

The New Flintnail Temple

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Ginkizzie's HW details by Ian Thomson, June 2001.

Some information on Ginkizzie adapted from "Pavis: Hero Wars" (Multisim, 2000) with permission of Issaries Inc. (Ginkizzie translated by Hervé Ancelin.)

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Getting There

The easiest way to reach the Flintnail Temple is to leave New Pavis by the River Gate, cross over the Lunar Bridge, and pass through the Great Walls along the Zola Fel River (by foot at low-water, or by boat at high-water). This avoids the toll on Zebra Bridge, but not the inexhaustible Lunar paperwork required at the Lunar Bridge gatehouse. Then a traveler must ride east above the Zebra Ruins, until the filled canal is encountered, and follow it to the end of the Quarry Road that leads south. Once level with the southern edge of the North Quarry, painted signs appear, guiding one through the broken landscape of half-quarried stone, rubble and gullies towards the Temple. Occasionally bandit groups, or even chaotics, paint bogus signs and obscure the real ones, so a guide, or current map, is recommended. This area is occupied only by a few goatherds, some escaped trollkin, and varying numbers of bandits. Large well-armed groups crossing the Rubble during the day are the safest way to travel, although some guides swear that smaller skilled groups moving carefully at night can more easily avoid attention.

Rumors persist of dwarf tunnels under the Rubble connecting the Temple to the Real City, Dwarf town and possibly other parts of the Rubble, but these have never been proven. Adventurers have occasionally stumbled onto short sections of buried tunnels filled with trolls or chaos, but the dwarves say simply that these are forgotten relics of the old city. Dedicated watchers might note that Ginkizzie often manages to get between dwarf settlements without being seen on an overland route. When he suspects he is likely to be under observation, he will be obvious about leaving his current location, with an escort of Rubble Trackers, apparently to travel overland. If pressed for information later, he will simply decline to comment.

The North Quarry

This stepped, open-pit excavation has been flooded since ancient times, although the water level rarely rises high enough to completely cover the second ledge down, which is the one below the level of the Flintnail Temple. More than a decade ago, some junior Knowledge cultists, who were studying the area, claimed that the rock in this region is still growing, and the dwarves suggested that the energies of the Faceless Statue were still active here. The Dwarves were actually covering up their activities, due to the remarkably bad luck of humans noticing the results of one of their active 'Green Age projects'. No further action was needed to protect their work, as the Lunar invasion put an end to all such frivolous study activities by the Lhankor Mhy.

Many animals come to drink here, and the magnificent Flintnail Temple overlooks its tranquil waters, and there are many caves amongst the piles of boulders and rocky hillocks. Two large islands often provide temporary bases for gangs, as both have ruins in reasonable repair, but occasionally the dwarves will muster, build sturdy rafts, and drive away the brigands with force.

History

For centuries after the city of Pavis was established, this location consisted only of a surface exit that connected to a simple chimney shaft. This led to a small refinery and mining complex on the southern side of the North Quarry. Even throughout the various nomad attacks, nothing much changed here, and it was not until the troll invasion that use of the chimney was stopped and the hole covered up, as tunnel penetration by the trolls became a serious risk.

During the initial troll invasion, the old Flintnail Temple in the southern section of the Rubble, and its accompanying underground complex, was compromised. Fleeing the victorious trolls, the surviving dwarves collapsed the entire complex behind them. This slew their attackers and sealed off the area, but also destroyed their former home, including the temple, and their records, supplies, main forges and laboratories. This blow to their research efforts marked the transition from confident, hidden survivors, to besieged partisans, eking out a living amongst their ruined former glory.

Several senior dwarves managed to escape, and they led the other survivors to the North Quarry's refinery. This facility had a store of many basic tools, and a good supply of water, and the next few years were spent concentrating on survival, and defending the underground access points. (The exterior accesses were simply sealed up and ignored, except for the chimney shaft, which was trapped and kept as an emergency exit, and later as a secret entrance for humans.) More than two seasons passed before the dwarves re-established contact with the Real City. This event was a great surprise and relief to the humans, who had feared that the dwarves had been wiped out.

As the trolls gradually became more divided, and the dwarves became stronger and more confident, this chimney access was fortified and the surface entry point upgraded to a human contact area. (The tunnels below Pavis were still dangerously troll-infested). A temple to Flintnail was established, both for its defensive possibilities and as a site accessible for human worship that would not compromise the forges and refinery below.

After the Dragonewts' Dream re-opened the Rubble, and Dorasar founded New Pavis, the dwarves chose to become more active in their dealings with surface dwellers. They were especially interested in trading for materials not available to them locally. They expanded the facilities in the 'Flintnail Temple', as it was now generally known, to include an inn and minor manufacturing facilities (more for assaying goods than the serious work, which is carried out below ground). This new section of their building was the public area that visitors still experience today.

At First Sight

"This beautiful and wondrous structure is the latest refuge of the resident dwarf mason cult. It is splendidly wrought and superbly defended. Even some concerted troll assaults failed to seriously threaten the residents who had, reportedly, deep hidden tunnels to other places in the ruins from whence they drew reinforcements and supplies." (Moon Design's 'Pavis and the Big Rubble' p182)

The Flintnail Temple is approached along the winding path traveling through bluffs, cuttings and leftover piles of quarried stone and rubble. It is located on the highest of the North Quarry's interior ledges, and thus is below the surrounding countryside. The path is well signposted, but the complex only becomes visible when visitors emerge from the last cutting and can look down at the building. At first view it looks like a squat bunker, set 50m from the sheer wall of the ledge (which is broken only by the entrance cutting). The central building is two stories high and made of smooth stone, with no openings other than the entrance set into the closest side. This building is enclosed within a courtyard, bounded by a 5m wall that has circular watchtowers at each corner, and on either side of the gatehouse. The surrounding ledge is almost completely barren, with low piles of rubble and the occasional broken statue littering the landscape.

