

Cave Dwellers of the Malachite Mines

A subterranean adventure for Blood & Bronze and other games of High Adventure.

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The mission

A section of the malachite mine outside Eshnunna has collapsed, killing a dozen miners. Once the debris had been cleared, a survivor was found. The child was wounded and terrified, and rambled madly about vile demons living deeper inside the mountain. The child also claimed that there were two other survivors, Uthur and Sulara, but that they fell into the nether caves and never made it back.

Now, the superstitious malachite miners refuse to work near the cave-in and an entire section of the mine has been closed. The malachite traders, who care little for the superstition of their slaves, are furious and willing to pay handsomely to anyone who dares explore the cave and bring the two stray miners back and flogged into obedience.

The Malachite Mines

+ The malachite mines are large and labyrinthine, dug through the soft limestone through centuries of hard work. A large part of the mine has fallen into disuse since the accident, making the other parts busier. Mining is chiefly performed by children and women whose smaller frames allow them easier access through the narrow and haphazard tunnels. Men work nearer the exit where the climate is healthier and prestige is higher, carrying rocks and firewood.

+ All uninhabited areas of the cave are pitch black, unless otherwise noted.

+ Characters **enter through the CAVE-IN (19)**.

THE SMOKING WELL

Far below Eshnunna, the people of old happened upon a smoking well. In its misty depths lived a pale-skinned tribe: hairless and speechless and docile in nature. The people of that age marveled to find that each time they sunk something into the well it was returned in double by the servitors of the smoking deep. As the people prospered from the endless riches of the underworld they erected statues and altars to the glory of the wondrous well, reshaping the mine into a temple of great splendor.

Only then did the people of that age find, that there were limits to the generosity of the underworld; that those servitors now living their placid and weird lives above the well's surface ever so often were beset by a strange and grim rage causing them to drown children, cattle and what else they could find and sink again into the fuming pit.

In a great genocidal battle, the warrior queen Nepheth Rashar and her scarlet guard quelled the servitors and razed their otherworldly edifices, erected in secret by the dim shores of a subterranean lake. A new law was declared, forcing all surfacing servitors to immediately be slain after handing over their tribute to the summoner priests.

Ages have since passed, and the worship of the well has subsided. As her dying wish, the queen Nepheth Rashar had the temple jealously sealed by sightless masons along with the underground mausoleum that would hold her remains.

However, for all her power the queen could not kill the legend of the giving well. One of her maids designed a map of the sacred place as best she could and carved it in clay, so that the worship could be restored by her descendants. Centuries later, this map was found by the ambitious Degul Rhul; a sage claiming that his was the blood of Rashar and seeking to find the temple and gain from the lost well.

CHANCE ENCOUNTER CHART

- 1 Uthur.** A slave-girl, looking for her sister Sulara. Covered in blood and dirt, she resembles most a revenant as she shambles down the corridor, dragging her left foot at an unnatural angle behind her.

Uthur: pwr 2, save 8, end. 4. Dressed in rags, armed with broken miner's tools (dmg 1d4).

- 2 Hazcal Kothan.** A seasoned Kuhti warrior, leading a band of escaped prisoners of war. Unwilling to have their blood feed the gods of their conquerors, they overpowered the guards and fled on the eve of their sacrifice. Lacking the means to scale the city walls, they fled into the mountain and have since dwelled here. Hazcal Kothan is preparing to lead his band to freedom, but the mining activity and recent collapse has made him hard pressed to find a safe way out. To this end, Hazcal Kothan has captured Sulara in the hope that she will be their guide to freedom.

Hazcal Kothan: pwr 3, save 6, end. 30. Dressed in layered wicker armor (armor 3) and a grey turban lined with bones; armed with a jade spear (dmg 1d8; 2-handed: impact; 45 s).

Moonrise, sunset, zenith, his hounds: pwr 2, save 4, end. 12. Red, well-kept furs. Jaws (dmg 1d6).

- 3 Cave-dwellers.** A small group of escaped prisoners-of-war (see 1:4), foraging for food. Hailing from many northern tribes, they represent a motley mélange of languages and practices held together by a dull wish for revenge that has gradually been worn down by the daily chore of staying alive.

Cave dwellers (2d4): pwr 2, 7, end. 10. Clad in motley outfits or smeared body paint, and armed with makeshift weapons (dmg 1d6, no crit). There's a 2-in-6 chance for each cave dweller to be more loyal to the Masked Priests than to their chieftain Hazcal Kothan.

