

Dendorlig Hall

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

Dendorlig Village - General Notes

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

Gnome and Halfling farmlands in Dendorlig Vale, outside the Hall to its southeast, provide for most of the Hall's, and their own, needs, including Weyland's Garden, the closest and largest village settlement to the Hall, about five miles away (8 kilometres). The folk hereabouts on the surface tend to be known collectively as the Garden Gnomes as a result.

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

Dendorlig Village - Place Notes

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

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

3) Keep: A heavy-walled structure that partly blocks the inner part of the Entrance Cave (1) with the outer wall of the Entry Courtyard (2). Along with the gated Courtyard wall, this is the oldest part of the Village. The Keep has two internal levels above the Courtyard one, which latter constitutes a third, although apart from the two illustrated lift shafts, this lowest level is actually solid rock. These levels have the same footprint as that mapped, although they are not otherwise illustrated. There is a further Watch Tower level some way further above the higher of these, which only the Cavern Passages (4) lift shaft reaches, a well-concealed lookout post beneath a hilltop, and is designed to be blocked quickly, or even completely collapsed, without damaging the rest of the Keep's structure, should the need arise. The level above the Courtyard has a series of narrow, horizontal viewing slits, protected by internal metal shutters, looking out over the Courtyard area and into the Entrance Cave. Missile weapons can be shot through these ports, with lockers containing suitable equipment and ammunition on this level. There are also flushing toilets and piped water facilities available here, together with the magical-mechanical controls to operate and lock the double portcullis between the Entry Courtyard and the Market Place (22). A further set of such controls is in area 12. The next level up in the Keep has several larger horizontal shooting and viewing ports, and three heavy, ballista-style magical missile weapons, with ammunition lockers, which have greater power and range than the hand bows elsewhere, but these cannot be depressed to shoot at nearby surface targets, only those further away in the Cave, or at certain angles beyond it. The Watch Tower at above-ground-level has a further such ballista. There are guards on duty at all times in the first above Courtyard level in the Keep, and in the Watch Tower. Each level (including the solid rock lowest level) is about 10 ft (3 m) high, and the two open levels are explosively trapped to collapse into themselves separately, should that be required in a dire emergency.

4) Cavern Passages: Part of the natural caves into which the Gnome complex was originally built, though unlike many of the other areas, these have been only mildly adapted to better suit the Gnomes' requirements, such as slightly altering the natural stone steps that lead up from the three-way central junction here southwest to the northeastern lift access to the Keep (3), and west to the Defended Passageway (38), the main military and Village areas of the Hall. The third passageway remains at this lower level to the Mage-Alchemists' Workshop and Quarters (5 & 6). Ceilings and walls are uneven, though the floors are more

flattened by long-term use. The floor to ceiling distance varies considerably, between about 6 to 9 ft in places (1.8 to 2.7 m). Reflectively shiny metal veins run near-vertically through the rock walls of these Passages in places, which can be unnerving to first-time visitors, thinking they keep seeing concealed enemies.

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

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

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

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

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

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

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

12) Royal Apartments Lobby: This is the entrance to the Royal Apartments. It is accessed from the broad curving passage between areas 2 and 22 using a sliding door, openable only by card-key holders. There is a crest on the outer side of the door, so no one can be in any doubt as to where it leads. There are ornate decorative flowing foliate designs around the door jambs. There are always people here, including a couple of guards, and one or more officials to check the credentials and business of any visitors. There are places here for guests to leave their outer clothing, armour and all weapons securely, before being allowed to proceed further into the Royal Chambers, including aromatic cedar storage racks and cupboards along the southeast wall. A suit of golden splint mail hangs from one of the armour racks already. A line of small gemstones is set into all four walls above door-lintel height, each spaced roughly four feet apart (1.2 m). They are not especially obvious, as the walls are all painted with flowing abstract arabesque designs, nor do they seem particularly valuable to anyone who does spot them. However, when set by one of the card-key holders authorised to do so, they form a trap which lances deadly beams of magical fiery heat across the room, hitting any living things in it. This trap can be set by someone in or just outside the room using the door panel. The beams automatically miss any authorised card-key holders in the room when the trap goes off. The double portcullis in the passage outside the door can be raised, lowered and locked shut using a separate concealed magical control panel here, again accessible only to authorised key-card holders. An arched opening to the southwest leads into the Great Hall (13). The ceiling is 9 ft high (2.7 m).