From above, four statues of dwarves in full, enclosed, plate can be seen. Two are standing on each side of the door to the main building. During the day, the compound contains human and dwarf followers of Flintnail practicing their skills. Their three main activities are masonry training (using stones collected and shaped from the rubble around the ledge), combat practice with hammers and axes, and field repair of armor and weapons. Some days the activity here is minimal, and at other times dozens of human initiates, or paid-up trainees, are under instruction.

Close study of the main building will show something glinting on the roof of the right-hand section. Use of magically enhanced vision, or observation by flight, would reveal that this area is covered with 15cm

spikes. These are set so closely together that anyone trying to land on the roof would be lucky only to maim their legs, and more likely to impale themselves to death. The left-hand side of the roof is smooth stone, with no obvious defences. It is theoretically possible to scramble along the precipitous ledge behind the rear compound wall, but no-one is known to have tried this, as a 10m drop to the half-flooded ledge below greets those who fail. Such activities would also be likely to upset the dwarves.

As the building is neared, visitors will notice that its walls are smoothly worked and elegantly carved, showing the full range of dwarf masonry skills. This work is, however, so shallowly cut that it would take a master climber to scale it. The outer compound wall is featureless, and no dwarves can be seen until one reaches the iron portcullis, which blocks the entrance. If a circuit of the landward three sides of the building is made, along with a Masonry roll, the observer will see that the stonework of the left side of the building is newer than that of the other half. The newer building is comparatively recent, and was built flush against its predecessor. This is reflected by a subtle difference in styles, with the older half being close to Old High Pavic, and the new half showing younger Rubble-influenced styling.

Temple Defences

The walled compound appears only lightly defended, with a small squad of dwarves stationed in the gatehouse and occasionally patrolling the walls. This seeming lack of concern is actually the result of reliance on numerous observation posts scattered along all possible routes to this area. A magical Warding 6w (Crush Body, Strident Howl), along the outer walls, also provides a last-chance warning of surprise attack. (Defence against the Crushing effect may only be with Strong, Tough or similar abilities, or similar magic.)

Damage from Dwarf Defences

Marginal Defeat: Take 3 Hurts

Minor Defeat: Take 6 Hurts

Major Defeat: Injured

Complete Defeat: Dying

The right hand section of the building is the original structure, erected once the dwarves re-established themselves here. It is where the temple is located, and has only one entrance, at ground level, which is now inside the newer section. The roof defences were erected at this early stage, when the dwarves planned to resist Gerak Kag's jumping attacks. If anyone tries to clamber here, they must use an agility skill against the 'Fearsome Spikes 18w'. Armor Rank is applied as a direct augment, provided it comes from worn armor not including a shield. Other kinds of abilities, such as Running, attract high penalties.

Every season, some luckless apprentice gets the job of climbing a ladder to the roof and replacing any broken or damaged spikes. These are individually secured to the rock with magic, which takes a long time, and is done very carefully in full plate armor. The roof is also within its own Warding (Smash Foe 16w), and any intruders will be detected by the priests, as well as having to fight through the effects of the magic to reach the roof.

The more recent part of the structure contains the Flintnail Inn, stables, the forges and 'labs' used for checking trade goods, as well as the Rubble Trackers' headquarters. It was built more than 200 years later than the original temple, when security was less of a critical issue. Two iron-armored dwarves guard the main entrance at all times, standing alongside two statues ready to be animated as "Warriors of Stone". Ever alert inside, a back up squad of armored 'Rubble Tracker' dwarves waits in an anteroom. Also, observer dwarves keep watch on the surrounding area both on and above the ledge, using periscopes and other magical techniques.

Warriors of Stone

Abilities of Note: Strong 10w, Tall 10w, Heavy 10w, Combat 13w2 (Hammer, Fist), Immune to Fire 17w2, 'Repair Self' Magic 15w.

Weapons: Hammer or Hand ^7

Armor: Stone Skin ^6

Notes: The Warriors of Stone augment their combat with their unyielding strength. They attempt to use their repair magic if they have time. They are fearless and fight until utterly destroyed (-40 AP).

The entire left half of the building has been rigged to collapse onto an attacking enemy, in two stages, and thus would block the entrance to the main section with impenetrable layers of debris. Hence there are no roof defences on the left side, and control over this feature is from within the Flintnail Temple

proper. No serious security threats have occurred for several decades, and the new section now has a very lived-in look to it. This means that the younger 'modern' dwarves, with no first-hand experience of the troll occupation, would now be very loath to collapse any part of the building, unless the threat had already penetrated to the Temple itself. (This is a potential security flaw). If attackers did enter the new section, however, they would still have the Rubble Trackers to deal with, plus several more Warriors of Stone.

A complicated route of dwarf sized tunnels also lead out of the Temple. They end at concealed 'Flintnail Doors' in some of the piles of rubble around the entrance cutting, and along other approaches to the area. These provide numerous opportunities for dwarves to either get behind attackers, fire missile weapons, or toss out explosives and otherwise cause havoc without being observed until too late. These exits are only used when absolutely needed. Frequent visitors often joke that the path to the Temple seems to change each time they visit. This is in fact true, as the dwarves regularly use ancient magic to shift the rocks in this region, so that their secret doors can never be located, even if someone clearly saw one open on a previous occasion.

The broken parts of statues littering the ledge near the Temple represent the remains of "Warriors of Stone" that were damaged beyond repair in previous attacks. These can still be animated by a magical signal from the Temple, and whilst some half statues can still mete out reduced damage, mostly they slow and confuse attackers and their animals. Arms reach out and grab limbs, legs hop upright and try and kick opponents, heads roll over the ground and try and trip up enemies, etc.

