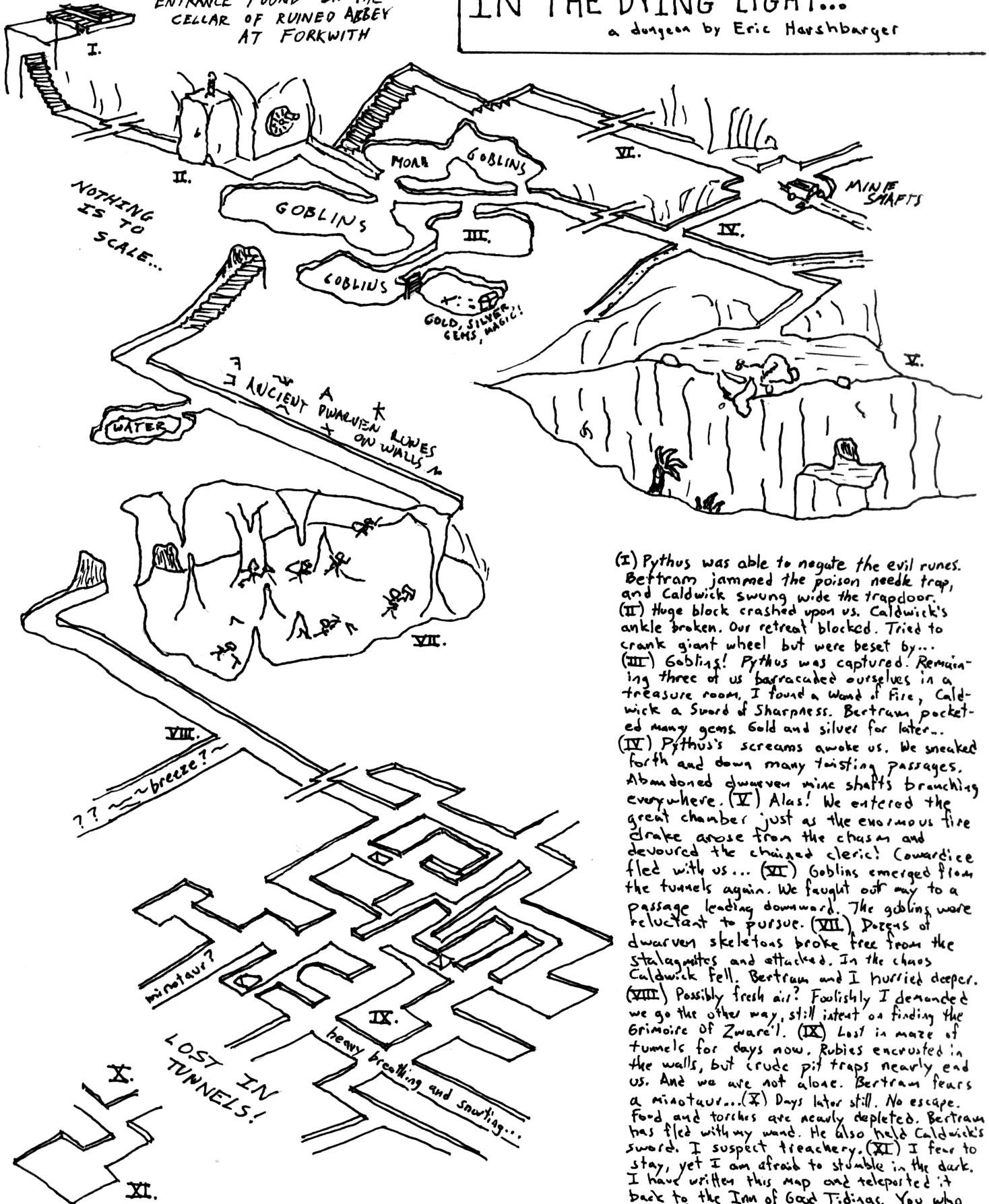# IN THE DYING LIGHT...
a dungeon by Eric Harshbarger

ENTRANCE FOUND IN THE CELLAR OF RUINED ABBEY AT FORKWITH

I.

II.

NOTHING IS TO SCALE...

MORE GOBLINS

GOBLINS

III.

GOBLINS

GOLD, SILVER GEMS, MAGIC!

VI.

MINE SHAFTS

IV.

V.

WATER

ANCIENT DWARVEN RUNES ON WALLS

VII.

VIII.

~~breeze?~~

??

minotaur?

IX.

heavy breathing and snorting...

LOST IN TUNNELS!

X.

XI.

(I) Pythus was able to negate the evil runes. Bertram jammed the poison needle trap, and Caldwick swung wide the trapdoor.
(II) Huge block crashed upon us. Caldwick's ankle broken. Our retreat blocked. Tried to crank giant wheel but were beset by...
(III) Goblins! Pythus was captured. Remaining three of us barracaded ourselves in a treasure room. I found a Wand of Fire, Caldwick a Sword of Sharpness. Bertram pocketed many gems gold and silver for later...
(IV) Pythus's screams awoke us. We sneaked forth and down many twisting passages. Abandoned dwarven mine shafts branching everywhere. (V) Alas! We entered the great chamber just as the enormous fire drake arose from the chasm and devoured the chained cleric! Cowardice fled with us... (VI) Goblins emerged from the tunnels again. We fought our way to a passage leading downward. The goblins were reluctant to pursue. (VII) Dozens of dwarven skeletons broke free from the stalagmites and attacked. In the chaos Caldwick fell. Bertram and I hurried deeper.
(VIII) Possibly fresh air? Foolishly I demanded we go the other way, still intent on finding the Grimoire of Zware'l. (IX) Lost in maze of tunnels for days now. Rubies encrusted in the walls, but crude pit traps nearly end us. And we are not alone. Bertram fears a minotaur...(X) Days later still. No escape. Food and torches are nearly depleted. Bertram has fled with my wand. He also held Caldwick's sword. I suspect treachery. (XI) I fear to stay, yet I am afraid to stumble in the dark. I have written this map and teleported it back to the Inn of Good Tidings. You who have found it... please... help me.
~TROUMO