

Dendorlig Hall - Khy Row

167) Khy Row - The Plaza: "Khy Row" is the old name for the more upmarket district of Dendorlig Hall, which few may now recall. Originally referring only to the mansion-style properties of the well-to-do along the marble-chequerboard way here (areas 175-186), it eventually became the general name for all the places immediately adjoining too, comprising areas 167-190. Three open routes connect here, along with the narrow, low, secret way southwest to the passage between areas 160, 166 and, ultimately, 69. The secret entrance, on the Plaza's southwestern wall near the west corner, is only 3 ft high (1 m; the secret passage is 4 ft high, 1.2 m), and is especially difficult to locate. The ceiling over the Plaza is around 18 ft high (5.5 m), and two broad passageways, each 8 ft high (2.4 m), lead out, one going a short way southeast (ending with doors on both side walls, to areas 166, 160 and 110 to the southwest, area 69 to the northeast), the other a longer way northeast, with doorways off it to areas 175-180 and 182-186, and along an open, southeastern branch route, to area 70. The third opening passes through a narrow, vine-scroll-decorated, 5 ft high (1.5 m), square-topped archway to area 168 and beyond, along another 8 ft high passageway. The floor in the Plaza, and along both the broad, open passages off it, is paved with a chequerboard design in black and white marble, the tiles each about 6 inches (15 cm) square. Near the northwestern low arch exit is a mahogany crate, fastened by a locked padlock. Inside the crate, individually wrapped in blue leather, are a pair of reading/close-work spectacles, a bottle with a pint of lamp oil, a corncob pipe, and a magical ring that when rubbed, will summon a Genie to do the wearer's bidding. Further along the northwestern wall, towards the open northeastern passage entrance, is a 3 ft tall walnut candelabrum, with no candles in it. Ghostly humanoid forms, up to eight in number, and of roughly Gnome size, may be seen in here, or the open areas and passages connecting with it, as far as areas 70 (but not into that area), 169, 171 (though not beyond the broad open archway out of its northeastern wall) and 174. They will not pass into areas through closed doors, however. Persistent presence in these places, searching, or similar activities, may cause them to materialise as undead Wights, as the GM may desire. There is an unseen and unsuspected magical teleportation net woven into the fabric of the floor here, allowing instant transport to or from the Market Place (area 22), but only if operated by a trained magic-user knowledgeable in the system's operation. For anyone else, even identifying there may be something unusually magical present here will be a difficult, and time-consuming, task. See the "Dendorlig Hall - Internal Transportation" notes earlier for more details.

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

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

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

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

latter contains a spell scroll that allows one willing creature to be put into a suspended state that feigns death, although the person so-affected retains their abilities to hear, smell and be aware of what is happening around them. They take only minimal damage from external sources while in this state, which lasts variably for between 40 to 60 minutes. The area echoes any sounds made in here very hollowly and persistently.