Admission to the Temple

The half-dozen gatehouse dwarves are all silent warriors, except for their 'spokesman' who dresses only in light armor, and speaks in a clipped and efficient manner. He will request identities, the reasons for visiting, and sometimes references if the visitors are suspect. Once this security check is satisfied, the newcomers will be required to dismount and lead their animals through the low tunnel into the compound. Also, pole-arms and missile weapons must be temporarily surrendered before entering. One interesting rumor about this guard-post is that a few years ago a Lanbril cultist with the advantage of obscurity magic crept ahead of his fellows, and reported that the guards were laughing and joking amongst themselves, and playing a strange game with glass beads. As the main group approached, the beads were quickly hidden and formal postures adopted, and so the story has no corroboration.

The entrance to the building itself can be sealed by two massive, counterweighted, stone doors, which normally stand open. Approaching the door, one would have to be quite unobservant to not realize that two of the 'statues' beside it are actually living dwarf guards, who move slightly every few minutes, even though most of the time they are completely still.

To be let in to the building, one must hand over all weapons larger than an eating knife and pass under the gaze of these two ironclad guards. Nobody is ever actually searched, which suggests that magical detections are used as part of the entrance process. All weapons taken are secured in the Guard Room, and can be collected on departure. No nomads, trolls or Lunars are allowed to enter unless vouched for by a dwarf or dwarf-friend or extreme circumstances are involved. Such visitors will be immediately allocated an honor guard of fully-equipped dwarf warriors, to ensure that their visit is uneventful.

Normally, entrants must have a good reason for visiting: negotiating a contract, hiring Rubble Trackers, Flintnail Cult business, trading with the dwarves, etc. Once such business has been concluded, visitors will be expected to leave, unless it is too late for them to safely exit the Rubble, in which case they can stay at the Flintnail Inn. Human Flintnail initiates who are not doing cult service or training, may stay here for up to a week, but even they are discouraged from casual visits. Adventurers, merchants, and indeed any groups on good terms with the dwarves, may book accommodation here in advance.

Adventurers in genuine emergencies will be allowed into the compound, where they will be held until the trouble outside is cleared up, probably permanently, by a group of Rubble Trackers. Once the adventurers are safe inside the complex, a reasonable fee will be negotiated (normally a fifth of carried treasure value - a minimum of 1 Wealth). Truly insolvent individuals may find themselves doing menial labor, e.g. pumping forge fires, laboring in the Dwarfside workshops, or quarrying rock for a week, if they have no money or specialist services to offer. A contract to this effect must be signed as soon as possible after entry under such circumstances.

Admission to the older part of the building, which includes the Temple itself, requires you to be an active worshipper of Flintnail, except by rare invitation. Even high-ranking members of the Pavis Cult require permission to enter, although they rarely come here in any case.

Residents of the Flintnail Temple

About one hundred dwarves are estimated to live here, and ten human staff also live and work at the Flintnail Inn. Additionally, twenty or more human trainees are usually working here, and there can be up to thirty further human visitors especially if more than one trading caravan, adventurer group, or trading party is present. If a large number of human visitors are here, there will always also be a squad of Rubble Trackers mingling with the crowds. They will appear to be casually looking at wares, but will always be alert for trouble.

Priests and other worshippers of Pavis will occasionally visit, either for Holy Days or for discussions that occur inside the Temple itself. Non-dwarf Flintnail initiates come to do Rubble Tracker service, or to worship at the Temple proper, but even they are encouraged to do most of their religious duty at Dwarfside in New Pavis or in the Real City.

The atmosphere here is one of a bustling commercial enterprise, with everyone committed to getting the job done. Few arguments are heard, and laughter and even music can often be carried along the corridors from inside the Flintnail Inn. Lunars, trolls and nomads will be looked at askance on the rare occasions they are here, and sometimes will be subject to hostile glances from someone who has lost a friend or relative due to their actions. Human Flintnail cultists, and even most dwarves, usually have the time and inclination to stop and answer questions, but will never disclose dwarf secrets, or even discuss anything along these lines.

Although the food at the Flintnail Inn is nutritious, filling, and often tasty, it is difficult to identify what exactly it is made from and a visitor will soon notice that there are no obvious sources of food grown here, or brought in. Merchants occasionally trade spices or herbs to Barad the Innkeeper, but never any large quantities of foodstuffs. The Inn is always full of dwarves at mealtimes, usually forty or more of them. (The rest go below, to eat and rest with their families and friends, when their shift above ground is finished.)

Dwarf Females and Young

Modern Flintnail dwarves reproduce in the normal mammalian way, however no children or obviously female dwarves will be seen in the public half of this building. Only mature dwarves (over 40 years old) are allowed out on the surface in public. It is possible to distinguish between older dwarves and younger dwarves by their levels of skill, silver in their hair or beard, and the degrees of respectfulness shown by other dwarves. Rarely, an older dwarf will refer to a younger dwarf as offspring and show a particular interest in a youngster's activities, but only Gaph Barak is obvious about this. His children have also inherited his odd interests, and tend to wander the Rubble more than most. No dwarf will explain anything about dwarf reproduction to anyone (no matter how curious or rich the enquirer). Contradictory rumors abound that the dwarves mature their young in vats, are hermaphroditic, have more than two sexes, and that female dwarves also have beards (meaning that they all look the same).

Inhabitants of Note

Ginkizzie - High Priest of Flintnail & Daughter of Pavis

One of the original hybrids, he is often away at the Temples of Pavis in the Real City or in New Pavis, but can occasionally be spotted in the Flintnail Inn. If a visitor can find their way through the circle of admiring dwarves hanging off his every word, he is happy to talk about current or historical Pavis if approached politely. It is only after he leaves that the visitor will realize that nothing of any substance was revealed. Ginkizzie's appearance is that of a newly grown dwarf, apart from the occasional scar. He has hundreds of years of experience in dealing with outsiders, but will always talk about his historical activities as if revealing information pertaining to previous individuals carrying the title 'Ginkizzie'. He took a few knocks to the head during the troll invasion, so his recall of this era and earlier is imperfect, and he may wince if reminded of the destruction of the Old Flintnail Fort, as the old trauma flashbacks strike.



