

THE SEVEN-PILLARED HALL

The Seven-Pillared Hall, a mighty chamber, was once the market square and meeting place of the ancient undermountain city of Saruun Khel. In some ways, it still serves as a market and meeting place of sorts, but for a different kind of inhabitant. Today, the Mages of Saruun provide order and safety within the Hall, chiefly so that they can trade with the intelligent monster races that live within the Labyrinth and the Underdark beyond. While the mages seek to acquire goods and items important to their arcane experiments from creatures that normally don't conduct trade with the surface dwellers, the relative safety of the place has given rise to an underground market—both figuratively and literally. Primary locations throughout the Hall are described below.

1. THE ROAD OF LANTERNS

The road from the Minotaur Gate opens into the Seven-Pillared Hall at this location.

2. THE CUSTOMHOUSE

This building serves as the headquarters for the enforcers employed by the Mages of Saruun to keep order in the Seven-Pillared Hall. Brugg, an ogre, leads the enforcers. In addition to keeping the peace, collecting protection money, and acting as muscle for the mages, Brugg keeps an eye out for new arrivals who might upset the delicate balance of affairs in the Hall.

In addition, the mages allow some trade to occur in the Hall that doesn't involve them. That doesn't mean that they don't get a piece of the action, however. Brugg and one of the mage's clerks make sure to collect a 10 percent tax on any transaction for trade goods (goods bound for trade beyond the confines of Thunderspire).

The mages take turns standing watch with the enforcers, providing arcane might when called for and making sure that Brugg and his enforcers toe the line. The wizard Orontor has this duty when the adventurers arrive. He is a sour-faced, black-haired, 30-year-old human who keeps the fact hidden that he is the only one of the Mages of Saruun currently in residence in the Hall.