13) Great Hall: A long mahogany table with padded chairs on either side of it is placed towards the southeast wall. At each end is a larger, granite, high-backed seat, again comfortably padded, that to the southwest, bearing the royal emblems of the King's seat, fitted with golden fabric, while that to the northeast is for the most high-ranked or honoured guest (which can also be left empty for occasions when that person is dead, or has been prevented from attending for some vital reason), padded with rich scarlet fabric. Magical lamps hang from the ceiling, and the Hall is warmed by unseen underfloor magics. Feasts and entertainments are held here, and at other times, the King sits here with his advisors to discuss matters of import, make rulings and judgements, when the furniture may be moved or adjusted accordingly. The walls are hung with magnificent scenic tapestries of the Mount Dendorlig region and its wildlife, which can also be moved to conceal the three entrances from the Lobby (12), Guest Quarters (14-15) and Royal Chamber (16). The doors to the Guest Quarters and Royal Chambers are clearly marked as such with runic Gnome script, and are painted with illustrative decorations too. The Hall's ceiling is lightly barrel-vaulted, 12 ft above the floor at most (3.5 m), and is decorated with a large central circle of all of Nibirum's visible night sky as seen from this region, the brighter stars picked-out with appropriately coloured gemstones. The whole design can be magically illuminated when the Hall's other lights are dimmed, to appear almost like the

actual night sky, if the entire sky could really be viewed like this at any one time. On the middle of the southeast wall, directly opposite the door to the Royal Chamber, is mounted a large, ancient, battered bronze shield of archaic dipylon form, an heirloom said to date from the reign and ownership of King Dendorlig I. It has a mildly magical aura, though no definably-obvious magical properties.

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

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

16) King's Chamber: The broad, curved, 10 ft high (3 m), "passage" leading to the main rectangular room beyond the door on the northwest wall of the Great Hall (13), is also part of the Chamber, containing washing and toilet facilities, along with storage cupboards, wardrobes, seats and a couple of small tables. The whole is richly-appointed, with wall-hanging tapestries throughout, which chiefly highlight some of the more magical, possibly in some cases imaginary, creatures of the region. The main Chamber itself has a bed, more storage cabinets, tables, seats and other, more personal, features, appropriate to the King and his consort, and has a heavy curtain that can be used to close the open entryway. Near the south corner of the southwestern wall, behind the tapestries, is a concealed wall panel, behind which is an oak strongbox with a locked padlock. The strongbox must be slid out on its unseen basal rollers to allow it to be opened. Unless the hidden button above the inside opening of the wall panel is pressed first, sliding it out activates a powerful scything blade trap, which swings out from the adjoining southeastern wall, striking whoever is in the way at, or by, the front of the box, around 2 ft (0.6 m) above the floor. In the strongbox are a number of high-quality cut gemstones, a rare crystal bottle of very old, high-quality, wine, and what seems to be an ordinary woodcutter's one-handed hatchet. The hatchet is actually a magical axe able to cut through 3 ft of wood (0.9 m), such as a tree trunk, with a single swing, which is equally effective when wielded against a huge creature, such as a giant. It is known as Swatpold's Axe. The ceiling in the main Chamber is around 12 ft high (3.5 m). A card-key access doorway on the southwest wall opens into a passageway leading to the Water Temple's main chamber (17).