Ginkizzie is the King of the Pavic Dwarves. However, he uses this title so seldom that it is generally forgotten. To the Old City humans he is better known as a Daughter of Pavis and the High Priest of Flintnail. Ginkizzie is such a part of Old Pavis society, and so rarely contests the decisions of the human Priests, that most people underestimate his abilities and thus believe he holds a mainly honorific status in Flintnail's cult. Ginkizzie supports this attitude with distant and terse behaviour. Behind this façade of dwarvish indifference, Ginkizzie has almost godly patience. He receives daily reports from both human and dwarf Flintnail worshippers throughout both Old and New Pavis.

Virtues: Strong 2w, Taciturn 17w, Tough 19, Wise 16w2.

Mental Abilities: Bargain 12w2, Command Dwarves 17w, Dwarf Alchemy 11w2, Dwarf Masonry 16w2, Earthsense 15w, History of Old Pavis 7w2, Human Masonry 13w2, Knowledge of Troll Tactics 19w, Lead worship of Pavis & Flintnail 18w2, Mineral Lore 19w, Mythology of Flintnail 3w3, Mythology of Pavis 16w2, Obfuscate 14w, Pavic Customs 6w2, Pavic Politics 10w2, Plant Lore 8w, Read/Write Mostali 9w, Read/Write Old Pavic 7w, Rubble Lore 5w2, Speak Mostali 14w, Speak Old Pavic 8w, Speak New Pelorian 18, Speak Trade 2w.

Combat: Close Combat 12w2 (Hammer⁵, Great Axe⁶), Ranged Combat 4w2³ (Heavy Crossbow)

Magic: **City Harmony** 12w2, **Civic Authority** 16w2, **City Builder** 8w3.

Relationships: Flintnail Devotee 4W3, Pavis Initiate 18W2.

Equipment: Flintnail's Axe (⁷, ⁹ against Trolls and Elves), Iron chainmail (⁶).

Prokinizzie - First Site Foreman

Another of the surviving original hybrids, Prokinizzie is in charge of various special projects that the Flintnailers do not discuss with outsiders. Her appearance is similar to Ginkizzie and is that of a young dwarf with beard and hair barely touched by gray at all. Most of her work requires that she stay below in the vast underground complex below the temple. However, she is the one called in for consultation on any big or politically important projects the cult may be considering.

Prokinizzie is responsible for approving every activity the cult becomes involved in. This seems a staggering workload to outsiders, who are unaware of the large workforce she has available for delegation of the mundane duties. Whenever she is consulted, her primary concern is how it may or may not impinge on the dwarves other activities. Most of New Pavis has little effect on this, so delays are not a problem. However, for activity inside the Rubble, days or weeks may go by before permission can be given, as the side-effects of changing the old city's magical and physical configuration must be investigated fully. It is unlikely that outsiders will talk to Prokinizzie, except in her official capacity. Her personality is that of a hard-bitten, non-compromising old dwarf (strangely at odds with her appearance). She has been known to disappear from public view for seasons every decade or so for unexplained reasons (whenever her on again/off again relationship with Ginkizzie bears fruit).

Galanizzie

An absent-minded dwarf with white hair askew, and raggedy beard, wearing a well-patched coat covered with a wide variety of colorful stains and burnt patches. He can occasionally be found wandering vaguely around the public Temple areas, whilst pondering theories he seems unable or unwilling to discuss. He is often mistaken for a mad old duffer, except when it comes to alchemy, where his lifelong passion and genius shine through.

Galanizzie is very hard of hearing due to the many explosions he has been through, and has lost any sense of his place in time many centuries ago. He too is one of the few survivors of the original hybrids, but his chosen career has damaged many of his brain cells, not to mention caused some odd burn scars on his face and his body. Any attempt to engage him in conversation will be difficult, and he may well ask the visitor to take a message to a historical figure e.g. Balastor or Estangtang, etc. on their way across the city. If questioners persist, Galanizzie may offer them a drink from his hipflask, which could produce anything from dwarf spirits, a healing potion, acid, or poison (depending on the pocket), then insist on only talking about his latest experiments. If he starts to give too much away, nearby dwarves will rush up and usher him off, whilst assuring the visitor not to believe too much of what they just heard from the poor old bugger.

Tormalizzie

The highest ranking Rune Lord of Flintnail, and the only original hybrid dwarf who is not in the Priesthood. His role is the Commander in Chief of the Rubble Trackers, and also the expert on aspects of defence and assault. Whilst friendly, if somewhat formal, with other dwarves, he rarely speaks to humans, even those in his own cult. This is not because he doesn't like them; he just doesn't have the time. He is constantly assessing and re-assessing the dwarf defences, both above and below ground, overseeing drilling and training techniques, and occasionally leading stealth operations into the Rubble.

Encountered here, Tormalizzie looks like any other guard dwarf to the untrained eye, although his scars and decorations actually show centuries of heroic service to the dwarf colony. Back when they were desperately short of funds at the time of the Dragonkill War, he adopted an assumed name and went all the way to Sun County with exaggerated tales of draconic persecution. Armed only with dwarf survey schematics of the Pavis aerial defence towers, he convinced the Sun Domers to build their own defensive network, and accumulated a large fortune before returning to Pavis. The Sun Domers have once or twice made discreet inquiries about this 'Tinlizzie', but the Flintnail Cult say that if a dwarf of that name did exist around that time he has vanished from their records, and certainly never returned to the city with cartloads of wealth.