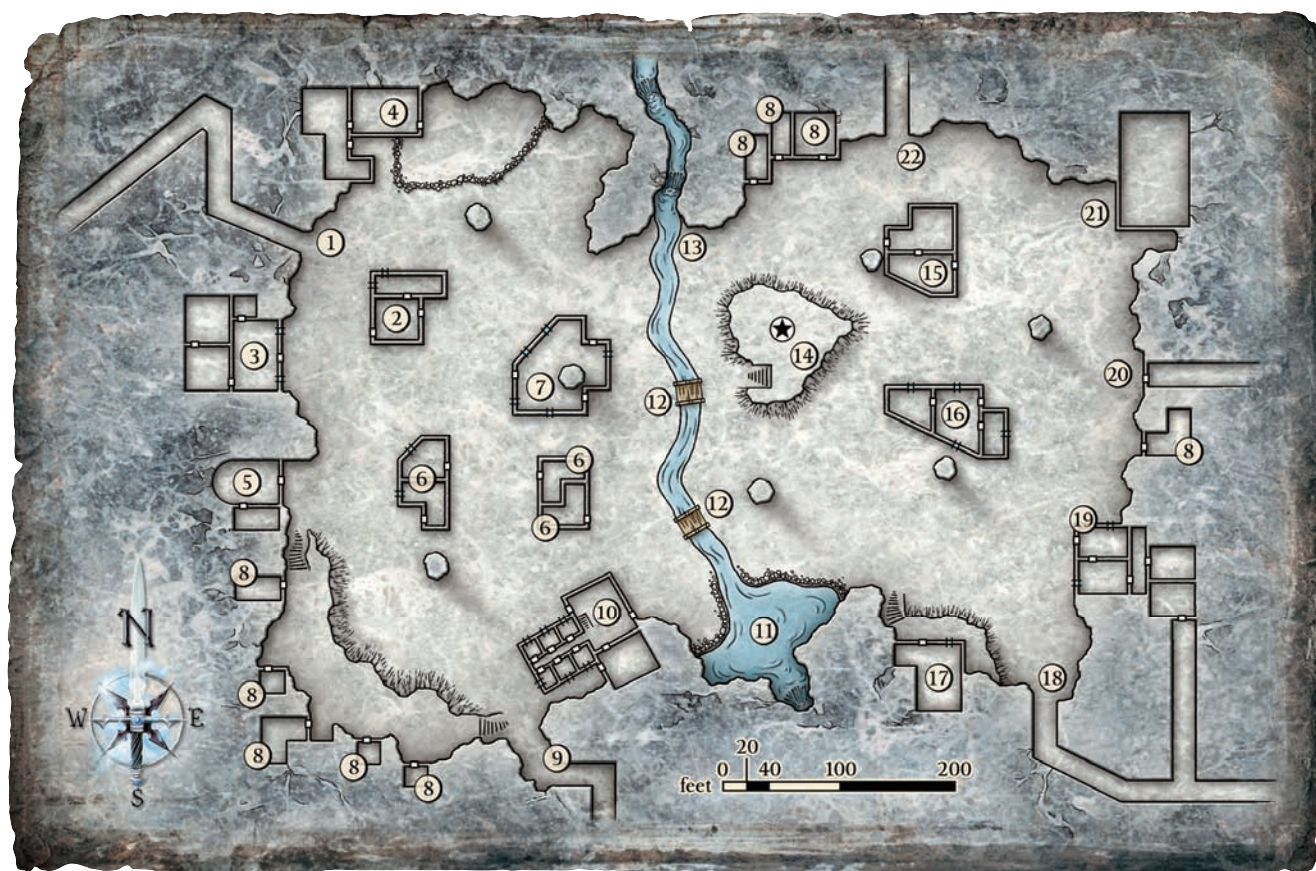
3. THE DEEPGEM COMPANY

Two large stone friezes in the shape of stern dwarf faces adorn the facade of this expertly carved series of chambers. The Deepgem Company deals in gems and precious metals, as well as fine arms and armor. The company buys gold, gemstones, and other valuables from Thunderspire's many prospectors. Deepgem caravans depart every week for Silvershield Hold, after providing a cut of their profits to the Mages of Saruun.

Ulthand Deepgem, an old dwarf cleric of Moradin and former adventurer, runs the business. He despises the duergar and avoids dealing with them except in extreme circumstances (such as when the Mages of Saruun require it). In addition to Ulthand, five other dwarves live in this outpost. The company also employs a dozen miners, several mule drivers, and other laborers, most of whom live in the Pigeonholes (see below).

4. BERSK THE WAINWRIGHT

A handful of human merchants from Nentir Vale, as well as dwarves from Hammerfast, sometimes visit the Seven-Pillared Hall with their wagons, and that means there's work for a wainwright here. Bersk Hollon is a big, muscular, foul-mouthed man who builds and repairs wagons. He also runs a small stable, renting out pack mules to the occasional customer who needs them. He charges 5 sp per day per animal. He can provide as many as three mules if the adventurers are interested. He asks for a week's



pay per animal (3 gp, 5 sp), and he wants the money in advance. If the adventurers keep the animals for a longer or shorter time, he happily settles up after the fact.

Bersk employs three stable hands, who sleep in a bunk room.

5. TEMPLE OF HIDDEN LIGHT

This small shrine dedicated to Erathis, goddess of law and civilization, has been established in the Hall. The Mages of Saruun have left the place mostly unmolested, but they do require the priest to provide a share of her tithes to them. Inhabitants of the Hall often stop by to drop a few coins in the coffers and say a prayer before setting out into the Labyrinth or beyond. The priest Phaledra tends to the shrine.

Phaledra can perform the Gentle Repose and Raise Dead rituals, and she has Discern Lies and Traveler's Feast on scrolls. She won't give them away, but if the adventurers help the people of the Hall, she offers the scrolls in exchange for an offering to the shrine (equal to twice the ritual's component cost; see the *Player's Handbook*).

6. RESIDENCES

These brick buildings house the merchants that are permanent residents of the Seven-Pillared Hall. The merchants have made fortunes as intermediaries between the Mages of Saruun and the inhabitants of the Underdark,

and these homes are finer than most of the living quarters in the Hall.

7. HOUSE AZAER

A merchant company headquartered in Fallcrest, House Azaer maintains a trading post in the Seven-Pillared Hall. It deals in surface goods, such as wine, ale, leatherwork, and woodwork, trading with the subterranean folk who come to the Seven-Pillared Hall, including the Deepgem dwarves and the Grimmerzhul duergar.

The trading post is a stout building made of stone blocks taken from the ruins of old minotaur walls. It includes living space for five clerks, four guards, and Noristo Azaer, a young member of the house. Noristo is a tiefling merchant with a sly, sardonic demeanor, and he seems to know something about everything that goes on in and around the Hall.

This particular branch of the merchant house is operated in relative secrecy—most who have dealings with the house in Fallcrest don't even suspect that the company has a permanent post in Thunderspire Mountain.

8. THE PIGEONHOLES

People who take up residence in the Seven-Pillared Hall are welcome to pick out any side chamber not in use. These cramped chambers are known as the Pigeonholes. Most of the occupants are human, halfling, or dwarf

laborers who are down on their luck and hoping to make some gold working in the Hall.

In addition to the Pigeonholes shown on the map, dozens more are situated higher on the cavern walls and scattered throughout the nearby passageways.

9. THE DEEP STAIR

This passage leads to a stairway that descends about 100 feet before meeting a well-marked tunnel that leads to the Underdark.

