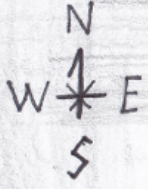
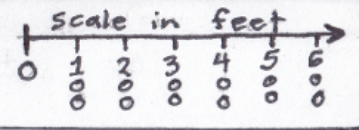


LOST DWARVEN CITY OF DHALD:HOLTH



- G** - GATEHOUSE - Arrowslits, Dark Elf Guards
- W** - WATCHTOWER - Giant Spiders, Troglyte Slaves, Dark Elf Guards
- S** - SUPPORT COLUMNS - Intricately Carved, Climable
- T** - TEMPLE - sacked, dwarven hosts, stone golem
- M** - SUNKEN AMPHITHEATER - stream leads to troglyte slave caves, fungus fields

- P** - STREAM - blind fish, glowing fungi, beetles
- X** - CHASM - chokers, giant bats, secret passage south on cliff face
- K** - STAIRS - descend to lower end of cave, magic ward of alarm
- F** - FORTRESS - ruined, rust monsters, skeletons

Towards The Vault of the Dark Elves

To The Sunless Sea



The dwarves who built this city fled long ago when the great water wyrm came to the Sunless Sea. Now dark elves keep slaves here, working the fungus fields, breeding giant lizards. Much of the city is in ruin due to the Chasm, the stream, and age. Diverse wild creatures wander the eastern passages.

- F** - FUNGUS FIELDS - shriekers, slimes, giant lizards
- S** - DWARVEN STATUE
- T** - TALL HOME - Built Into Wall, Cave, Bats, Gargoyles
- V** - BURROWING TROLLS - maze, sinkholes
- X** - LAND SHARKS

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