Encountered in the Rubble, Tormalizzie looks like a fearsome dwarf warrior, all the more so because of his disregard for standard mostali uniform or weaponry. As well as more recognizable armaments, he always sports two sawn-off blunderbusses, and swears by them as a final defence. Somehow they have been engineered or enchanted to fire several shots before needing reloading.

Karzad - Chief Mason

At 160, his silver hair and beard show he is reaching the end of his lifespan, but he is still strong and competent. He is a perfectionist who has mastered his crafts and associated magics to expert levels. He is brought in once a big job has been confirmed by Prokinizzie, and is responsible for organizing work crews, plus as much of the hands-on work as he can manage. He enjoys a drink at the Real Inn or the Flintnail Inn as much as Ginkizzie, but once you get him onto his favorite topic of masonry he is very hard to dislodge. He cares little for current politics or rumors, and is keen to pass on his knowledge to anyone who may benefit from it once he is gone.

Aladikis - Second Site Foreman

This middle-aged dwarf is Prokinizzie's chief assistant. He accompanies her everywhere, and deputizes for her whenever she cannot attend a location herself. A bustling, busy dwarf he feels his job is extremely important in the dwarf hierarchy, and is prone to lord it over other dwarves or outsiders. He handles advice and consultation for the Flintnail Cult for any small or day-to-day business issues, and is not above taking bribes to push someone's request to the front of the queue. Of course he hands the bribe over to the cult, since as an organization they rarely care what order outside jobs get done in, and view bribes merely as extra payments. It also means that occasional foolish criminals have tried to involve Aladikis in their schemes to defraud the Flintnail cult, only to find a group of Rubble Trackers paying them a terminal midnight visit.

Barad - Innkeeper of Flintnail Inn

The proprietor of the Inn is a cheerful dwarf who is very keen to make sure that visitors are having their needs attended to. He is particularly keen to encourage them to buy the daily special on the menu board. This is because he sees it as his life's work to improve the quality of dwarf food tins, so that only one variety will ever need to be produced. One of the benefits for dwarves working above ground is that they get to have their main meal at the Inn in the middle of their shifts. (This may look like either a crowded breakfast, lunch, dinner, or even a midnight feast, to visitors, as surface hours bear little resemblance to the dwarf schedules).

For several hours each day (when business is slowest) he will be down 'below' working on his cooking and brewing experiments. However, Barad still can't quite get food right, as far as humans are concerned. The beer is fine, although it takes some getting used to its unusual style. However, for all his meals, no matter what he calls them, roll a d10:

1-2 edible but tastes horrible,

3-5 edible but bland,

6-9 nice but missing something,

10 delicious (but at some point diners will find a claw, beak, mandible, or some unidentifiable object, in their meal that will lead them to wonder just what it really was made out of).

Human Flintnail worshippers may find themselves carrying out their cult duties by helping run the Inn for a week or two. Barad will experiment on them, in the nicest possible way, so it should be an interesting dietary experience. Any human who pushes their meal away and gags, or complains, will invariably have a nearby dwarf ask them if they can have it. This dwarf will then wolf it down with much gusto and appreciation.

Saral One-Hand - human servant at Flintnail Inn

Saral claims to be an ex-adventurer who got a lucky break here at the Inn. He is in his mid-40's, and his amputated right hand does not stop him from pushing a broom around or wiping the occasional glass at the bar. He is not expected to do much real work, but rather spends his time listening in to visitor's conversation. He is an initiate of Flintnail and Pavis, and is the 'Pavis Survivors' contact here at the Inn. He is also a member of the recently-established rebel organization: 'The New Teeth'. Saral can receive or deliver messages on behalf of both groups. He also uses visitors to the Inn as an opportunity to catch up on recent gossip and news.

Saral has been at the Inn long enough that Barad trusts his opinions, and he now gets to taste Barad's more exotic concoctions before they go out for public consumption. This has improved the success rate somewhat, but Barad occasionally insists on second opinions when he thinks he has produced a success. Saral can be quite cunning, and is especially happy to endorse any meals he finds revolting, if there are any visiting Lunars.

Gaph Barak

Gaph is an older dwarf who runs the small general store. He is the only source at the Inn for non-weapon or armor goods and will trade them happily at the usual inflated prices. However, if someone offers him such obscure nic-nacs as Old Pavic eating utensils or soapdishes, his eyes will light up, and he may be prepared to reduce his prices considerably for anything he considers genuine. Once such an item is purchased, he will catalog it and take it to his upstairs collection.

This behavior makes Gaph an authority on some aspects of life in Old Pavis, and he can provide invaluable advice to anyone trying to temporally locate a vision or picture in a particular era. Occasionally, Pavis or Lhankor Mhy priests will even visit him to gain his help in understanding a difficult divination, or a set of images reconstructed from the city's past. He will perform these services for free if there is an interesting enough story, but he charges a steep fee if he considers it a waste of his time.

Gaph is probably the most gregarious dwarf that can be encountered amongst the Flintnailers. The other dwarves think that perhaps his tongue wags a little too much, but they give him some leeway, as he is such a likeable fellow. His queries amongst visitors, after the health of Kag Barak and Daph Barak (two dwarves who live largely surface lives), seem almost paternal, which in fact they are. If this family connection is alluded to, Gaph will realize he may have said too much, and change the subject, or obfuscate that the subjects of his questions are from the same work-order as himself.

In reality, the various assistants at his store are all relatives, and mostly his offspring. The entire Barak bloodline seems to lean more towards the human side of its nature, although physically they appear no different from the other dwarves.

