the winding road between, all picked-out with gold highlights, which are especially prominent around the Tower. This area is some 70 miles or so (110 km) west of Dendorlig Hall. Moving into the northwestern third area of the Room for the first time activates a magical female voice that invites the visitors to, "Come in, come in and **save** me - from boredom!" The voice only operates once like this for each group of visitors who enter this Room (not just this part of it). It cannot be dispelled, nor can its source be identified, beyond being in this end of the Room, furthest from the door. What it actually says, or how it says it, varies at least a little each time too, although the general message remains similar. Hunting around in this part of the Room may reveal a hidden compartment in the short northwest end wall, about 3 ft from the floor (1 m). In it is a sealed, ceramic, brown jug. If opened, it contains a watery, bone-white liquid with a dusty scent and taste. When drunk, it gives its imbiber increased abilities, as if they possessed years' more experience and abilities than they ordinarily do, for any task. These effects last no more than a couple of minutes, however.

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

139) Pegasus Club - Dual Alcoves: Less an actual room, more an oval widening of the northwest-trending passage that doglegs beyond areas 113 and 136 to here, then continues on to areas 141 and 142, where two large, semi-circular alcoves have been placed opposite one another in the corridor walls. Like the through-passage, the alcoves are 7 ft high (2.1 m), although each alcove has a hemispherical domed ceiling, so this represents just the maximum height in both. In the northeastern alcove are many scratches and claw-marks on the lower half of the rounded wall. On the back of the southwestern alcove's wall is a mounted deer head, in the neck of which (only accessible if the head is removed from the wall first) is a brown cloth bag, containing a handful or two of old Gnome gold, electrum, silver and copper coins, three tiger's eye gemstones, and a small silver cup studded with tiny emeralds. By the back wall of the northeast alcove, on the floor, is an invisible, locked, cedar trunk. A thick sheet of brown leather inside conceals around 20,000 Pegasus Club copper-look tokens (see area 133 for details; while looking like coins, they are actually worthless alloy). Linger here to search for more than a few moments will attract the attention of one or both ghostly, at most semi-transparent, highly intelligent, green, Giant Clouds that lurk around these Alcoves. Able to appear, vanish, change size, shape or become invisible as they wish, they can also cause minor harm when provoked, and one may attach itself invisibly to a single character here, staying with them for perhaps a day or two, until they have participated in some unusual act or important event, or until the Cloud decides to leave and return here. At one critical moment, the Cloud may choose to intervene to benefit the chosen character in any way it wishes (this is purely the GM's option for when and what may happen). This might be to prevent the person from doing something morally arguable, or causing them not to spot something that might have proven harmful had it been noticed, as much as aiding them in accomplishing one of the character's personal goals, however. The Cloud always acts on its own (i.e. the GM's) judgement, albeit typically in a way to make the event more memorable or significant too - the character might be given a moment of precognition illustrating the point, for instance. Once it has so acted, the Cloud returns here. In many cases, the person involved may never realise they had encountered the Cloud at all, even if it was visible at some stage.

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

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

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