

# AN AWAKENING AT THE OLD WELL

an adventure by Dylan Barker

## THE SETUP

Looking for a place to rest, the band of adventurers stumble across the ruins of an old well.

It seems odd that a well would be built this far into the forrest. The well is a crumbling mess and is flanked by three standing stones. Suddenly a voice is heard from within the well. "Help me, I'm stuck".

## THE VOICE

"Help me, I'm stuck", the voice repeats. The voice sounds weak and raspy. Trying to get any more information is difficult. It's as if the voice is that of a scared child that is only fixated on wanting help. If pushed they may reveal that their name is Pinch.

## TO THE WATERFALL

As the corridor rounds the corner it opens up into an empty room. Disguised in the room a pit trap with a thin walkway either side. The bottom of the pit littered with crab shells.

## THE WATERFALL

The passage opens up to sight and sound of running water spilling out from a cracking the wall. Small crabs flutter along the edge of the water grabbing at anything brought through by the stream.

Watching closely it looks like they're working together. They attack if disturbed. The stream flows for 20 feet before barreling over a 30 foot waterfall and into the cavern below.

## BEHIND THE WATERFALL

Hidden behind the waterfall is a small cave containing some rotting furniture and a sturdy chest covered in moss.

Inside the chest are damp scraps of paper that once formed a diary.

It reads "... the green crystals at the the bottom of the lake may be able to enhance my mental powers more experiments, and subjects needed.. .. it's working, but the subjects are growing restless and insolent, I fear they are plotting against me, a cull maybe needed.." Also in the chest is a rusty set of crab crackers.

## THE STONES

Investigating the stones will reveal badly weathered runes. A trained eye can spot symbols for "mind" and "increase".

## THE WELL

Peering into the abandoned well you can just make out the slight shimmer of water at the bottom. An old frayed rope has been tied to one of the posts and falls down into the gloom. As you climb down you find an opening in the well wall and past it, a door.

## THE EMPTY ROOM

The room smells damp and mouldy and cracked marble tiles line the floor. There is a fireplace stacked with rotting logs. Investigating the room will reveal; faintly glowing green crystal shards on the table, broken alchemist equipment on the floor, carvings of crabs on the fireplace and some scrapping marks in

front of the fireplace. Suddenly a swarm of crabs pour out of the cracks in the walls and start to attack.

## BEHIND THE FIREPLACE

Through the fireplace the air becomes thicker with moisture.

Down the stairs the corridor opens up into a small room, lit by the glow phosphorescent algae covering the walls. A small cup stands on a plinth filled with a swirling teal liquid. Drinking from the cup grants the ability to breathe underwater for a day.

## THE CAVERN

At the bottom of the well the shaft opens up into a large cavern filled with water which is lit by a dull green glow coming from underneath the water. Bubbles gently pop on the surface in the centre of the pool.

Following the bubbles down you will find a cluster of three green crystals. A small raised alcove in the cavern is littered with bones and what looks like some kind of nest.

## PINCH

Hidden in either the alcove or the water is a giant awakened crab. Pinch has lived down here since he was a nipper and as grown so large by tempting unsuspecting travellers into the well. But now he's bored and just wants some company, or better a way out of this cavern prison. He'll get angry if he is refused help.