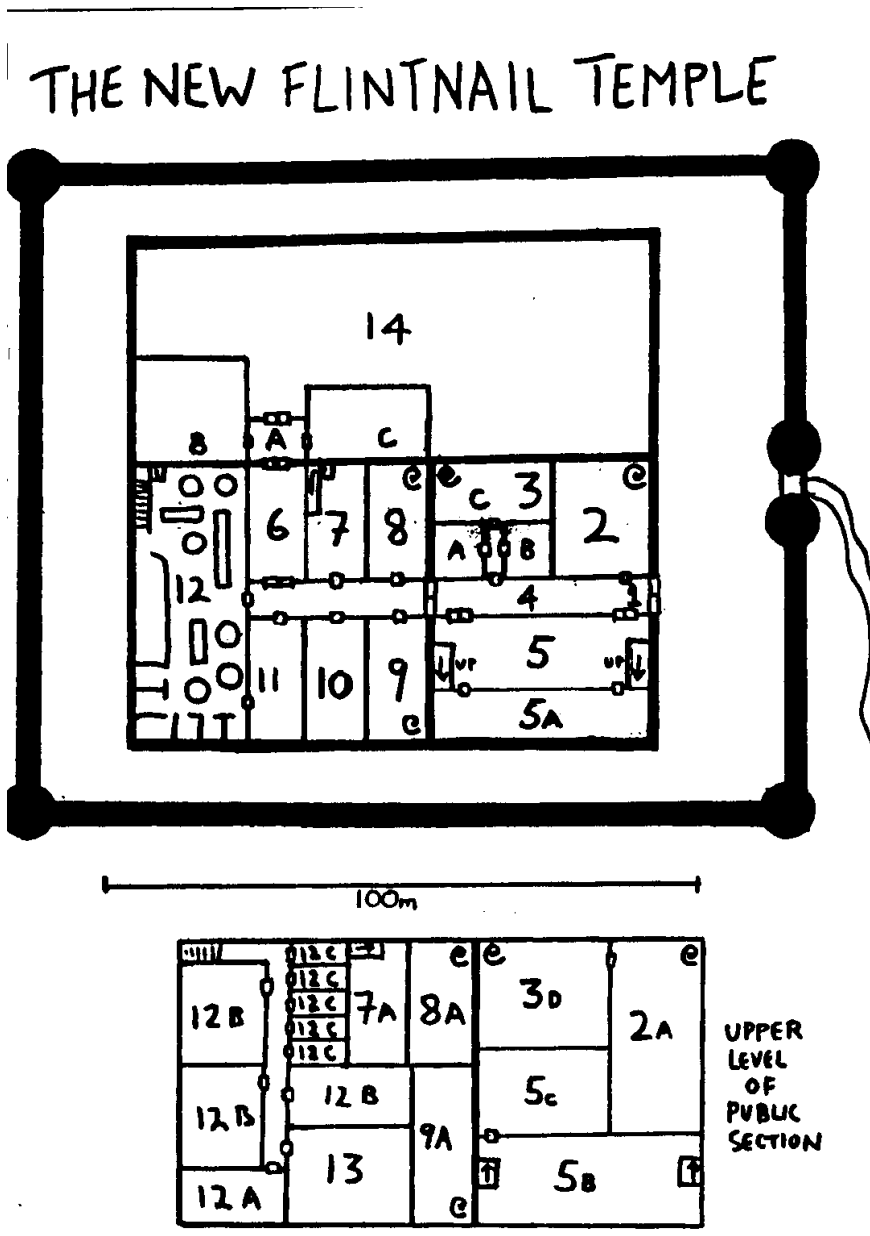
Temple Interior

The entry into the building from outside is just high enough to allow a tall human to walk upright without needing to take special care. The ceilings of all documented rooms and passages within the public section of the Temple are also this height. (The dwarves have managed to build an above ground

complex that looks and feels like it might be deep underground, and the absence of windows can prove oppressive for most sentient, let alone anyone used to the vast open plains of Prax.)

The interior stonework represents intensive dwarf labor, and is a wonder to behold. Not only do the major blocks used in construction fit almost seamlessly together, but also each doorframe, corner post, torch sconce, and item of furniture is finished with the most wondrous decorative flourishes. Leering faces compete with spiraling vines and unknown runes, and animals of all varieties (although the burrowing ones are favored) are so skillfully carved as to be almost life-like even at such a small scale. It is hard not to stop and wonder at each of these marvels, especially if this is your first visit.

The whole establishment is kept scrupulously clean, and dwarves rush about on errands, or deal with any visitors that have just arrived. The varied clothing styles of these dwarves evidence their unusual individualistic tendencies. Some few humans also wander about, talking with the dwarves or else on their own errands.



1) Entrance Gates

These are made of solid stone, a full meter thick, and are counter-weighted to open and close easily. If required, these counterweights can be quickly disengaged, turning the doors into an immovable barrier.

2) The Duty Guard Room

The door to this large room is closed except when a threat is suspected, when dwarves actually pass in

and out, or when dubious characters are in the building. A squad of ten or so fully-armed dwarves are on duty roster here, and occasionally patrol the building, or the compound walls. Combat practice areas are also situated against the side of the room, and it can get quite noisy. A wide stone spiral staircase leads from the far corner to a slightly larger room above. This Guard Room is out of bounds to visitors, however the dwarves are not particularly bothered by people peering inside if they get the chance. Perhaps the dwarves believe that the sight of their fearsome warriors can only discourage those with criminal intent.

2a) Upper Guard Room: The spiral staircase comes up into this room, which is split into three. Part of the room holds twenty triple-bunks suitable for dwarves or humans, and another part is the armory, although no secret dwarf items are stored here. The third section is the off-duty area for those dwarves who cannot be bothered returning to the underground lair, and for the humans who are not allowed to. At any time there will be a dozen or more dwarves off-duty here, and maybe slightly less humans. Human and dwarf Rubble Trackers also use this room for relaxing with their colleagues. A door here leads to the common room provided for human Flintnail Cultists. (3d)

3) The Rubble Trackers' HQ

3a) Office: Tormalizzie's current chief assistant, Dramagad, is based here, and is usually in the company of two or three patrol leaders, who act as his advisers. Those who wish to employ the services of the Trackers are invited inside and subjected to polite, but detailed, questioning.