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

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

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

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

- 21) Inner Treasury:** A much smaller, plain, chamber to the adjoining Treasury (20), to which it is connected by a short, narrow passageway from the southeast, that ends in an apparently solid stone wall, an illusion which is permanently visible from both sides (so in here and the main Treasury room). Pinewood racks hold three magical suits of mail armour, complete with helms and shields, all Gnome-sized, and three magical weapons, again Gnome-proportioned: a great axe, a broadsword and a spear. Each piece has oak-leaf decoration on it, often in a variety of places and forms.
- 22) Market Place:** A grand, high, mostly natural, cavern containing Dendorlig Village. The central area is open and used for many purposes, including, at different times, storage or workshop space, community events and entertainments, and as a regular market place, where visitors come from outside in Dendorlig Vale - and occasionally even beyond - to buy and sell goods, including those made by the local artisans. Broad passageways lead out east to the Entry Courtyard (2) with its double portcullis, northeast to the Duty Barracks (11) by a stout, 5 ft high (1.5 m) door, and southwest around a right-angle bend to the Water Temple (17). A smaller, natural, passage off the western corner leads to the Volatile Stores (31). Often busy and quite noisy, with at least a few folks around somewhere at almost any time of day. The irregular cavern roof is up to 20 ft above the floor in places (6 m).
- 23) Baker:** Together with the other smaller properties in the Market Place cavern (22), this is a stone-built structure which reaches up to - indeed is then built into - the cavern's roof, containing a shop or workshop at ground level (sometimes extending into the floor above as well), with the family's living quarters on the upper levels. Each property is fitted with piped water and flushing toilet facilities, and those that require them have concealed surface exits for any flues. In this building, there are flues from the baking ovens on the ground floor, for instance. Access to the upper floors in these properties varies by personal taste and/or available space. Ladders set on, or cut into, a wall, staircases (often of spiral form), or a magical elevator platform are all possibilities. At the Baker's, wall ladders are the preferred option. Windows open on various sides of each property, again according to taste and needs, below the cavern roof levels. None of these features are shown on the map, primarily for space reasons, and the mapped cavern illustrates simply the ground-floor level across the area, with the main entry doorway to each house. The Baker's family name is Houndell, and aside from the shop counter, which is often set up outside the main door, particularly when an event is happening in the Market Place, the ground level is dominated by the main ovens on the southeast wall, paraphernalia racks and tables, plus a pair of large mixing cauldrons by the northeast and southwest walls respectively. Notable cooked items are their full-meal pasties, with sweet at one end, savoury the other, and cock's-comb loaves (long bread loaves with a carrying handle crust along the top, shaped like a cockerel's comb). The building is in the eastern corner of the cavern, ideally sited to take advantage of passing trade and travellers to and from the outside.
- 24) Scribe:** The Baker's shop (23) has notes on the general features for all the Market Place properties. The Scribe is at the northeast end of a short terrace of three buildings. A ladder by the interior south wall corner leads to the upper floors. Most of the work undertaken here is of an official nature, although private commissions for documents and signs can be arranged too. Writing materials are also available here, although the fancier items - such as coloured inks, gold leaf or high-quality slunk vellum - are all more expensive than could be found elsewhere, given they are much harder to come-by in these parts. The northeast wall has a beautifully drawn and calligraphed (in Gnomish rune characters, naturally) map of the Mount Dendorlig area, displayed in a crystal frame, an ideal advert for its creators, the Gimera family, who run the business. An iron trunk below a concealed floor panel holds a very specialist bottle of magical invisible ink and a golden-topaz-nibbed pen. Anything written or drawn with this ink using the pen, and with the correct ceremonies, can be charmed to appear only under whatever specific circumstances the scribe stipulates when creating it. In one of the cabinets, among numerous papers and scrolls, are two scrolls containing magical spells which only the head of the family knows about and can use, passed down from one generation to the next. In a locked iron chest on one of the upper floors is another family heirloom, a magical flamberge broadsword which can be commanded to burst into flames when wielded in combat.
- 25) Feed & Seeds:** The middle property of the southeastern short terrace in the Market Place cavern (22) provides agricultural supplies, including animal fodder for the stabled animals here (33) and seeds for growing plants under artificial light below ground, or more usually out in the fields and gardens of the Vale beyond. Stocks of seeds held here are very limited, as most are maintained in family properties scattered among the villages of the Vale. The family name is Dofany, well-known to farmers and gardeners of the region. A spiral staircase leads to the family apartments above from the eastern corner.
- 26) Glassblower:** Southernmost of the short, three-property terrace in the Market Place cavern (22), the owner's family name here is Agate, and they have a glassblowing furnace on the ground floor against the back (southeast) wall, inside which wall the flue runs to its concealed exit on the hillside far above. They are known for making chiefly smaller items of glassware, if often intricately detailed, with glass colours and patterning that others less-skilled elsewhere would find impossible to duplicate. The area beside and behind the property is often blocked by piles of sand and coal, raw materials for the business. Access to the upper family floors is by a ladder set into the southwest wall.
- 27) Weapon Maker:** A square-plan building in the southern corner of the Market Place cavern (22), alongside the public accessway to the Water Temple (17). The furnace is in the south corner of the ground floor, while the staircase up to the family apartments starts just north of the doorway, in the opposite corner. Coal fuel piles behind and beside the property are shared with the Glassblower (26), although the metal and wood materials for weapon creation are kept in metal storage bins and lockers indoors. Spears, axes and hammers are particular specialities, all popular Gnome weapons locally, and although swords can be well-repaired and sharpened here, the owners (family name of Woodchair) prefer to make smaller blades for dagger-sized weapons instead, having less confidence in manufacturing full-sized swords. A lathe for turning the wooden hafts and handles is by the northeast wall, below the staircase. For decoration, copper, coloured enamelling inlays and white opal gemstones are preferred, when requested by patrons.
- 28) The Pipe & Slippers Tavern:** Run by Brewster Corncob and family, this is a pleasant, comfortable tavern, always welcoming to locals and polite visitors alike, with a decent selection of local ales and spirits available, together with simple, nourishing, home-cooked food. Toilets are towards the northwest end of the main common-room downstairs, with stairs to the upper floors by the south corner, behind the bar. A couple of rooms are available for hire, including to accommodate weary travellers, on the next floor up, with the family's rooms beginning on the floor above that. There is wooden furniture made of aromatic cedar wood to be found throughout.
- 29) Tailor:** Good-quality clothing from a range of locally-made textiles is available, both made-to-measure and off-the-peg (the latter in a range of Gnome-related sizes only), and in fairly current styles, produced by the Rosecream family. Stairs up in the southern corner lead to the fitting rooms on the next floor up, and continue beyond there to the private floors with the family's rooms higher up. Oak cupboards and panelling are very much in evidence. A locked rosewood cupboard on the fitting rooms' level has the face of a cyclops carved in low relief across its double doors. Inside it are patterns and materials for creating magically protective robes. A secret compartment contains an oak box of magical arrows that will catch fire when shot from a bow, on command.
- 30) Armourer:** The furnace is in the south corner of this westernmost property in the Market Place cavern (22), with its fuel supply of coal stored partly inside, partly heaped behind the building. The flue leads up through the walls to the usual concealed surface exit far above. Most of the activity here involves repairing armour, although new sets can be made too, and a variety of Gnome-sized helmets and shields are available to buy immediately. A metal spiral staircase leads up in the north corner to the family's quarters above. The family name is Wood.

