

JACOB'S WELL

Randy writes: "I was buying some dog food the other day when I noticed a display of Sigourney-Weaver—auored alien chow. I immediately thought, 'There's an idea.' While this module may not be to everyone's taste, the little frontier fort and its NPCs can be used in toto for an adventure of the DM's own design. After all, adventures serve several functions besides just being adventures. They generate ideas, provide NPCs, and supply locales and treasures. And the good ones are just plain fun to read!" "Jacob's Well" is an ADD® adventure for one Dungeon Master and one player. The PC may be of any class or alignment, but should be of levels 2-4. A 2nd-level PC should have above-average ability scores, especially Constitution and Strength. The adventure can be located in any cold, forested Wilderness. DMs using the WORLD OF GREYHAWK® setting will find the Burnel, southern Hraak, or northern Fellreev forests excellent locations for the module. DMs using the FORGOTTEN REALMS® campaign can locate the adventure in Lurkwood east of Mirabar, the Moonwood north of Silverymoon, or the Coldwood due north of Sundabar. Those DMs not wishing to use the adventure may still find the "trading post called Jacob's Well a convenient safe haven to drop into any Wilderness area. This adventure uses a "Sequence of Events" rather than set encounters. The DM should become thoroughly familiar with the layout of the trading post, the many NPCs, the creature used in the scenario, and the "Sequence of Events" before running the module.

As you approach this template you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

FUN WITH BOXES

EVEN MORE FUN!

Neat Green Box!

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Do the Players need direction?

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MONSTER FOO

Small metasyntactic variable (golbinoid), neutral evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses -

Languages Common Lisp, Erlang

Challenge 0

Monster-super-powers. This Monster has some serious superpowers!

ACTIONS

Generate text. This one can generate tremendous amounts of text! Though only when it wants to.

More actions. See, here he goes again! Yet more text.