3b) Waiting Room: When other interviews or business arrangements are being conducted in the office, applicants for the services of the Trackers can sit here and regard the large map of the Rubble on the wall. No new information is indicated upon it, but over the years, certain of the locations have had their paint rubbed thin by prodding fingers.

3c) Ready Room: This is where the Rubble Tracker squaddies gather for briefing and equipment checking, prior to their missions. At other times, members of the Trackers congregate in the Upper Guard Room instead. The walls in here are covered with moderately detailed maps of the Rubble; each studded with color-coded pins showing the results of the latest dwarven intelligence. A spiral staircase in here leads up to common room that the dwarves have provided for the human Flintnailers.

3d) Humans' Common Room: Accessible via the spiral stairs from the Rubble Tracker briefing room, or the door into the upper guard room, this area contains tables, chairs, games and fitness equipment for the human Flintnail Cultists staying at the Temple.

4) Main Hall

This hall is four meters across, leaving plenty of room for residents and visitors to mill about on business or pleasure. Lining the first half of this corridor there are eight statues corresponding to the ancestral Mostali occupations. Like the statues outside, these can be animated to defend the complex, but have not been required in this capacity yet. They are actually modeled on eight of the original hybrid dwarves, and so an exceedingly observant visitor might recognize Ginkizzie or Galinizzie, although this could be easily passed off as merely a racial resemblance. This corridor is split by a second set of hefty counter-weighted stone doors that can be quickly dropped in an emergency.

5) Stables

This large stable area can easily hold many animals, but never seems to be used to its fullest capacity. Oddly enough, however, it is always well-stocked with fodder for zebras. Two ramps lead up to an overflow section and store above.

5a) The Smithy: This large workshop always has four or so dwarves busily training their juniors, and also human apprentices studying weaponry and armor crafting. The workers here also take care of any horse-shoeing, and the various other metal repair jobs required. Despite the fact that a forge is continually going here, it is never excessively warm, suggesting that a venting system of some kind is in operation. The smith also spends his spare time here, as he likes to create metal sculptures of creatures of all kinds, and usually manages to sell them. The apprentices have no time for such luxuries, and will be kept busy pumping bellows or fetching water, etc. The smithy is where dwarf craftsmen check the quality of any ore or raw metal that is being purchased from visiting merchants.

5b) Upper Stables: Up here are further stalls and the fodder storage area. Any exotic beasts that need housing are also normally kept in this section, where they cannot frighten the zebras.

5c) Storage: This multi-purpose storage area holds fodder for animals, and also temporarily stores any bulk orders yet to be taken 'below'. The smithy also puts here anything they cannot fit into their spacious workshop below.

(N.B. sections 2,3,4 and 5 represent the first collapse zone.)

6) The Inner Hall

The doors to this section of the corridor are molded bronze. The one on the left depicts a robed dwarf of powerful bearing, representing Flintnail. The one on the right depicts an earnest-looking young man who represents Pavis. Beyond the doors, this corridor is even wider than the first, and its walls are decorated with odd runes and symbols. Those few permitted here are special visitors who are headed for the meeting room, or worshippers on their way to the shrine of Flintnail and Pavis. Whilst in this hall, all non-dwarves are routinely subjected to detections and other magic, to assure that they are not traitors, or otherwise posing any threat. Six superior dwarf guards are also posted in here at all times, and they even insist on passwords from any dwarves they are not immediately familiar with. Most visitors to this complex will only see this hall when dwarves open the doors to pass in and out on their daily business.

7) Alchemical Laboratory

This room has very solid stone benches lining the walls. Supported on them are various strange beakers of colored liquids, bowls and jars of powders, and other odd things. The benchtops and walls are also decorated with scattered patches of colored soot. All the items and experiments down here are bogus, and two young assistant dwarves, wearing heavy white coats and strange goggles, pretend to prepare fascinating concoctions. A steep ramp leads to the upstairs room.

7a) Upper Laboratory: Up here is a small lecture hall, and a genuine, if basic, lab. This hall is reserved for the instruction of visiting alchemists, who pay an exorbitant fee, and for serious purchasers of specially made substances. Galanizzie is only here on very rare occasions, when teaching or discussing important business. (Or more rarely to run tests on samples of substances that the dwarves are considering buying.) Otherwise he spends his time working in his real laboratory, far below ground. The bona fide equipment and substances demonstrated here are brought in only as needed from the dwarf complex below. Guards stand at the bottom and top of the ramp whilst these items are in use, and remove them as soon as classes are over.

8) "Barak's Smallgoods Store"

This place is full of tall, narrow shelves, which are closely packed together, and loaded with smallgoods of all descriptions. Some of the items have been here for decades without being sold, but Gaph knows the location of them all. This is also the outlet for tins of dwarf food, as Gaph has the remit to sell all the surplus stock. At his counter at the rear of the store he will usually be found engaged in some strange dwarfish activity, such as reverently polishing his latest 'find', or cataloging his collection of Old Pavic pipe fittings. All the Baraks can climb like monkeys in order to reach items stored on the highest shelves.

8a) Gaph's Room: Gaph stores his collections in the room at the top of the spiral staircase. He has partitioned an area at one end, where he keeps his bed, as he often spends days up here, rather than returning to the complex below. Here are also several padded chairs and a table, and he is probably the most sociable dwarf on the premises. A most interesting object up here is a brass kettle that he uses for heating herbal infusions for his guests. The odd device he uses to heat the kettle is kept under his bed, because it is actually a restricted dwarf "Bunson's burner" (one of the old Type 2's), and he is not authorized to possess it. (So far his superiors have chosen to turn a blind eye.) Gaph's weapons and armor are also stored under the bed.