172) Khy Row - The Old Curiosity Shop: The short, dead-end passage northwest off the northwestern side of the Pleasure Gardens (171) has two doors along it. This shop is behind the first of those, on the left-hand wall when leaving area 171 (to the southwest). The door is 5 ft high (1.5 m), and made of metal. It is magically locked so that only a Gnome can open it, although such a person would need no key or command word to do so. For anyone else, it is unopenable, albeit there are clear signs failed attempts have been made to force it previously. Within is a square room with a 9 ft high ceiling (2.7 m), suspended from which, a little way inside and facing the doorway, is a sign painted on both sides in the manner of that in the Old Bazaar (170), hanging from identical-style iron chains. The Gnomish characters on it read, "Curiosities - Gifts - Novelties", and the place's original layout seems to have been essentially the same as in the Old Bazaar too, with ceiling fittings for hanging lamps and curtains that separated the whole into smaller, temporary "rooms". Again, at one time, such small stalls would have spilled along the passage outside and into the western angle of the Pleasure Gardens, mingling with those from the Bazaar. Around a dozen small, folding, walnut tables, are leaning in a stack against the southeastern wall some way inside the doorway, above which is a remarkable wall painting of an impressive reddened sunset (or sunrise) over a savannah landscape. This painted scene stretches along some 12 ft (3.7 m) of the central part of this wall, between 2 and 6 ft above the floor (60 cm to 1.8 m). There are four equidistantly-spaced, vertical lines of bronze hooks along the northwestern wall, perhaps as if they once helped hold hangings in place against the wall to create more fixed, cloth-walled, booths. The surviving ceiling fittings certainly suggest this could have been the case. Across the same area of wall here as that with the sunrise/set painting opposite, is another painting by the same artist, apparently, of a tropical beach seascape. It seems to have been painted before the vertical rows of hooks were added to this wall. Scattered in various places are: A bottle of yellow hair dye; A bottle of red cloth dye; A magical, carved wooden club, whose tip has been made into an unusual dog-like head (for those familiar, this is the head of a Snap Hound, a magical faerie creature somewhat like the Blink Dog of D&D, able to teleport relatively short distances at will, Nibirum's commonly having white coats, with blue eyes, red snouts, ear and tail tips; stroking the dog's head on the club and speaking the command word will summon a Snap Hound up to six times a day - or up to six Hounds once a day, if required - who will do the club-owner's bidding, so far as they are able, for up to ten minutes, after which they will vanish); A crocodile-hide whip; The neck of a narrow, broken, glass vessel, possibly an alchemical flask or a test-tube from its shape; A small rosewood box that rattles when shaken (a hard-to-find hidden compartment in it contains a single ancient Gnome gold coin); An empty green leather satchel; and A staff made from a curious pale blue wood (it has not been dyed or painted, and is a magical artefact, able to cure ailments when its tip is touched to the affected creature - it works only on diseases, physical and mental-health long-term conditions, including magically-induced ones; it has 21 charges, and requires one charge to cure each ordinary disease or condition, two charges to work against magically-induced ailments).

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

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

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

176) Khy Row - Mansion 2: Mansion 1 (175) has some notes that are equally applicable here too, regarding the size and nature of this property, which is that northeast beyond Mansion 1, past the open passageway that runs northwest from area 70. The magically-locked, 6 ft high front door (1.8 m) here has its

knocker in the shape of a horseshoe with its open end uppermost, where it hinges to the door. It is made of an unidentifiable grey metal, which feels unpleasantly clammy to the touch. The door handle is of similar metal, as are all the interior door handles. Wooden panels separate the internal rooms on all levels. Inside the front door is a small entrance hall, with wooden stairs leading up by its northwestern wall, in the north corner, and a small cupboard beneath the stairs. There are two other rooms on this level, towards the southeast, a kitchen with a sink and a cooking range by its back, southeastern, wall, in the southern corner, and an empty room northeast of this. In the cupboard under the stairs is a mahogany trunk, empty except for a vial of insect repellent. In the kitchen cupboards are a few desiccated scraps of what were once edible dried fruits, and a single bent fork. There are two rooms on the floor above, a long one all down the southeastern wall, and another in the western corner. The stairs spiral on above themselves in the north corner. The long room is empty, but the smaller one has an oakwood cupboard on its northwestern wall, with a wooden box inside containing a series of long-dried-out artists' paints and pigments, paintbrushes, small sponges and cloths. A couple of old, frame-stretched, prepared but unused, artists' canvasses, are propped-up against the southwest wall; their total surface area is roughly five square feet (0.5 square metres). The next floor above has four rooms, and the stairs continuing up. One room in the west corner has a toilet and shower, with a sink, while the other three are largely empty, though that in the eastern corner has an old bronze bowl and a small crucible lying on the floor. The highest floor above this one has a similar layout to that just below it. In the shower room here though, there is an old, dried-up and cracked bar of grey soap on the sink's edge, while the south corner room has an empty maple-wood barrel in it, and the east corner room has an old green leather satchel in one corner.