- 4 Degul Rhul and the masked priests.** Degul Rhul is an ambitious sage, pale in complexion and dressed in layers of the finest clothes as if perpetually cold. He claims he can trace his lineage to the legendary warrior-queen Nepheth Rashar, and seeks to seize power over Eshnunna. Fate and cunning have led him to the smoking well (REF). Together with a band of co-conspirators, he has resumed sacrificing at the milky depths to capitalize from its wondrous wealth. To avoid being recognized by the escapees, the nobles wear wooden masks and masquerade as a priesthood and exit the caves through a passage (2:1) meticulously hidden from both the cave dwellers and their peers on the surface.

As the noblemen-priests fear that Sulara (and Uthur, should she be found) might recognize their true identities, they are anxious to have Hazcal Kothan surrender her to them. Degul Rhul is acutely aware that his control over the well will be challenged if more people learn of its existence. Therefore, he advocates for the escapees to remain in their cave and will stop at nothing to contain or kill them if they choose to leave.

Degul Rhul: pwr 4, save 12, end. 22. Wearing gold-leaf plate armor and a golden mask of a demon-fish (armor 3) over his obsidian black frock and armed with a feathered spear (dmg 1d10; 2-handed: impact).

Masked priest: pwr 3, save 10, end. 15. Wearing sea-green robes and jacaranda masks (armor 1) and armed with crooked knives (dmg 1d6+2) or bronze maces (dmg 1d8; 2-handed: impact).

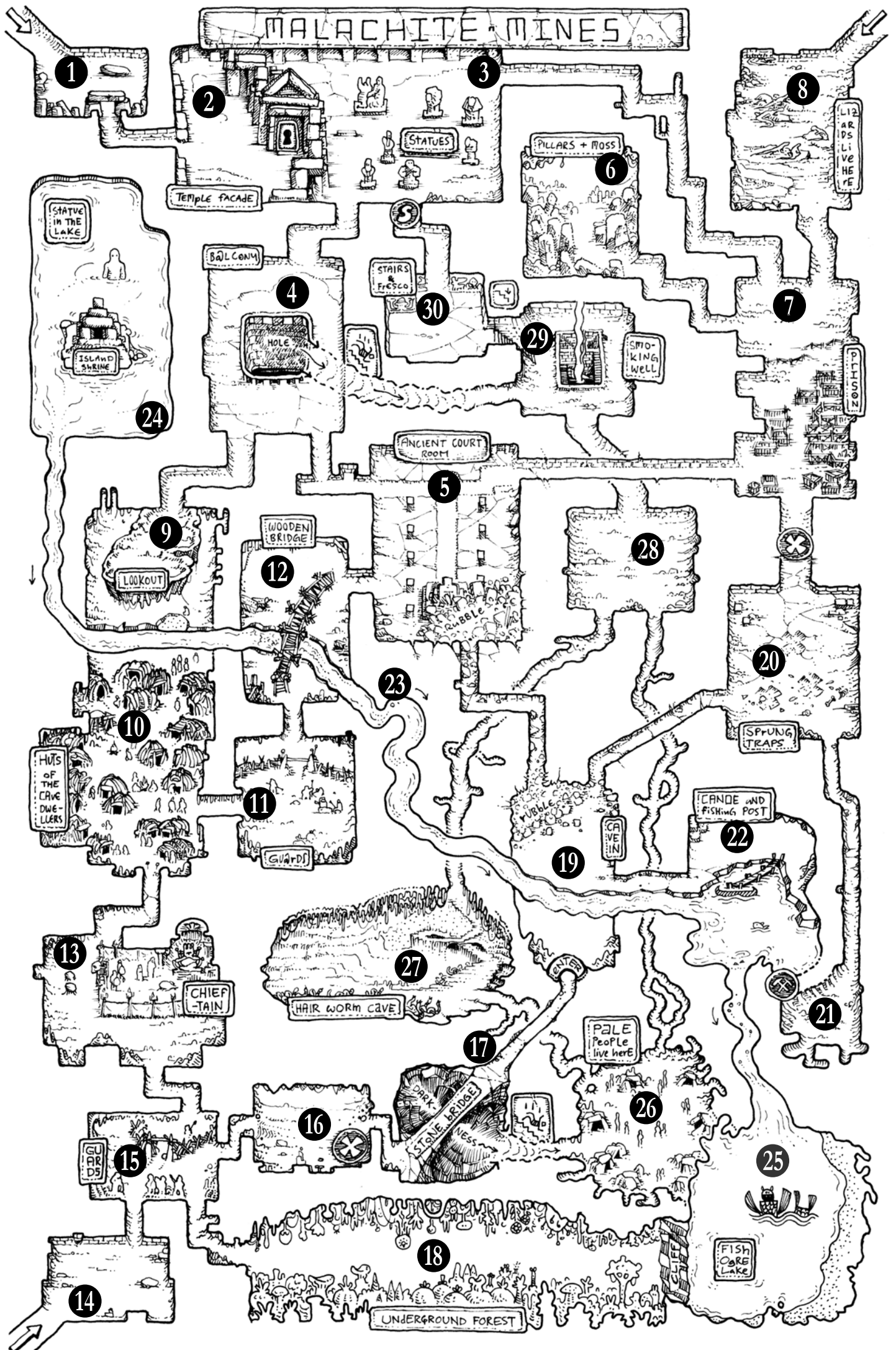
- 5 Pale servants.** A group of hairless and pale-skinned creatures. Summoned from the smoking well into a world they do not understand, they lead their strange and placid lives by the large underground repository feeding on the refugees' waste. They are aware – if such a word can be used of their perceptions – of the other inhabitants but mainly keep to themselves unless provoked by food shortage or befallen by the maddening rage of the well (see below).