10. THE HALFMOON INN

This large building sits against the side of the Hall and serves as a trading post, taproom, and inn. The halflings of the Halfmoon family run the place, stocking a variety of foodstuffs and other goods obtained from Halfmoon posts in neighboring lands. Unless the adventurers decide to stay in the Pigeonholes, the Halfmoon offers the only accommodations in the Hall.

During the opening encounter, the adventurers have an opportunity to rescue Rendil Halfmoon, the nephew of Erra Halfmoon, who runs the inn and whose pleasant manner hides an iron backbone. She has built the inn into a profitable enterprise for her family.

The Mages of Saruun tolerate the presence of the halflings and more or less appreciate having an inn in the Hall. That said, Brugg and his enforcers make sure to collect money from the establishment for the mages, and the ogre keeps an eye on who is coming and going from the place as a part of his job.

Brugg enjoys causing trouble at the inn, threatening the Halfmoon family, watching patrons, and sometimes starting fights just for the fun of it. The mages have ordered the ogre not to harm any of the Halfmoons, but that doesn't stop the creature from intimidating people and throwing his considerable weight around.

11. WATERFALL

Water cascades from an opening in the southern rock wall. The gap allows rain and glacier water to form a fresh-water pool and river that runs through the Seven-Pillared Hall.

12. BRIDGES

Two stone bridges span the cold water of the river that flows through the Hall. The bridges are sturdy and 10 feet wide, broad enough to allow the passage of large carts. The bridges have high rails to help prevent mishaps.

13. CHUTE

The river flows into a large hole in the northern wall. The chute's ceiling immediately lowers to water level, and the dark waters disappear from sight. The water, after a 10-minute circuit through airless corridors, spills into one of the cisterns beneath the Seven-Pillared Hall.

14. MINOTAUR STATUE

On a stone platform in the eastern part of the Hall stands a 10-foot-wide, 30-foot-tall statue of a minotaur. The bronze form has arms outstretched in a ritualistic pose. On the floor surrounding the statue, a 20-foot-diameter circle is etched with gleaming runes.

The residents know that this is the Mages of Saruun teleportation circle that connects to their tower in the northeast corner of the Hall. The mages closely guard the ritual that allows one to use the circle, though they have no prohibition against watching the ritual performed.

15. GENDAR'S CURIOS AND RELICS

An expatriate drow with an eyepatch and a predatory grin, the rogue Gendar trades in old treasures from the Labyrinth. He is smug and greedy, having left behind the Lolth-worshipping ways of his people years ago when his family lost out in one of the interminable vendettas of drow society.

Gendar recovers some of his wares himself, but he prefers to pay others to risk life and limb in the Labyrinth. Sometimes he commissions adventurers to seek out specific treasures. Gendar is a great source of information about the ruins, but he doesn't offer anything without a price; the more exclusive the information, the higher its cost.

16. DRESKIN THE PROVISIONER

A rotund little man with a wheedling manner, Dreskin makes a living by importing foodstuffs and other supplies from Fallcrest and the surrounding community. He cheats customers as much as he can, especially those he thinks he won't see again—such as adventurers heading into the Labyrinth.

17. ROTHAR'S TAPROOM

A heap of reused rubble and crudely cut timbers has been haphazardly turned into an alehouse. The place belongs to an ill-tempered half-orc named Rothar, who runs the establishment with a loud voice and a rude expression. His patrons include tough creatures such as orcs, goblins, gnolls, and duergar, who congregate here when they come to trade in the Hall, as well as human and dwarf laborers with little disposable wealth. Those with gold or taste do their drinking at the Halfmoon Inn.

Brugg comes to the Taproom to relax and trade news with the more unpleasant residences of the Hall and the Labyrinth. When not making his rounds, on a mission for the mages, or in residence at the Customhouse, Brugg can usually be found here, drinking, conversing, or testing his strength against anyone foolish enough to accept his challenge.

18. THE ROAD OF SHADOWS

This passage is 10 feet wide and about 12 feet tall. It eventually leads to the Horned Hold, although the way is not marked.

19. GRIMMERZHUL TRADING POST

Enclosed by a rampart, the trading post of the Clan Grimmerzhul duergar appears as a fortress. The duergar trade rare ores, gemstones, liquor, poison, and alchemical reagents from the Underdark for goods from the surface that they can take back to their homeland to sell. Most of their dealings are with the Mages of Saruun and their agents, but they don't have an exclusive arrangement.

The head of the post is Kedhira, a duergar theurge. She is curt and suspicious but unusually civil and honest for a duergar. Four duergar guards are always present at the post.