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

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

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

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

181) Khy Row - Grand Emporium's Office: A narrow, rectangular room in, and extending southeast from, the east corner of the Emporium itself (180), accessed through a broad, 5 ft high (1.5 m) panelled, wooden door, on the Emporium side of which is painted in golden Gnomish runes, the word "Office". Another of the high-backed oak chairs, like those in the Emporium, is in here, together with more of the same birchwood shelves and cupboards as found there too, and a rectangular oak table. In the south corner, at the far end of the room from the door, is a low, square, solid, stone-block bench with a 2 ft diameter (60 cm), circular, plain metal cover on its top, which is held in place by a stout metal bar. This round cover, while quite heavy, can be easily lifted away once the bar has been removed. Beneath it is a circular-topped, cylindrical pool of a murky, slightly silvery liquid. The pool is about 3 ft deep (1 m). Any magical item immersed in the liquid becomes disenchanting immediately, though it comes out of the pool quite dry, and the liquid appears to have no effect on living flesh or other non-magical objects or substances placed in it. The pool was once used to remove unwanted magic from objects that were to be sold in the Emporium, such as cursed objects. The liquid retains this property only so long as it is still within this stone pool container. In the closed cupboard nearest the pool on the southeastern wall are: A bronze metal-file and an iron pick-head (top shelf); An adamantite-bladed short sword with a red leather handgrip (non-magical, but always naturally very sharp), a snakeskin sling, and a single, black, iron crossbow bolt (next shelf down); Two more empty shelves; Two bastard swords, both magical (lowest shelf). The pair of bastard swords are cursed weapons. One radiates magic, and works well against practice targets, although once in actual combat, it routinely hits an opponent less often, and does less damage, than it should ordinarily. Irritatingly, it will teleport into its owner's hand, no matter what their separation, knocking away any other weapon there, forcing itself to be used in all such circumstances. The other - which appears to be identical to the first, including its magical aura - provides a magical bonus to hit opponents and damage them, though it cannot be loosed from its owner's grip in combat until either their opponent or the wielder is killed. This second sword cannot be disposed-of, and again will teleport from any distance into its owner's hand whenever they are in combat, knocking away any alternative weapon the owner tries to use.

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

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

it is rather abstractly sketchy, the work has clearly been most skilfully done. The final level over this one has much the same layout as the third level - three rooms and a short passageway off the landing between the north and east corner rooms, with the eastern room having toilet and washing facilities much like those on level four. There are no designs in the wood panelling here though, and the ceiling heights are 7 ft.

184) Khy Row - Mansion 7: Having a general internal layout like the other Mansions on this side of the Row (see Mansion 9, 182, for further notes), this is the central Mansion of the five here. Its front door is opposite that to Mansion 3 (177). Its metal door knocker on the magically-locked entrance has a cast impression of a blazing torch on it, while the crystal of the round door handle reflects any light like the lens of a bull's-eye lantern, thanks to its highly reflective rear surface. The property's interior is fitted with black wood panelling throughout, and every room has at least one black, iron wall sconce to hold a torch or a candelabrum, although all these are currently empty. The whole place seems very gloomy, and it is often hard to be sure if something could be lurking in the darkness, where it is often impossible to be sure what is panelling, or shadow, or perhaps something else entirely. Steep, narrow, black wooden stairs rise immediately to the right inside the entrance (northeast), and spiral around in a square form from the eastern corner to all four higher floors. The entrance hallway is narrow too, to the left of the stairs, and there are two doors off it, one to the left of the front door in the wall towards the southwest, the other on the wall opposite, below the stairs. The ceiling height here, and on all subsequent floors above, is 8 ft (2.4 m). The left doorway leads into a square room in the south corner of the building, with another door on its northwest wall into a second square chamber in the west corner. The north corner square room off the door below the stairs, has the fittings of a kitchen in it, including a cooking range and sink, though the latter has no running water currently. At the short stair landing on the next floor up (near the southeastern outer wall), there is a single door in the wall to the right when going up the stairs (so to the southwest), into a square room in the structure's south corner. This has a second door on its northwestern wall into a long, rectangular room that runs the width of the building to the northeast; there is a fireplace on its shorter northeastern end wall. Above this level, a narrow landing runs around the stairwell, with three narrow doors off it, two to the northwest, one to the southwest close to the southeastern outer wall. This south corner room contains a shower, toilet and sink, again with no running water. The other two landing doors lead into squarish rooms that have windows overlooking the open space of the Pleasure Gardens (171) below. Floors four and five above this have identical room layouts to this (except there is no shower-room on floor four, just a squarish, empty room there). The sole oddity is that on the floor of the north corner room on the top floor is a coil of rope 22 ft long, if extended (6.7 m), into the twist of which have been inserted around 250 old Gnomish copper coins. It would take some time to extract all of these, as each is wedged tightly into place. They double the weight of the rope for anyone wishing to carry it in its present state.

