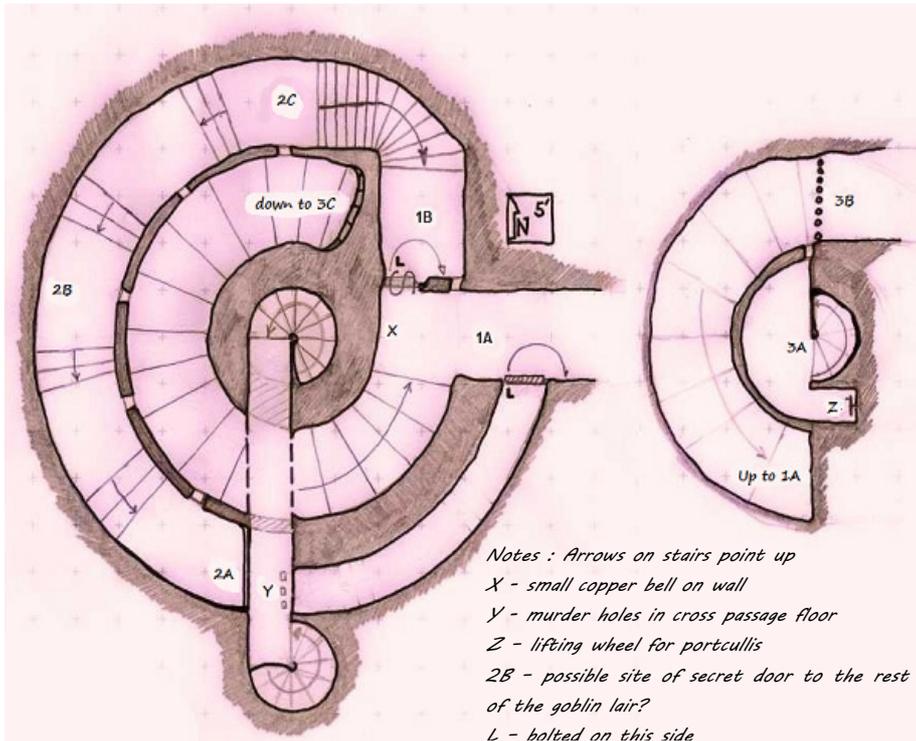


Architectural Curiosities within Pozodroni's Para-dimensional Labyrinth: Number 7 – The Western Stairs connecting Levels 1 and 2



Notes : Arrows on stairs point up
X - small copper bell on wall
Y - murder holes in cross passage floor
Z - lifting wheel for portcullis
2B - possible site of secret door to the rest of the goblin lair?
L - bolted on this side

The blue furred goblins, being rightly terrified of the fey haunted corridors on the second level, have commissioned some not insignificant defenses to prevent unfettered use of this connecting stairwell.

The author notes that negotiations with said goblins may elicit (for a price) unhindered passage down the main spiral stair, but no circumstances will persuade them to raise the cold iron portcullis (3B) again for a returning visitor, whether they have been paid for such a service or not. Travelers must look elsewhere for their egress...

Whilst cosmetic adornments of the humid green limestone structures are few even the casual observer on arriving from the eastern corridor will note a small polished copper bell (1Ax) used to summon the goblin guard nominally observing the main corridor from 1B via the window slit. Both the northern secret door (also limestone & thus heavy despite being on rollers) & the southern wood & bronze door are bolted on the far sides.

Negotiations are usually conducted then through this small window, arched in the gothic style, to the East of the hidden door. Assuming a price is agreed travelers may

descend the main stair well noting as they do the multiple (5) arrow slits set 10' up in the western wall & covering the stairs along the first 50' or so of their descent. After which for a further 50' or more the passage is uniformly barren of additional features as it spirals downwards save the occasional goblin graffiti or protective charm vs. fey. Passage height is typically 15' at the apex of a rough vaulted arch.

The casual visitor will in no circumstance be invited by the goblins into the communal areas 2A to 2C etc. Again 15' in height, but here squared off rather than vaulted. Several goblins will be camped at all times attending the light crossbows they prefer to use on trespassers & spending much of their energy sharpening the wickedly barbed iron quarrels. These are then stored in crates beside the firing positions along with long flexible spears used 2 handed where space permits....

Various bedrolls, water buckets & chamber pots (not mutually exclusive) haphazardly adorn this semi-circular gallery (2) which parallels for a half turn the course of the main stair well enabling a good field of fire from above and onto the main descending stairs. Typically one goblin will fire a crossbow whilst another loads,

though arguments as to who gets to shoot are not infrequent.

Serious students of military fortifications should note that the geometry of this chamber undergoes a curious convulsion at the point 2A. Here, where a 5' wide passage running SW from the wooden door near (1A) passes under a short gallery 10' above – open to the chamber below on the western side. This gallery (5' wide & 10' long) in turn connects by means of short 5' high passage lengths a small spiral staircase to the south with a much longer narrow central spiral stair that descends all the way down (circa 100') to the observation chamber 3A - where two goblins are stationed at all times. This discrete (in all senses of the word) smaller central spiral stair thus runs parallel to the principle one between the levels.

At point 2A therefore it is possible for the goblins to mount a spirited defense should the wooden door (1A) be breached. Up to three spear wielding goblins can stand side by side here, two in the 10' wide semi-circular chamber (2) and one to their right in the short 5' long passage which runs due south to the foot of the spiral stairs. Further, one or more additional goblins can be jabbing spears through the murder holes (y) positioned in the floor of the gallery/passage above onto the heads of would be attackers.

Finally returning our attention once more to the confines of chamber 3A a 100' below, the goblins here are on perpetual look out for fey activity via the single narrow window to the north. It takes both of them to turn the wheel (at z) to lift the portcullis – although it can be dropped again in an instant by removing a retaining bar from the lifting mechanism here – which also locks the grill in place until replaced. If threatened this they will do prior to fleeing back up the narrow central stairs to the relative safety of chamber 2 carrying the retaining bar with them.

Your Scribe:

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