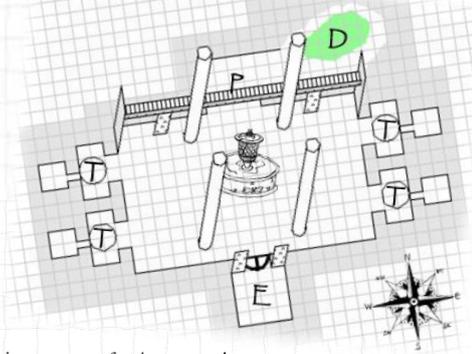


Essidel's Stronghold

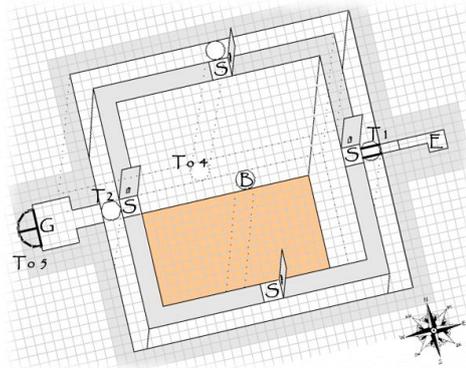
Set in the far northeastern parts of the dwarven kingdom of Derl, this immense structure serves as a safe haven and entertainment facility to the eccentric mage Essidel. It was built by the mage's late grandfather, Mallan, by carving tons of stone by arcane means. The protective contraptions scattered throughout the dungeon are all powered by a raw magic vein (†). Intruders are expected to breach the dungeon through area 1, using a weak point in the cubical force field that envelops most of the location. A mysterious fog in areas 1, 2, 3 denies the heroes any teleportation spells they might want to use.



bottom of the pool.

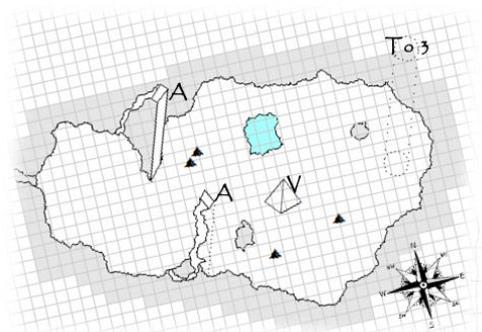
circles T randomly, this one will lead to area 2. All the others lead to small hidden rooms behind a corresponding teleport, which contain a poisoned blade trap, a compacting room trap and a summoning trap.

Area 2. This room was meant by Mallan to kill the intruders if they sneak past / defeat the dragon at 1. It features all kinds of nasty traps. Essidel may eavesdrop magically and even comment on heroes' progress by casting his voice here. A magically warded secret door leading to exit is placed just beside the entrance E so that the inhabitants don't risk springing any traps themselves. Just a few steps down the corridor spring a prismatic spray trap. The room should be filled with traps by the GM. Each of the three rooms B C D contains a part of riddle solution: prepare three scraps of paper, one with a snake, second with a nail and the third with a door (make it so that the door lands near the snake's tail). Align first and second and place third's upper left corner on the top of the nail to give the players a clue where the exit is.



teleported from Area 2 to E. Lava is illusory. GM should try to lure the PCs to switches S. The location is being observed by an eye tyrant that appears on spot B when PCs are best placed from the monster's perspective. Teleports T1, T2 at the bottom of the pit transport harmlessly to spots T2, T1. Exit E at the bottom leads to area 4. The gate G cannot be opened without a proper key or deactivating the magic vein.

Area 3. A huge lava pit – characters



Area 4. This cave contains a large crystal that hosts a raw magic vein V. It is a place of cult to duergar citizens of the underground town Ulier. A stone golem activates when anyone touches the vein. The place is also always crowded with the faithful dwarves, two of which happen to be elite archers (one per each platform A). Destroying the vein removes all of the stronghold's magical defenses, including the gate in 3 (and greatly outrages Essidel).

Area 5. This is where Essidel spends most of his time. The habitat H in the west comprises a study room, a bedroom, a library and lavatory. One has to fly over the lava pit (real) to get to the west side.