The first time this entry is rolled, the PCs only encounter some trace or track of the servitors' activities.

Pale servants (1d4+1): pwr 1d6, save 19, end. 1d10 (reroll before each attack if alive).
Otherworldly weaponry (1d20-8; withers to dust before next sunset)

- 6 The apparition.** The renewed activities by the smoking well has disturbed the vengeful spirit of Nepheth Rashar, and she now haunts the caverns. The apparition is incapable of speech and manipulating physical objects, but will try to lure characters into fighting the masked priests if possible or otherwise to their death.

- 7-20 Nothing.**



Locations

- 1 Dressing chamber.** Used by the nobles, smelling faintly of soap and lavender.
- + If the nobles are in the caves, their surface frocks hang here. If searched, they contain a **golden ring with insignia** (30 s, but looks thrice as valuable at a casual glance) a flask of rosewater perfume (50 s) and a silver amulet (75 s).
 - + Otherwise, their masks and priest's robes hang here. If searched, one of them contains a jade dagger (1d6; treasure: 40s).

The insignia can be recognized as belonging to Degul Rhul by anyone familiar with the local politics; others only recognize it as the boastful and slightly overworked mark of a man claiming ancestry far above his station.

- 2 Temple of the masked ones.** (exterior, see 3) Thick rugs circle a small and rarely used fireplace, together with a few tin cups (5 s), a half-drunk urn of bright wine and a ceramic lantern. Otherwise little evidence of people living here.

There's a two-in-six chance that the masked ones are here, a one indicating that their master Degul is also here.

In the eastern wall a locked gate leads to the Courtyard of Statues (3). In the western wall door leads to the dressing chamber (1).

Masked priest: pwr 3, save 10, end. 15. Wearing sea-green robes and jacaranda masks (armor 1) and armed with crooked knives (dmg 1d6+2) or bronze maces (dmg 1d8; 2-handed: impact).

Degul Rhul: pwr 4, save 12, end. 22. Wearing gold-leaf plate armor and a golden mask of a demon-fish (armor 3) over his obsidian black frock and armed with a feathered spear (dmg 1d10; 2-handed: impact).

- 3 Courtyard of statues.** A natural cave extended into a large hall by human labor. To the north large steps are carved in the mountain, like the seating of an ancient amphitheater. Covering the floor of the hall are the withering remains of countless statues standing guard to an unknown ruler. In their midst is a now-defunct and **moss-covered fountain, where six snakelike heads protrude gaping from a thick pillar**. Carved out of the limestone mountain at the western end of the courtyard is the **façade of an ancient temple**, in just slightly better repair than its guardians. The temple is crafted in a skewed angle, producing the impression of being larger than it actually is. Its gate is locked at all times.

There is one passage to the southwest and one to the southeast. Between them, a hidden passage leads to the smoking well (30).

The fountain of six snakes.

At the top of the pillar (approx. the height of two men) there's a basin. If filled, water will spurt out from the mouth of one of the snake heads. Each time a tongue is pulled, the contraption is reset: roll a die to determine which head will activate the door.

- + The secret door (leading to 30) can be opened by reaching into the mouth of the snake gushing out water and pulling its tongue. If repeated, the passage closes.

- + If any other tongues are pulled, the mouth of the head will snap closed causing 1d8 damage. The affected character must check Might to avoid screaming (provoking a random encounter roll).

- 4 **A balcony, circling a black pit.** The balcony and its balustrade are perforated by square holes, like tiles missing from a puzzle. A stale wind is rising from the depth. If a character stare long enough into the darkness below, flickers of light can be seen like distant silent thunderstorms.

There are three passages, all reached from the balcony: North to the courtyard of statues (3), Sout-West to the overlook (9), and SE to the court room (5). At the bottom of the pit is a tunnel leading to the smoking well (29), should the characters find a way to safely explore it.