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

186) Khy Row - Mansion 5: Joint first of the Khy Row Mansions when approaching from the southwestern end of the Row, with Mansion 1 (175) opposite, the magically-locked front door here has the face of a laughing Gnome on its door-knocker and its round metal handle. Inside is a square, oak-panelled room in the property's east corner, 8 ft high (2.4 m), with doors leading off to the southwest and northwest. Note that none of the internal doors here are fully shut. Through the southwestern door is another oak-panelled square room, in the building's south corner, in which is a wooden spiral staircase leading up. A swing-door on this room's northwestern wall connects into the kitchen, in the western corner, again a square floorplan room, whose northwestern wall is white-ceramic-tiled, with a sink that has no running water currently, and a cooking range, on which stands an old iron kettle. The kitchen's three remaining walls are oak-panelled. There is some damage to this panelling low down on the southwestern wall, where a couple of panels have been smashed or chewed-at and broken away, revealing a small rock fissure in the native stone behind. Both Huge Spiders and Giant Centipedes have found their way here from time to time this way, and up to a dozen of either may be encountered somewhere in this Mansion, as the GM requires; they may be battling one another, or may simply attack any apparently suitable fresh meat that wanders in. Both types of creature have venomous bites. Note too that the Spiders may not always betray their presence with webs here. The final square room on this level, in the north corner, is once more oak-panelled, and has a fireplace in its northwestern wall. Above this, painted onto the oak panelling, is a faded illustration of a quirkily-elaborate-looking surface house, surrounded by tropical greenery and flowers, with mountains in the distance behind it. The next level up in the house has a layout like the entrance floor, with four more square rooms, each here panelled with aromatic cedar, and again with 8 ft high ceilings. The wooden spiral staircase passes through the south corner room, which has doors out to the northwest and northeast. The northeastern room has a white ceramic tiled floor, northeast and southeast walls, with a shower, sink and toilet, none of which has flowing water at present. The northwestern door from the stairwell landing leads into a cedar-panelled room with fireplace on its northwestern wall, and a further door in its northeastern one. On the mantelpiece over the centre of the fireplace is a bronze bust of a similar laughing Gnome's head to that on the front door, here cast in a fully-rounded form. The northeastern door leads into a room with empty, fitted bookshelves over its northeastern and northwestern walls. Alternate shelves, beginning with the topmost in the northwest bookcase, have been painted red. At the back of the next red shelf down in this case is a small glass bottle

containing unidentified dried herbs. The floor above this one has another comparable four-room layout, including the stairwell's landing, once more of 8 ft height, except that there are no fitments in any of these rooms, and the wooden doors and panelling are again of oak, like the entrance level's. On the northwestern walls of both square rooms on that side of the building are windows overlooking the Pleasure Gardens (171), whose floor is roughly 25 ft below (7.6 m). The fourth level has three rooms, each with a 7 ft high ceiling (2.1 m), the woodwork once more of cedar. The stairwell room is square, as usual, as is the room off its northwestern side, in the property's west corner. The room off the northeastern side of the stairwell chamber runs the length of the northeastern wall in a rectangle, with a fireplace on its shorter, northwestern end-wall. In the grate lie a pair of iron fire-tongs and a bronze ash-shovel, for cleaning out the fireplace. Some scraps of old, shredded and torn clothing lie on the floor nearby, gathered and used as a Giant Centipede nest at some prior time, as there are a few old egg-case remnants among and near the clothing scraps. The uppermost floor above this is a single, open space with no wood panelling over the native stone. There are some ceiling cracks towards the southwestern wall, extending into the wall's upper part (the ceiling is 7 ft high, like that on the floor below), large enough for a Huge Spider to squeeze through, another source of access to the Mansion for them, or the Centipedes. There is nothing else in here.

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

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

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

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