

# WELL, WHAT NOW?

## INTRO

Mr. Saïm, a renowned porko merchant from The Island, hires you to escort his valuable goods to the capital. One night during the journey, a storm forces you to seek shelter in a ruined house. While resting, you're awakened by a strange noise and see Mr. Saïm standing still at a well, staring inside as if in a trance. Suddenly, something drags him in. Panic sets in: if he disappears, you'll lose your reward and be hanged for murder!

Driven by fear, you bravely approach the well, determined to rescue him at all costs.

The Tunnels...

The caverns connect through dark and narrow tunnels, but beware: underground creatures prowl the darkness.



Roll on the **Random Encounters in Tunnels** table each time tunnels are crossed. Split group? Roll 2 per group. Solo player? Roll 3 times.

### FERRERETS LIVING ROOM

**Ferrerets** and their **Leader**, wearing **half a broken key** on his belt, croak loudly while playing cards. **Treasure:** gold coins, hooks, a hoe, and boxes full of insects.

### THE DOOR

A **metal door** with a shiny padlock. You need **both halves of the key** from the Ferreret Leaders or risk noisy forced entry.

### MARIA ENGANXA KITCHEN

A spicy aroma fills the room as disheveled **Maria Enganxa** kneads pie dough. **Mr. Saïm**, wearing only a filthy apron, nervously helps with his hooves, now stripped of his rings. **Treasure:** quality kitchen utensils, meat pies of unsettling origin, and scrolls of twisted traditional recipes.

## Creatures

### Ferrerets

Ferrerets are greenish, half-meter toads with large eyes adapted to darkness. Their grotesque, overfed Leaders devour anything they can fit in their mouths, even smaller members of their own kind. They love playing cards and hate humans, who hunt them and destroy their habitat.

### Water Insects

Small disgusting-looking bugs, expert backstroke swimmers, love to nibble on anything that crosses their path.

### Maria Enganxa

Daughter of the house's former owners, Maria was accused of witchcraft and sentenced to be drowned in the well. She survived, but lost her sanity and forged an alliance with the Ferrerets. They now haunt the ruins, preying on lost souls. Maria paralyzes victims with her hypnotic gaze and uses her massive claws to seize them.

### Mopis

Legendary creatures, nearly impossible to spot or catch. Anyone claiming to have seen one is most likely lying.

### WELL

**Mossy walls** and slippery floor require an agility check to descend or walk along the bottom.

### BASEMENT

Descending a slippery staircase, you find among junk a portrait of a woman named **Maria**.

### JUNCTION

The floor is covered with **Esclatasangs**: bloody explosive mushrooms.

### LAKE

An underground lake full of biting but cowardly **Water Insects**. Swim carefully to avoid **algae** entanglement. Underwater tunnels lead to a deep labyrinth known only to deep creatures. Explore at your own risk: you may **get lost and drown**.

### DINING ROOM

**Ferrerets** and their **Leader** hold an insect tasting. They hate and attack humans but can be reasoned with (except regarding loyalty to Maria Enganxa). The leader wears **half a broken key** on his belt.

### SPIDER FARM

The room is thick with webs. There's a **skeleton in chainmail**, holding a sword and a pouch with gold. **Giant Spiders** lurk and attack intruders.

### DUNGEON

In this stinking room, **Jordi des Racó**, a hunchback thief, lies in a cage. He begs for freedom, offering gold, but is treacherous and will betray you at the first chance.

## Random encounters in the tunnels (D4)

- 1 One player is briefly possessed by a **Demon**. On failing to resist: attack the player to their right or the one with the strongest scent.
- 2 A group of **Mopis** with unclear intentions: will they help you or turn against you?
- 3 A patrol of **Ferrerets** wandering through the cave.
- 4 **Meat pies** that restore health when eaten. A closer look reveals they're made of human meat, now your health is the least of your worries.