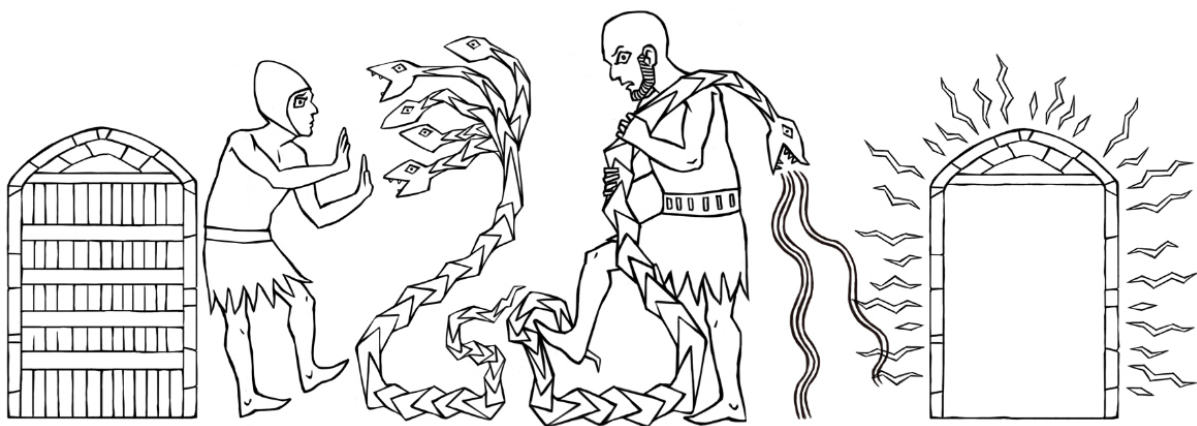
- 5 **Ancient court room.** Crumbled statues of half-human children – possibly female – with stern faces gaze towards a small mosaic-clad dais by the eastern wall. Several old urns, now unintelligible tablets, some bone needles and obsidian tools are laid out before the statues like offerings. If searched, the rubble yields wealth worth 32 shekels.

Four passages lead from the room: E to the holding cells (7), South to the cave in (5, **blocked by rubble**), W to the bridge (12) and NW to the balcony (4).

- 6 **Moss-covered pillars.** A moist cave room, where moss grows thick over the rubble of ancient colonnades. If keeping perfectly still, a hissing sound like strained breathing might be heard. **Behind a fallen pillar, the slave Uthur hides.** On the **moss-covered walls fragments of a large fresco can be seen** – its motif indiscernible due to the large patches of moss growing on it. If the moss is removed, the fresco can be studied. It depicts two men and two snakes. One of the men is being attacked by the five-headed snake, whereas the other man holds his snake by its throat: the snake spews forth water towards a door (see Fresco # 1).

Uthur: pwr 2, save 8, end. 4. Dressed in bloody rags and armed with broken miner's tools (dmg 1d4).

Uthur is terrified and severely wounded by the trap she sprung (see room 20). She is waiting for Sulara who ventured further into the caves to find help, and will be reluctant to leave without her. She knows the secret of Hamun Draga's fire pearl, the item he puts under his tongue to breath fire like it was air. She also knows that he drinks from a secret wellspring at mount Ramat every midnight, to be blessed by the mountains protection. She will readily part from this knowledge if she and Sulara are delivered to safety and set free, otherwise she'll hint on this knowledge and use it as leverage as best she can.



Fresco 1, found in room 6

- 7 This chamber holds **two dozen brickwork cells** seemingly scattered at random throughout the room, most of which are now defunct. A colony of small mouse-like monkeys with huge eyes scurries among the ruins, giving high-pitched chirps of warning.

There are five passages from this room: NE to the chamber of the yellow reptilians (8), SE to 20, SW to the court room (5), west to the moss-covered room where Uthur hides (6), and NW to the courtyard of statues (3). **The southern exit is trapped** (see 20, below).

- 8 **Reptile cave.** A wide and humid cave where 3d6 **large yellow-hued reptilians** are nesting. If a wounded character enters the room the lizards will pick up the scent of blood and attack, otherwise they will lazily tend to their nests.

Large reptilians (3d6): pwr 2, save 4, end. 12. Thick yellow scales (armor 1) and teeth like obsidian daggers (1d6).

- 9 **A small plateau.** Overlooking the huts of the cave dwellers (10). A chasm, a dozen paces wide and about as deep, separates the overlook from the plateau holding the huts. In its depths, bright greenish-blue water streams east at a steady pace.

- 10 **Huts of the cave dwellers.** Here two dozen escaped slaves and prisoners of war – men, women and children – have sought refuge. They are poorly equipped, but willing to fight to the death rather than return to captivity. They live off fishing the underground river, foraging the bleak forest and occasional raiding the hillside farmers of Eshunna.