20. THE DRAGON DOOR

This stone door is carved in the shape of a dragon gripping an orb in its claws. The passage beyond leads into the Labyrinth. The Chamber of Eyes lies in this direction.

21. THE TOWER OF SARUUN

This stone bastion has several window slits on its upper floor, looking out over the Hall, but no visible doors. This building serves as the headquarters of the Mages of Saruun. The wizards come and go by means of a teleportation circle at the base of the large bronze minotaur statue (see location 14 on the previous page).

22. THE SHINING ROAD

On the keystone of the dark archway above this path is a chiseled horizontal line with a vertical line beneath it. With a DC 15 Religion check, a PC can recognize the sign as that of Torog, the King That Crawls. The passage beyond leads into the Labyrinth.

PEOPLE OF THE HALL

Although many of the important denizens of the Seven-Pillared Hall are linked to specific locations, a few notable individuals wander about, sometimes leaving the Hall entirely. This section describes several NPCs who come and go as they please.

BRUGG

Brugg, an ogre, leads the enforcers that work for the Mages of Saruun. In addition to keeping the peace, collecting protection money, and acting as muscle for the mages, Brugg keeps an eye out for new arrivals who might upset the delicate balance of affairs in the Hall. He can usually be found at the Customhouse, relaxing at Rothar's Taproom, causing trouble at the Halfmoon Inn, or patrolling the Hall.

Brugg

Large natural humanoid, ogre

Level 8 Brute

XP 350

Equipment hide armor, greatclub

CHARRAK

This kobold is a runt even by the diminutive standards of his kind. Driven out of his tribe's tunnels because of his failed plot against the kobold king, he now begs for coins in the Seven-Pillared Hall and sometimes does menial labor for the Hall's merchants.

Owing to his size and cringing manner, Charrak is often ignored and thus sees many events and transactions around the Hall. His groveling gives way to a cold, calculating mind when he attempts to sell information. He tries to cut deals that leave him with a tidy profit without overtly endangering his life, so he approaches potential clients only with the most useful and expensive bits of information.

THE ORDINATOR ARCANIS

The Ordinator Arcanis wears deep black robes and a golden mask of an impassive, stylized human face. This mysterious figure serves as the magistrate for the Seven-Pillared Hall. As the representative of the Mages of Saruun, the Ordinator Arcanis judges guilt or innocence in grievances and acts as an arbitrator in disputes.

There is not a single Ordinator Arcanis. Each of the Mages of Saruun takes up the golden mask and black robes in turn, rotating the responsibility throughout the organization. When the Ordinator Arcanis walks the Hall, the inhabitants tremble. It is not unusual for the Ordinator Arcanis to remain unseen for weeks or months at a time, only to appear suddenly to execute the law of the mages or to settle a dispute. In most cases, the judgment of the Ordinator Arcanis is swift, harsh, and usually fatal—the mages have no desire to maintain jails or inflict minor penalties.

Most residents of the Hall know that they can summon the Ordinator Arcanis by speaking his name while standing in front of the large minotaur statue.

Human Mage of Saruun

Medium natural humanoid

Level 12 Controller

XP 700

BENNIK THE WANDERER

Bennik, a halfling traveling minstrel, makes his living spinning tales, collecting rumors, and performing at inns. He is an old friend of Erra Halfmoon, and his harp performances always draw a crowd at the Halfmoon Inn when

he visits the Hall.

SURINA

Surina is a tough, bitter veteran of battles against gnolls and their demonic allies in the northern wastes. As a dragonborn warlock and a devout follower of Erathis, she believes that she must do everything she can to push back the encroaching tide of chaos. She has recently come to the Seven-Pillared Hall in hopes of turning it into an armed camp from which she can lead strikes against the monsters of the Underdark. So far, no one has joined her cause, and the Mages of Saruun have ignored her.

TERRLEN DARKSEEKER

Terrlen, a middle-aged man with a weathered face and a quiet disposition

he is an explorer who leads caravans along the Vale Road. He also makes occasional forays into the Labyrinth and is a skilled guide. Terrlen is renowned for his competence (Dungeoneering +10), and though some of his expeditions have failed, the people of the Hall are quick to recommend his services.

VADRIAR THE SAGE

Vadriar is a slender, short human with a shaved head. He wears simple brown robes and carries a heavy backpack stuffed with books and scrolls.

As a result, Vadriar is gripped with endless terror. He sputters, trips over his own feet, and seems ready for an ambush at any moment. Despite these drawbacks, he is the most sagacious person in the Hall. If the PCs need information on the Labyrinth's history, everyone directs them to Vadriar. He is usually found at the Halfmoon Inn, but he frequently travels the Labyrinth alone in search of new lore