



# BITS OF DARKNESS: CAVERNS

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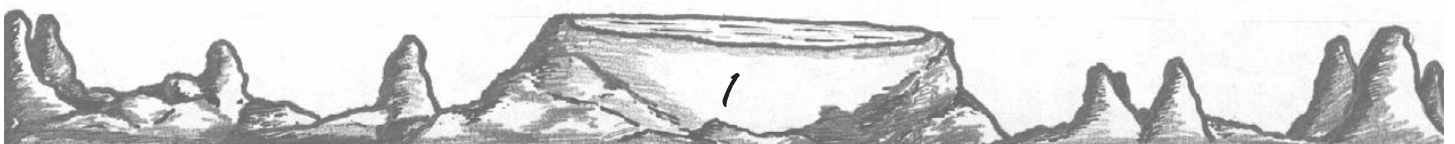
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your way through the labyrinthine room you hear something fleeing, always ahead of you.

**28.** The passageway here is rounded and relatively smooth. As you walk along it is becoming taller, but narrower near the bottom. The center begins to slope downward in a four foot wide area. Your party is forced to go single file as this trench deepens to about six feet. Suddenly the center of the passage takes another drop, and the middle two feet become four feet lower yet. [Everyone is now walking in a narrow trough in the bottom of the four-foot-wide trench, where there remains a space of about one foot on either side of the center trough.] The passage meanders one way then another as it flows forward. The lowest trough suddenly ends in a short, broad crack straight ahead. Above that you can see the former smooth tunnel resume. [Adventurers will need to climb a total of ten feet to get back up to the former tunnel and continue on.]

**29.** The passageway here opens into a large grotto. To the right of where the passage enters the chamber, a stream of water wells up from under the wall and flows into a large pond that fills half of the chamber. The water is quite clear and you can see huge white eyeless fish meandering around in the pool. The water seems to be quite deep as well, between ten and twenty feet in areas. Below the surface of the water, all the walls of the basin are covered with puffy cloud-like deposits of white minerals. The waterway continues on, flowing out under the far wall of the chamber.

**30.** You come upon what looks like a natural well in the floor of the chamber. It is very deep and you cannot see the bottom. [If someone drops in a stone or similar item:] It falls for four seconds, hits something and begins to ricochet, clattering to a stop three seconds later. [If someone drops in something with a magical light to it:] It drops about four seconds and then the light is cut off. You hear some thumping and see the light moving far below before it disappears. It appears that the well is not straight and you cannot see where it goes.

**31.** The smell of damp earth fills your nostrils as you stride along. The chamber here is very damp and droplets of water on the walls glisten in your light. The sandy ground here is wet and clings to

your boots. The sound of dripping water echoes loudly as water drops from several places in the ceiling into stagnant pools below. The pools have no real depth but everything is moist and clammy.

**32.** The blue-gray walls of this room stretch before you, inviting you to enter. Peering through the dimness you can make out your own haggard reflection in the still waters of a subterranean lake. There is a small path along the left side of the water, dry but narrow. You will only be able to walk in single file, but that's not a problem because nothing could be living in the water this far underground, could it?

**33.** This chamber is marked by the reaching fingers of stalagmites and stalactites. The shadows cast by your light make ghastly flickering images upon the wall and as you watch them dance a low moan fills the cavern like the deep cry of a ghost or a condemned soul. [Feel free to make a moaning sound. Pause, and repeat a couple of times. Continue while the players stay in this area. The sound comes from air moving through a vent in the ceiling but that is not readily visible from the chamber floor.]

**34.** In this room there is a great pool of water. The crystal-clear liquid swirls from a hidden current deep below the surface and you can see small white fish flitting about in your light. The water appears to be fresh and deep; the ground is sandy and contains only a few large smooth rocks. It looks like an excellent place to rest. [The water is indeed clean, fresh, and potable. If anyone touches the water read:] The water is cold and clear. It feels fresh and clean to your touch and the smell is like the freshness after the rain.

**35.** This chamber has great columns that rise from the floor to the ceiling. The columns vary from 3-8 feet in diameter and are arranged irregularly. The multicolored pillars seem to have formed as stalactites from the ceiling met stalagmites from the floor and joined. Several of the veined columns are slick with wetness as they continue to grow slowly and increase in thickness over the years.

**36.** In this area there is a fetid pool more than eight feet wide. From a hole high above it, a rancid greenish stream trickles down a wall that is covered



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**CAVERNS****36**

In this area there is a fetid pool more than eight feet wide. From a hole high above it, a rancid greenish stream trickles down a wall that is covered with slime and stench. Even the spark of light coming through the distant opening seems sickly. There are masses of algae upon the water, some still green and some black and dead looking. A layer of some oily substance covers the pond's surface between the clumps. The whole room reeks of foul smells and decay.

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