Prices

All Flintnail worshippers have their needs provided for by the Temple, so only outsiders need to buy things here. Since the dwarves are not overly keen on casual visitors, they multiply New Pavis costs by five. The dwarves are not responsive to complaints in this area, but will tend to do a better deal for trade rather than purchase. Special dwarf goods and services are sold here at the same rate as they are available in New Pavis. It is likely that friendly Pavis cultists benefit from cheaper deals, however such people remain politely close-mouthed.

9) The 'Defense' Shop

Weapons and armor are displayed on the walls, and Jobajak and his two assistants (including Pottra the human) will happily demonstrate, and show-off, their products to potential purchasers. They also take orders and speculate production schedules. The available equipment is unfortunately almost all dwarf sized, although they are ready for instant use. Two guard dwarves of formidable appearance are always on duty just inside the door.

9a) The Firing Range: Purchasers of dwarf-crafted missile weapons may try before they buy, at only a nominal cost for hire of example equipment. The room is sparsely furnished, with only firing positions near the door, and several life-size clay and wicker models of trolls against the back wall. More of the troll models are stored in a large cupboard near the front of the room. From time to time, unruly guests

are taken in here and given a friendly demonstration of dwarf firepower, often accompanied by an oratory on the value of retaining dwarfish goodwill.

10) The Infirmary

Just as often as one might imagine, travelers from the Rubble arrive with minor or major injuries that require immediate attention. All Rubble Trackers, both dwarf and human, are required to study First Aid and Field Surgery as part of their basic training, and the infirmary at the New Flintnail Temple is where these rookies are given their first taste of action. This is not some kind of butchers shop, however, as competent medics oversee all procedures. Even accounting for storage space, this room is larger than one would think necessary, unless the dwarves are used to dealing with (or expecting) large numbers of casualties.

11) The Water Block

This large room contains the public amenities where guests wash and relieve themselves. Dwarves presumably have facilities elsewhere, as none save the occasional eccentric adventurer dwarf ever use these, and even such a dwarf as this always uses a private cubicle. This room is one of the minor wonders of the Rubble. It contains not only remarkable water closets where personal waste is washed away simply by pulling a lever, but also other cubicles where multiple thin jets of water can be directed across one's body to wash away the dust and grime of a trip. Simple troughs are also available for the superstitious to clean themselves in, and a human attendant is always on hand to explain the purpose of each facility.

12) The Flintnail Inn

The Flintnail Inn is a large common room with a bar across one side, and several semi-private booths. It is typically well-populated with dwarves, especially around meal times and in the evenings. As well as food and drink, it also offers accommodation in the bunkrooms or smaller chambers upstairs. (A standard staircase begins beside the bar.) No dwarves use these sleeping facilities, although Barad's human staff live here. Barad keeps a blunderbuss under the bar for those rare occasions when things get too rowdy. He only uses this to threaten people, as it is never loaded; however it is an effective crowd-calmer. Cost for accommodation is 5L per night for a bunk, and 10L for a bed in one of the self-contained rooms. Meals cost 1L each and there is no choice of food available, as enough for each person who has paid is brought from within the private dwarf section of the Temple just before each mealtime. The stone bar of the Flintnail Inn is made from a single block of granite carved with various scenes from the heyday of Pavis. Most of the other furniture is also made from stone, making it virtually unbreakable, but also meaning that it can be a heck of a job to pull over an extra chair.

12a) The Meeting Room: For those transactions and explanations not suitable for general listening. This room has a conference table, and sturdy wooden chairs.

12b) The Bunk Rooms: Up to twenty guests can be accommodated in each room, and an equal number more could be squeezed in without it becoming dangerously crowded. Each bunk has its own locker, but guests are advised never to leave valuables unattended.

12c) The Private Rooms: Singles, couples, or small groups may hire these rooms as opportunity presents.

13) Human Quarters

All non-dwarf followers of Flintnail who are staying on the premises are quartered in here. Their living conditions are even more roomy and comfortable than at the Inn, but even so, terms of duty tend to be short, as life within the windowless complex is undesirable to most humans. These residents use the Inn as part of their accommodation.

14) The Inner Temple

Only members of the Flintnail Cult, or the Pavis Cult priesthood, proceed into this section with any regularity. Even the Pavis Cultists on the whole are only allowed to access the first two rooms if they are not dwarves. Exceptions are made only for meetings that must be held in the utmost secrecy.

14a) The Small Hall: Merely an access-point to the Shrine, the meeting room, and all points beyond. The only interesting object here is the huge bronze door to the shrine, which is decorated with embossed runes. Once again the doors into the deeper dwarf areas are guarded at all times by two dwarves in plate armor. Each wields a dwarf-sized bastard sword.

14b) The Flintnail and Pavis Shrine: Dwarves have alluded that this is the only room beyond the public area that is tall enough for most humans to walk upright in comfort. Dwarf acolytes guide human members of the Flintnail Cult in worship here on special Holy Days, but even these humans are not normally allowed further access into the dwarves' chambers. Ornamentation here is minimal, although the room certainly has a suitably reverent air. Apart from the incense burners, the twin bronze statues

of Flintnail and Pavis (one either side of the beautifully cast bronze altar) are the only particularly impressive features. A surprising number of people still think that this room is the central point of the entire dwarf colony, failing utterly to imagine the chambers and activities that the dwarves maintain below ground.

14c) The Meeting Room: This room is dwarf-sized in terms of its ceiling height, and although the furniture is very comfortable, anyone approaching 2m tall must sit on the cushions provided. This puts the dwarf negotiators, in their chairs, at a height advantage, and some uncharitable folk have suggested that this is deliberate. Only meetings of an especially important nature are conducted here, as the meeting room above the Flintnail Inn is normally adequate.