Since the cave in, the cave dwellers have begun to divide into two factions: those loyal to the cult of the smoking well (30), prepared to stay and defend their sanctum if needed, and those loyal to the seasoned warrior Hazcal Kothan (13), preparing to abandon the caves and head northeast into the mountains.

Cave dwellers (3d6): pwr 2, save 7, end. 10. Clad in motley outfits or smeared body paint, and armed with makeshift weapons (dmg 1d6, no crit). There's a 2-in-6 chance for each cave dweller to be more loyal to the Masked Priests than to their chieftain Hazcal Kothan.

- 11 **Guard post.** Since the cave in, there are at any time 1d6+1 guards are stationed here at any time (twice if startled or murderous).

Guards (1d6+1): pwr 2, end 9, end. 12. Wearing assorted armor (armor 1) over their ragged clothes and Armed with stone clubs (dmg 1d6; impact). There's a 2-in-6 chance for each guard to be more loyal to the Masked Priests than to their chieftain Hazcal Kothan.

- 12 **Bridge in bad repair,** leading across the bleak waters. To avoid collapse, the bridge is supported by a scaffolding of sticks and cabers rising from the bottom of the river. The **bridge is rigged with chimes** made from animal bones, sounding an alarm if anyone sets foot on the bridge.

- 13 **The abode of Hazcal Kothan,** chieftain of the cave dwellers. He has three large hounds and fights with an awe-inspiring spear made from jade.

Hazcal Kothan: pwr 3, save 6, end. 30. Dressed in layered wicker armor (armor 3) and a grey turban lined with bones; armed with a jade spear (dmg 1d8; 2-handed: impact; 45 s).

Hounds (moonrise, sunset and zenith): pwr 2, save 4, end. 12. Red, well-kept furs. Jaws (dmg 1d6).

14 A narrowing tunnel leading steadily up. With time, luck and a skilled guide, this passage can be used to reach the surface.

15 A guard post. Since the cave in, there are at any time 1d+1 guards stationed here (double if startled or murderous)

Guards (1d6+1): pwr 2, end 9, end. 12. Wearing assorted armor (armor 1) over their ragged clothes and Armed with stone clubs (dmg 1d6; impact). There's a 2-in-6 chance for each guard to be more loyal to the Masked Priests than to their chieftain Hazcal Kothan.

16 Ruined antechamber, the cave walls clad in terracotta bricks. Benches and niches are skillfully carved from the sandstone rock. The room is markedly colder than the other cave rooms.

There are two passages, one west (leading to 14) and one east (leading to the bridges over darkness 17). The **east passage is trapped**.

Trap. Sharpened sticks hidden under a canvas strewn with gravel and dust. Due to the weight of the gravel, the canvas is slightly weighed down appearing as **a smooth circular depression in the floor**. Check senses: on a hit you see it just in time, but not in time to warn your allies. On a miss you fall, for 1d6 damage (twice if heavily burdened).

17 The bridges over darkness. A multitude of bridges and staircases in various states of repair spans a dark chasm. Green-tinted moths with bat-like ears flutter and tick in the dark.

One of the bridges is almost intact, with a barely **jumpable chasm** between the halves leading between the exits in NE (19) and SW (16). A staircase of uneven and slippery steps spirals down into the dark, stopping three men's length above the cave floor, where a thin passage leads to the Pale Men (26).

18 A surprisingly lush underground forest. All plants are eerily pale, tall and thin as if not burdened by gravity like the plants on the surface. Here, the cave dwellers forage for food. There's a 3-in-6 chance that there are cave dwellers here at any time during the day.

A single passage leads here from the guard post (15). At the eastern side, a long and dangerous climb down lead to the lake of the fish ogre (25).

Cave dwellers (2d4): pwr 2, 7, end. 10. Clad in motley outfits or smeared body paint, and armed with makeshift weapons (dmg 1d6, no crit). There's a 2-in-6 chance for each cave dweller to be more loyal to the Masked Priests than to their chieftain Hazcal Kothan.

19 Entrance. The caved in floor of the mine reveals a hole staring down into the darkness. A short climb leads down to a cave chamber that opens in all four directions. In the middle of the room, just to the north of where you stand, a violent and yellowish stream cuts the chamber in half. A **partly collapsed boardwalk** leads across the stream, connecting the two halves of the room. To the NW, a passage is blocked by rubble from the cave in. Among the rubble, **sharp sticks from a now-destroyed trap** can be seen. There are passages to the NE (leading to the sprung trap 20) and South to the bridge over darkness (17). **A rickety wooden walkway follows the stream east** into the darkness, eventually leading to the fishing post (22). The stream can be followed west, for example by swimming, to the scaffolding bridge (12), but no walkway leads here. Swimming the river might draw the attention of daggerfish (see 23).

