

This mysterious well is located a mile away from a well-known road that leads to an important town. Rumors say it is cursed and hold treasures.

The Dark Well

A 3-5 player OSR dungeon crawl adventure for character levels 1-4.

Encounters (1d66)

11-23 – Skeleton
24-36 – Zombie
41-53 – Ghoul
54-66 – Shadow

The well

Pine tree: there's an old skeleton wearing a rusty chain mail fallen behind the tree. Three arrows pierce its chest. A **silver key** attached to a leather strip is hanging from its bony neck. The **sword** on its scabbard is **cursed** (the wielder's first attack always fails). Its smashed helmet bears the chalk inscription "traitor" on its forehead.

Empty wooden buckets, old bronze coins, and a wet, moss-covered floor. Footprints lead ahead.

Wet and slippery carved steps.

Rusty armor pieces, broken shields, and burnt torches.

Fresco with evil deities.

Skulls, black and red candles, rotten fabrics, and heavy incense scent.

10' rope coiled inside a sack.

Open trapdoor leading down below.

Stalactites and giant bats

Old pickaxes and shovels, large sacks, and bronze lanterns.

Stone floor covered by ritual runes and geometrical patterns drawn with chalk.

Giant constrictor snake: **rock python**.

Dark, muddy water infested by **giant leeches** (2HD each).

Large wooden chest, locked by a **silver padlock** (can be opened by the silver key). Inside it, there's 1.200 sp, a **magical sword**, a **wand of fireballs** (3 charges), a **potion of fire resistance** (red), and a **potion of healing** (yellow).

Skulls and skeletons.

Dark granite coffin with a broken lid. A **wight** guards 300 sp and a **wand of lightning bolts** (3 charges).

Magical gate. A horned demon skull is sculpted over the gate. Bellow it, ancient carved runes read "show your faith and be spared of my wrath!". Anyone approaching the gate makes the demon's eyes glow blue. Trespassers not carrying the **cursed** holy symbol roll save vs. death ray or are paralyzed by 1d6 hours.

Ancient mosaic with a horned demon and six hooded priests drinking its blood.

Colorful wooden coffin with a sealed lid. A **mummy** guards 600 sp, a pair of **magical daggers**, a **staff of commanding** (3 charges), a **potion of healing** (yellow), and a **potion of invulnerability** (blue).

Ceramic pots with colorful pigments.

Pile of bones and small bronze cups.

Chest holding 300 sp and a **ring of protection**.

Tiny flattened passage leading upwards.

Cobwebs and **black widow giant spiders**.

Underground river flow.