

The Mourning Wight of Brakhill

a one-page-dungeon by J.E.Geoffrey



Adventurers Needed!

Desmond Baron of Byrkwood, has a proposal for the characters: he spent a large sum for a custom made set of dwarven armor, made by the famous artisan Brakr, Master of Brakhill. After the dwarf took the money he did not come back to the Baron in over two years. Not knowing what happened to Brakr, and more importantly: to his new armor, He now wants to send out a group of adventurers to see what happened.

Unknown to the adventurers something indeed did happen: a group of ratmen, lead by the crafty wererat Drugbold, infiltrated the home of the dwarven smith, and took over his small mountain hall, killing and torturing the poor dwarves until all of them had perished, but even then not letting them go. Brakr is now a wight, driven mad by the knowledge that he took money from Desmond and did not deliver. Now the rats are slowly trying to establish a foothold in this area.

Finding Brakrs Home

The only thing the Baron knows is that Brakr lived in Brakhill, about 60 miles from Byrkwood. When reaching Brakhill it is reasonably easy to find the entrance to the small mountain hall on the side of the forested hill: somebody has tried to hide it so badly it draws attention to it (+20% on any search check), somebody has taken off all signs leading here, check normal for Wilderness encounters

Wilderness Encounters (1d6)

1. 1d6 ratmen, scouting for food
2. 1d6 cavemen, looking for their children
3. 1 large spider, gathering food
4. large spiderweb, 50% chance of entanglement if not noticed
5. one very angry wild boar
6. a colorful, bouncing bear hops past (maybe you should lay off the cheese sandwiches...)

Physicalities

Walls of hewn stone; Floor of smooth stone, debris and trash lying around; the cave is cool and moist, dark and unlit, but old torches can be found in each room, 40% chance of them still dry enough to be lit

Areas

1. **Entrance**, thick bushes make it nearly impossible to see the entrance
2. **Entrance hall** 1 Cave Bear, skulls and bone fragments on the floor
3. **Empty** One can hear the moaning of the wight here though

4. **Throne Room** A stone dais and throne sits in north of room, faint chirping noise near west wall, 1 Wight (formerly Brakr), wearing 1 helmet of Dwarven workmanship

5. **Shallow pool** of water in north-east, broken spear lies in the south-west corner of the room

6. **Smithy** A half-circle of tall stones surrounds a forge and anvil in the south-east corner of room, Pit Trap (former waste disposal, sharp objects)

7. **A mural** of geometric patterns covers the ceiling, the scent of old smoke fills the south-east of the room, rotting wooden furniture is lying around

8. ceiling is covered with cracks, a corroded chain in north of room, something was held here, unfinished parts of armor and weapons are lined along the south and east wall

9. **Spirals** of black stones cover the floor, A creaking sound can be faintly heard near the east wall, when investigated Bat Swarm can be found, Treasure hidden under bat guano: 70 cp; magic ringmail (superior quality)

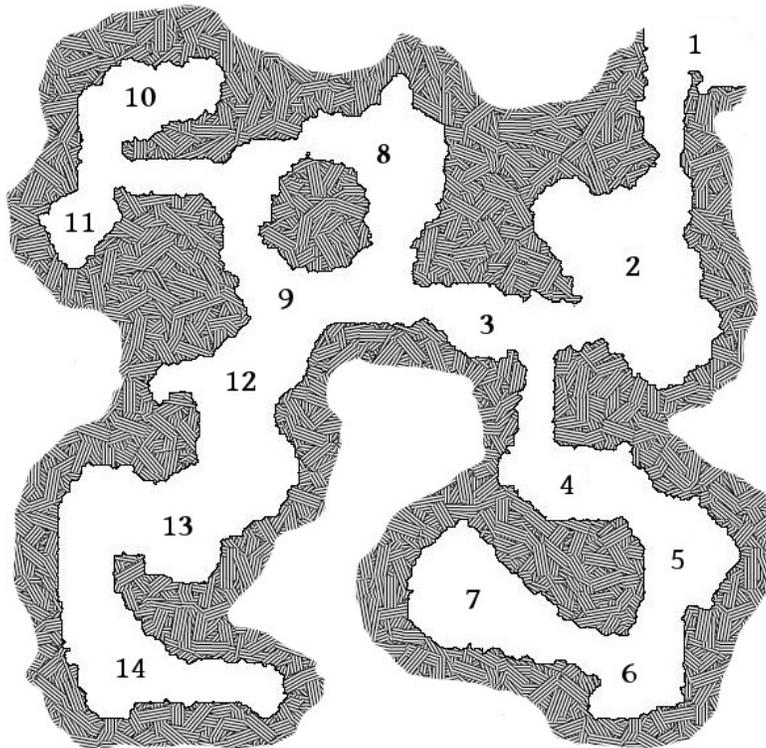
10. **Lair** of 8 tiny monstrous spiders and 1 large monstrous spider

11. **Boneyard** of the Spiders, one can find 1 dagger and 1 flute here

12. **Former Shrine of the (Dwarven) God of Smiths, now housing a rat idol** and 300 gold pieces, everyone removing them not a priest/believer will suffer curse of the idol, rat swarm

13. 1 Wererat and 3 ratmen servitors, Treasure: 700 gp; Magic Sword +1, 7 ancient-looking books, wererat can cast 3rd level cleric spells

14. **Hidden Treasure:** hidden locked iron chest (superior lock), 250 gp; hoard total 250 gp



Wandering Monsters (roll 1d6)

1. 1d8 monstrous spiders from room 11, searching for an object stolen from their lair
2. 1d3 young cavemen carrying pouch of shiny stones (opals) stolen from room 11
3. 1 large monstrous spider, returning from outside
4. 1d4 dwarven zombies (formerly chained to wall in 8)
5. 1d4 Carcass Scavengers, lost and desperate
6. 1 piercer, fearless hunter

Ending the adventure

Desmond would like to have the armor he paid for (now worth even more as the last set crafted by the legendary Brakr of Brakhill...) and he will pay handsomely. He will also pay some bards to spread the legend of 'The Wight of Brakhill' with the heroes in the main roles. He knows what good publicity can do.