- 20** **A vast sandstone cave chamber**, seemingly natural in design. **By the entrance, a trap is sprung.** The trap consists of a tripwire, releasing a bent pole that sent a spear across the chamber. The spear obviously hit its target, since there are blood spatters and blood stains leading into the NW passage. The trap struck Uthur the slave – it's her tracks leading that the characters can follow.

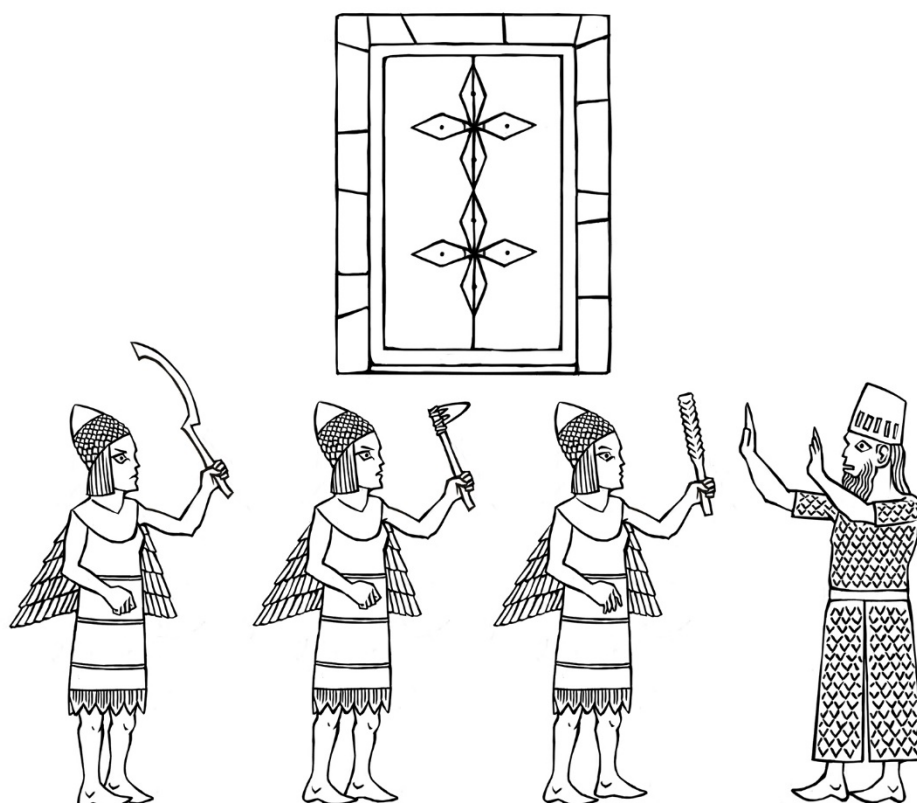
There's a passage SW leading to the cave-in (19) and a passage north to the cells (7). **The northern passage is trapped.** A tripwire causes a heavy log to swing down from the ceiling hitting everyone in the passage (dmg 1d6). The log and the tripwire can be spotted easily, by anyone caring to look.

- 21** **A small but deep chamber thick with tresses of brown algae** growing around a small pond. The pond is fed by the slow leaking from a sealed off stream in the NW wall, connecting this chamber with the fishing pond in 22. If studied, the blockade is clearly constructed by humans and rather poorly – without mortar or proper cutting tools. If the blockade is removed the chamber will flood quickly, permanently lowering the water level of the spawning pool (22) by half.

- 22** **A large and almost flooded chamber.** Here, large albino daggerfish have their spawning pool. On the SE wall, **the top of a large fresco** can be seen over the water line. By the north side of the lake there's a **small fishing camp** set up. If searched, it holds some fishing equipment, a fireplace, a large chunk of salt (60 s). **A sturdy raft** made from inflated animal innards and straw is towed ashore.

The river flows steadily south into the Lake of the fish ogre (25). **A small outlet, too narrow to fit a person** leads SE into 21. If studied, the outlet seems to have been deliberately blocked to create the spawning pool.

Fresco # 2: Only part of the fresco is visible, due to the high water level. If the characters somehow manage to study the fresco in its entirety, it depicts a three queens or goddess, armed with axes, sickle-swords and maces attacking a man in front of a closed door.



Fresco 2, found in room 22

- 23 The underground river.** Traversing the caves under the malachite mines is a wide and cold underground river, streaming from west to east through chambers and water-filled tunnels. Swimming the river counts as traversing difficult terrain. On a failed test, a swimming character will be swept away downstream (east or south) into the next chamber the stream passes through. The scaffolding under the bridge (12) will prevent anything large from passing through that chamber.

