

BITS OF DARKNESS: DUNGEONS

Written by:

Daniel Brakhage
Mark Potter
Vicki Potter
Randy Eliason

Edited by:

Vicki Potter
Elizabeth Brakhage

Border Art by

Daniel Brakhage

Layout by:

Edward Wedig,
www.docbrown.net

Cover Art

“Surrounded by Adventure” by

Gillian Pearce
www.hellionsart.com

Interior Art created by

Jesus and Javier Carmona
www.CarmonaArt.com

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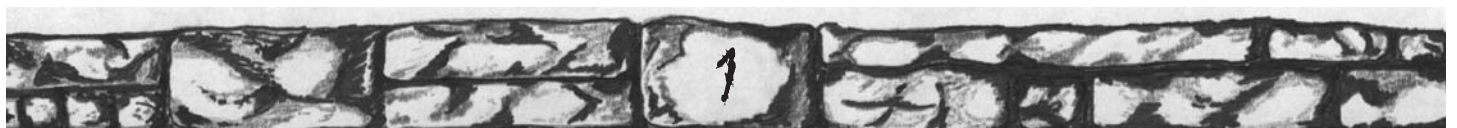




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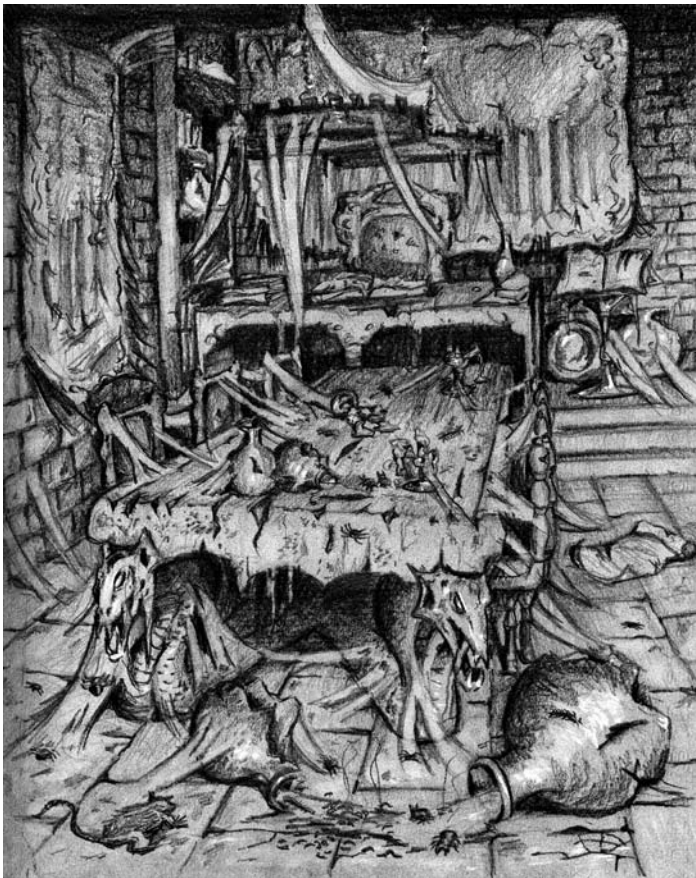
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to come apart. Nothing else of value is with the corpse – most of the gear was removed long ago.]

37. Every few feet, someone has placed a small, white stone on the floor. This goes on for about 100 feet, after which you see no more of the stones.

38. You have entered what was once a finely decorated room. A faded tapestry depicting a woodland scene is now frayed but hints at former luxury as do the desk, chair, and table. Dim light reflects off the very tarnished silver and brass fittings. A slightly sweet smell of decay permeates the room. [Any attempt to move or manipulate one of the furnishings causes that item to crumble into an unidentifiable heap of rotten pieces and bugs. Searching the remains of all items will yield 6-36 silver fittings and knobs each worth 5 silver pieces (once they are cleaned). However, a search will not reveal any clues as to who might have furnished this room or why.]



39. You approach a place in a hallway where an armored figure lies. It seems to be the remains of a fighter, clutching a crossbow quarrel which is

embedded through his chest and into his spine. All the flesh has long since rotted from his bones. [His ringmail, simple helm and broadsword are barely serviceable.] **In the wall near the body there are five, 1-inch diameter holes staggered and at varied heights from two to five feet off the ground. On the wall opposite are four deep nicks, with four broken quarrels lying on the ground.** [A search of the body reveals a pouch, dried and fragile, containing 4 coppers and a rock-hard piece of something that may once have been bread.]

40. On the wall of the stone hallway you see a stick figure drawn on the wall with a chalky substance. The figure is of a winged and taloned creature with a stick figure of a man in his mouth. Under the rough picture is an arrow pointing to the left.

41. You see something small stuck in a crack in the wall of the hallway, about four feet off the ground. It is a scrap of parchment, folded over several times. When opened it reads in hastily scrawled Elvish, "This way out."

42. Some sort of oily liquid is dripping from the center of the ceiling in this area of the hallway. There is a shallow trough worn down the middle of the hallway, and the fluid trickles along it for about fifteen feet before disappearing into a crack in the floor.

43. You come to a "T" intersection and see a steel-headed javelin, longer than a man is tall, standing out of the end wall. The head is deeply embedded into the stone, nearly the length of a foot. The back of the javelin is fletched with two-inch-high wooden fletches. There is a groove in the back end of the javelin. It seems to have come from straight up the leg of the "T". [You may have a ballista cocked and ready at the other end of the hall, or behind a door with a hole in it at the other end of the hall with a trigger point in the hall somewhere, or the ballista could have been taken away long ago. To dislodge the ballista javelin would require a successful Strength check at DC 25.]

44. As you look into [enter] the room, you are astonished to see the entire floor of the room is done in mosaic tile, depicting the sun, clouds and birds on the wing. When you look up, you see that the ceiling has also been done in mosaic, but with a forest motif. [The party may very well spend some time here, arguing about the safest way to cross the



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