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

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

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

34) Delarge General Store: A variety of general dry goods not available elsewhere in the Village can be obtained from the Delarge family here, including things such as sacks, ropes, boxes, chests, pots, pans, beds and bedding, lamps, stools, chairs, small tables and a host of other small items. A large maple-wood candelabrum is suspended from the middle ceiling in the main ground floor room, providing light, while a two-foot diameter (0.6 m) ball of brown string forms a central feature behind the counter, along with a large, elaborately decorated, glass bottle of perfume. A staircase leads up in the east corner to storerooms on the next two levels up, followed by the family's rooms on the levels higher still.

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

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

37) Defended Passageway: This is the southwestern entryway to the military compound section of Dendorlig Village, directly behind the defended entrance from outside, of the Keep (3) and Entry Courtyard (2) and the ancillary military areas 7 to 11. The compound comprises areas 37 to 49. The southwestern end of this Passageway has a card-key sliding-door access into the Stables (33) and thence the Market Place cavern (22). Moving northeast along the Passageway towards the Muster Courtyard (39), passes by two concealed shooting ports, one on either side of the passage, and then an iron portcullis grating which can be raised or lowered from the 8 ft high (2.4 m) ceiling as required. A 5 ft high (1.5 m) doorway to each side of the passage after this provides access to two side chambers, where shooters and defenders able to operate the portcullis would be located (the portcullis can be raised or lowered only from the southeastern chamber). There are always two duty guards on the Passageway side of these doors, although most of the time, both side chambers are simply used as extra dry storage space for weapons, ammunition and foodstuffs, here including more supplies for the animals in the Stables, as well as weapons and spare tack for use by the pony and giant hare cavalry. By the northwestern wall in the northwest side chamber is also an unused grindstone for making flour, and a spare mixing cauldron. Smaller, non-food items are stored in cedar racks and chests in both chambers, as appropriate, and the chambers are sometimes referred to as "armouries", or collectively - and quite confusingly, given there are four such rooms (see 38 below) - as "THE armoury". The side chamber doors into the Passageway can be trapped from inside their respective chamber, such that if either door is then opened or broken-in (trigger-points are the latches and hinges, should any one not be in its correct "closed" position), a cloud of red gas spills down from concealed ports in the Passageway ceiling, quickly filling the whole Passageway and all adjoining areas that do not have closed doorways. The gas causes those inhaling it to suffer substantial memory loss for about four hours.

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

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

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

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

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

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

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

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

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

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

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

49) Cell: As Cell 48, except there are no sacks of meal here. Instead, there is a granite bench-top propped by the northeastern wall, an empty brazier and a two-foot (0.6 m) length of chain in the middle of the floor.