The river is inhabited by **daggerfish**, so called as much for their slender bodies as for their knife sharp teeth. Each round a character spends in the water, there is a one-in-six chance (two in six if wounded) her movement will cause 1d6 daggerfish to attack.

Daggerfish: pwr 1, end. 4. Sharp teeth (dmg 1d6)

- 24 An island shrine in the middle of a large lake,** stalactites drooping from the ceiling like the fangs of a primordial giant. There's a metal door in the shrine. Before it, on the ground, is a metal platform in size equal to the door. **The door to the shrine is trapped:** lifting the handle of the door demands some strength, but once loosened will cause the door and the platform in front of it to rotate like a water-wheel. Once the door comes down on the person opening it the metal platform on the ground will give way, exposing a deep pit full of spears (dmg 2d6, check guile for half).

North of the shrine seemingly hovering on the lake's surface like a mirage there's a **large statue of four goddesses – one with a duck-billed axe, one with a spear, one with a sickle-sword and one with a mace.** The door in the shrine can be opened safely by turning the goddess so that spear-wielding facet is facing the shrine.

Inside the shrine lies the remnants of a queen long forgotten: Nep Rashal. Most of the plethora of items accompanying her to the afterlife have been turned to dust by the eons past, but two things can be recovered:

+ A beautiful copper harness (300 s, armor 3, wt 3). The harness can be used to negate all damage during a round, even non-physical, without an armor check. Each time the harness is used in this way, its weight is increased by two.

+ A sharp but brittle copper blade (600 s, Damage 1d16; wt 5) Each time the blade deals damage, its worth is lowered by 100s (Craft save negates). When its worth reaches zero, it is ruined.

- 25** A **vast and surprisingly deep underground lake**, almost completely fills this chamber. The only dry land is a rocky shore by the eastern side of the lake, covered in bones, feces and washed-ashore waste thrown into the river upstream by the cave dwellers. Here lurks an ancient and fiendish creature – **a fish-headed demon with goat horns** and arms that end in feet-long claws, feeding on fish and garbage. With every loud noise or splash of water, there's a one-in-six chance that the creature will approach. If the rubble of the eastern side of the lake is searched, the **cylinder seal** of counselor Agabal can be found.

A slow stream leads north, into the fishing pond (22). From a boat or similar the western walls can be scaled to reach the pale forest (28) or the Pale Men (26).

Fish-headed demon: pwr 9, save 17, end. 72. Feet-long claws (dmg 2d6).

Antediluvian creature. This creature may perform multiple actions during a round, but the referee must assign at least one die to each action. For example, you may choose to have it perform three actions by allocating the dice 3/4/2.

- 26** **The Pale Men.** The strange edifices of the pale servants. Here, the 3d10 pale servants that has climbed up from the well live, if life is a quality that can be attributed to them. No matter how long they are studied, a character cannot learn their motives and nature, only that they draw their sustenance from the waste of the other inhabitants of the cave.

Pale servants: pwr 1d6, save 19, end. 1d10 (reroll before each attack if alive). Otherworldly weaponry (1d20-8; withers to dust before next sunset)

D12. What are they doing right now?

1. Moving their lips, in a silent mockery of human speech
2. Erecting a structure, seemingly without entrance
3. Wearing washed-ashore debris, including spoils from the fish ogre's meals and drowned cave dwellers, as a mockery of human clothing
4. Performing rudimentary sexual acts upon seemingly unaware kin
5. Throwing debris into the pool to awaken the fish ogre, then fleeing in panicked joy
6. Carefully crafting frocks with intricate details, but failing to put them on correctly
7. Staring into the waters, their reflections resembling people you care about
8. Dancing an otherworldly dance, their eyes gleaming as if fires reflected in them
9. Creating one matter from another (such as milk from stone)
10. Dispatching an envoy to leave splendid gifts at a random room
11. Curling up close together, creating a humming noise that reverberates through their bodies and seem to grow in strength for each pale man present
12. Mirroring the PC's actions, including speech, demeanor and aggression

- 27 Hair worm cave.** A wide cave chamber, whose **ceiling appears to be covered in thin white hair swaying to an unfelt breeze**. The white strands are hair worm. Upon contact with bare skin (on a close call, save to avoid) the worm will begin to burrow into the body of the victim, causing 1 point of damage per round. After six rounds, the worm has disappeared completely into the body.

