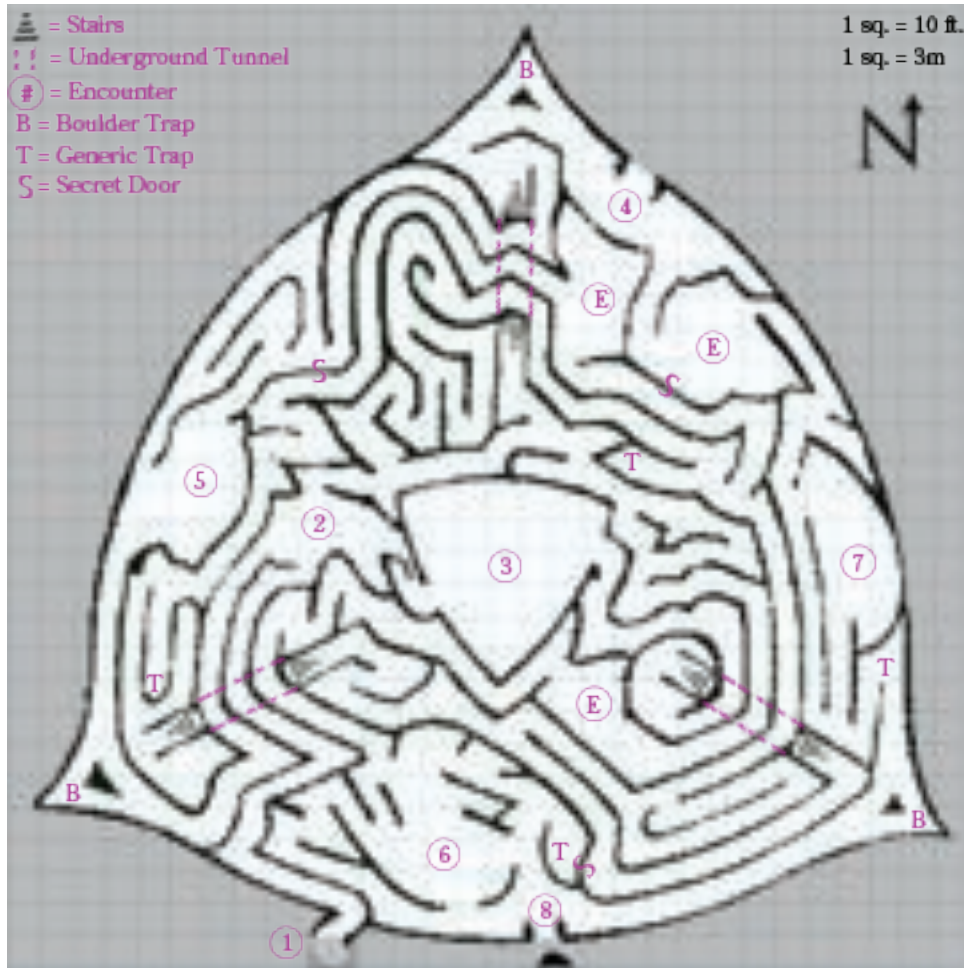


The Well of Wounded Souls



When an innocent dies with grief in their hearts, 'tis said the soul becomes trapped in the Well of Wounded Souls. To most, the legend is regarded as a fishwives' tale, but to those who quest after arcane power, The Well is a font of necromantic power beyond compare. If and when one discovers The Well, the intrepid adventurer finds the legends are true: black onyx walls with blood amethyst striations pulsate with an unholy arcane light as living beings walk near, causing shadows to dance at the edge of vision. A cold mist rises from the floors, though it disperses with the light from the walls.

GM NOTES

Printing the Map: Turn the "Dungeon Key" layer off to print a copy of the map without the purple DM-only key.

Dungeon Fog: Cut a circular hole in the center of a large piece of blank paper; make the hole roughly the size of a US dime or an EU two cent piece, approximately 18mm diameter. Lay the paper over the map with the hole showing the maze's entrance and move the hole as the characters move through the maze; the circle represents the amount of the map the characters can currently see.

Secret Doors: If a character detects a secret door, he knows how to open it, but the door closes itself so he may not see it again the next time.

Boulder Traps: Triggered by plates in the floor, two gigantic boulders fall from the crevices in the walls here. The boulders fill most of the hall, almost to the ceiling. The boulders stop at corners, but roll around bends.

1. Entrance: A cold emanates from the floor here, causing an eerie mist to rise. As you enter the dungeon, the dark red striations in the polished black walls alight, illuminating the area. Any attempts to create your own light fail, swallowed by a finger-like tendril of mist that rapidly dissipates. GM Note: The entrance silently closes behind the party; however, the characters will always recognize this dead-end as the place they entered the dungeon.

2. Window to the Well: Just as this room comes into view, you see a white figure evade the light, moving to the east. A tall mirror on the northern wall returns your reflection as one of a wispy ghost. GM Note: Inform the players when they inspect the passage to the east that the passage is so narrow that any enemy waiting on the other side would surely have an easy target. The mirror is the portal through which the random monsters respawn. Roll Random Encounter each time the characters enter this room, ignoring a result of six.

3. The Well of Wounded Souls: A sea of swirling mist rolls just under the surface of the mirror-like stone floor. Is that your own face reflected, or that of a wailing, wounded ghost? A low well rises from the center of this room. GM Note: The well, at first, offers nothing, save the echo of sorrowful moans. If they manage to open the well from area (6), an endless stream of ethereal forms fill the dungeon, racing for the exit, consuming all living beings in their path. Roll Random Encounter the first time the players enter this room.

4. False Exit: A natural, pure light shines just through this archway. Is this the exit? GM Note: Characters running (perhaps from a boulder trap) might have an embarrassing run in with this wall made to look like an exit. A random monster appears to be guarding this "exit" the first time the characters arrive here.

5. Vault of Secrets: Faint whispers echo through this room, a simple skeleton key floats in the air here. GM Note: Characters who spend enough time in this room learn that opening the Well releases the souls trapped there. The key opens the door to the exit (8).

6. The Lid: On short pedestal, a small, circular box sits closed. GM Note: A character opening the box opens the well in (3). Roll Random Encounter.

7. Hope: A large candelabra illuminates this room; above each candle flows an orb of pure white light, emanating no heat. GM Note: The characters need to be carrying an orb to escape the rush of souls as they flee the well.

8. Exit: This onyx door is carved with a bas relief a well, through which a torrent of souls flows forth toward the heavens. A key hole in the door reveals only darkness beyond. GM Note: The door can only be opened with the skeleton key from (5). If players make it here without all they need to escape the dungeon and save the trapped souls, remove the "dungeon fog" paper, for the door contains a carving that is a map of the maze.

Random Trap (d6)

1. Breakaway Floor, Spiked Pit
2. Breakaway Floor, Pool of Ichor
3. Cloud of Poison Gas
4. Cloud of Blinding Gas
5. Collapsing Ceiling
6. Teleport to (1)

Random Encounter (d6)

1. Wandering Ghost/Wraith
2. Minotaur Skeleton
3. Onyx Golem
4. Mist Elemental
5. Gelatinous Cube
6. Roll a Trap