A character infected with the hair worm can be cured on a recovery roll of 1 or higher per round. If she gets immediate treatment, a roll of 1+ will suffice. During the second round, the worm has burrowed deeper and a roll of 2+ is needed. The third round, she'll need to roll 3+ and so on. After six rounds, removal requires some sort of healing concoct. Removing the hair worm causes 1-6 damage (equal to the current recovery roll needed). After a week's infection, the hairworm's eggs will hatch causing 4d6 of damage as the worms leave their host like a wriggling tuft of old women's hair.

- 28** Narrow passages, teeming with centipedes open up to a **chamber littered with bones**. Here, **the remains of Agabad the counselor** lies. It seems from the positioning of the body that he was killed, trying to escape something. He wears a broken jacaranda mask and the torn robe of the masked priests.

- 29 The smoking well.** In the center of the room there's a large well brimming with sluggish white liquid; smoking and bubbling like swamp water and heaving with the swell of an unknown ocean.

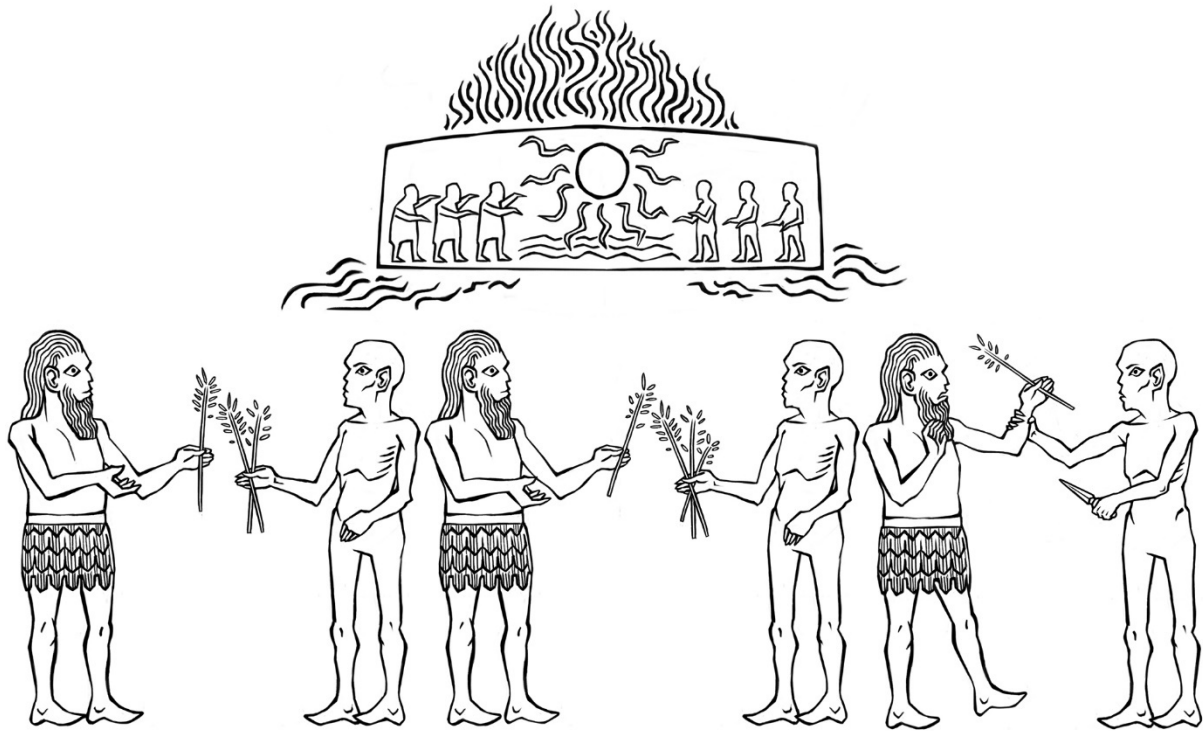
There are two passages: one west to the stairway (30) and one south to 28.

The smoking well

If something is dropped into the well, the smoke becomes thicker and the heaving more violent. The first time something is dropped, a pale naked man with docile gaze climbs out; silently offering up two identical copies of the item. The second time something is dropped, another man climbs out: offering three identical copies. The third time the well overflows, filling the chamber with its sluggish water, smoke and a myriad of eyes and threadlike arms choking, tearing and bludgeoning all characters inside the room to death. All characters suffer 2d6 damage for each round spent in the chamber when the well overflows. Escaping the chamber counts as traversing difficult terrain. In addition, all servants of the well begin a tour of murder and pillage – seeking to drown people and objects alike in their well.

For game data for the pale men, see 26.

- 30** A hidden stairway leading down. The ceiling holds a fresco: three people kneeling before the well. The first offers a straw of wheat and gets two straws back. The second offers a straw of wheat and gets three straws back. The third offers a straw and is killed. See Fresco # 3.



Fresco 3, found in room 30