

# THE WELL OF DREAMS

An OSR adventure made by  
THERAGINGBARBARIAN & batfeula

## PREFACTION

Mysterious events create chaos and confusion in the quiet citadel of Ronf, where inhabitants seem to be suddenly very sleepy, finding themselves without any richness from night to morning. The Nocturn will strike again...

## PURPOSE

Solve the mystery of robberies and heavy sleepiness, stop the Nocturn.

## HOW IT WORKS?

PCs have 2d6+2 days to discover what's happening in Ronf. If at the end of those days they failed, the Nocturn escapes with loot. Use Robberies table to determine which richness have to been robbed before Nocturn reveals itself. Roll Nocturn on NPCs table (+1d4 assistants).

## WHY PCS ARE HERE?

1. PC's familiar has been robbed in the night, now is sleeping since 1d4 days
2. Someone payed PC's to discover the secret of robberies
3. Ronf's people ask for help
4. A valuable treasure, which previously involved a PC in some way, disappeared
5. The PC hopes to make easy money here
6. PC is interested in sleep's arcanum

## CLUES TABLE

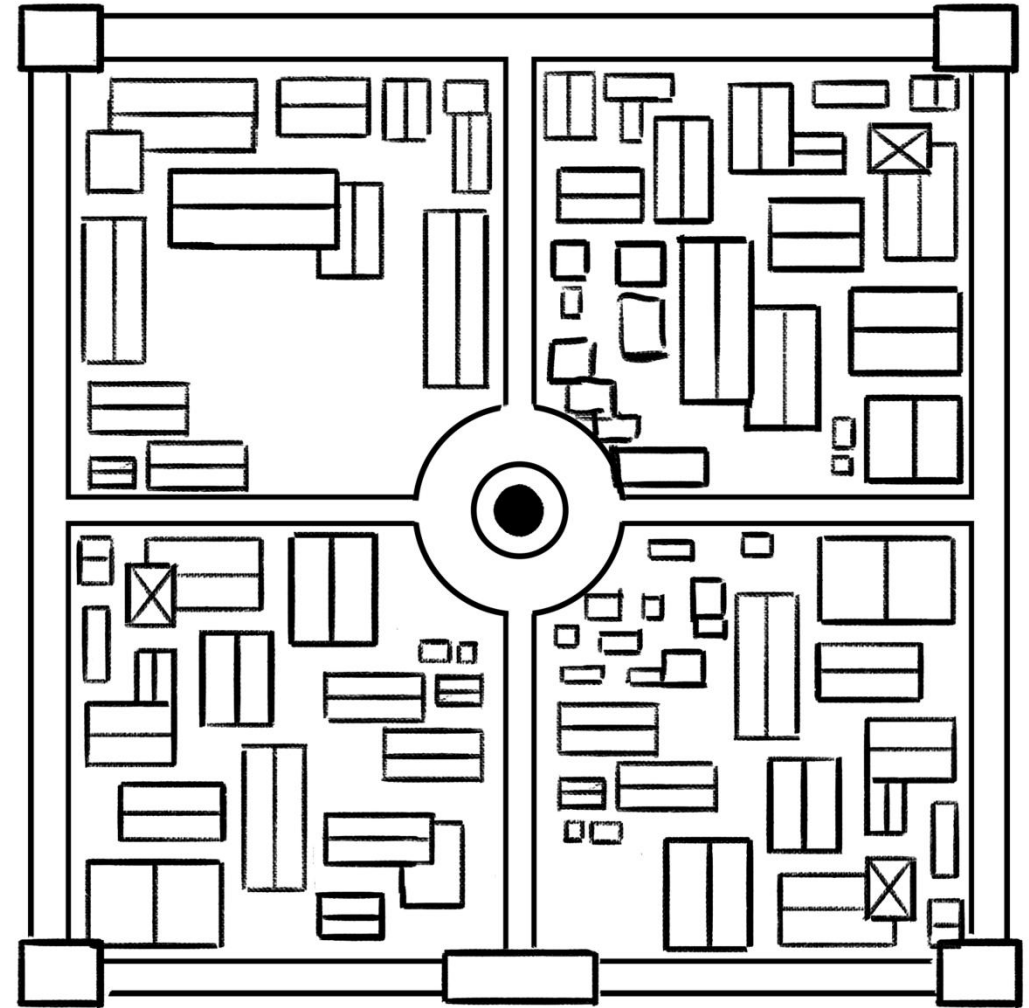
On crime's scene...

1. Some tracks of bluish powder
2. A magic key of clay, copy of the original
3. A mirror's fragment, reflects the inside of a laboratory
4. A magic ear, from which can be heard water sounds
5. A dark dirty rag, makes surfaces transparent for 1d4 minutes
6. A vial full of vaporous gas, cause to sleep for 1d6 days

## RONF'S EVENTS AT DAYS 2, 5, 8, 11:

This night...

- 2: 2d8 sleepwalkers try to steal at random PNG's house
- 5: something precious PCs bring has been stolen
- 8: all animals in Ronf fell in a deep sleep to not wake up next morning
- 11: 1d4 PNG (randomly chosen) who have not been robbed yet try to left Ronf. If Nocturn or its assistants: robbed richness are lost



## BUILDINGS TABLE

Roll 1d20 to place buildings on map

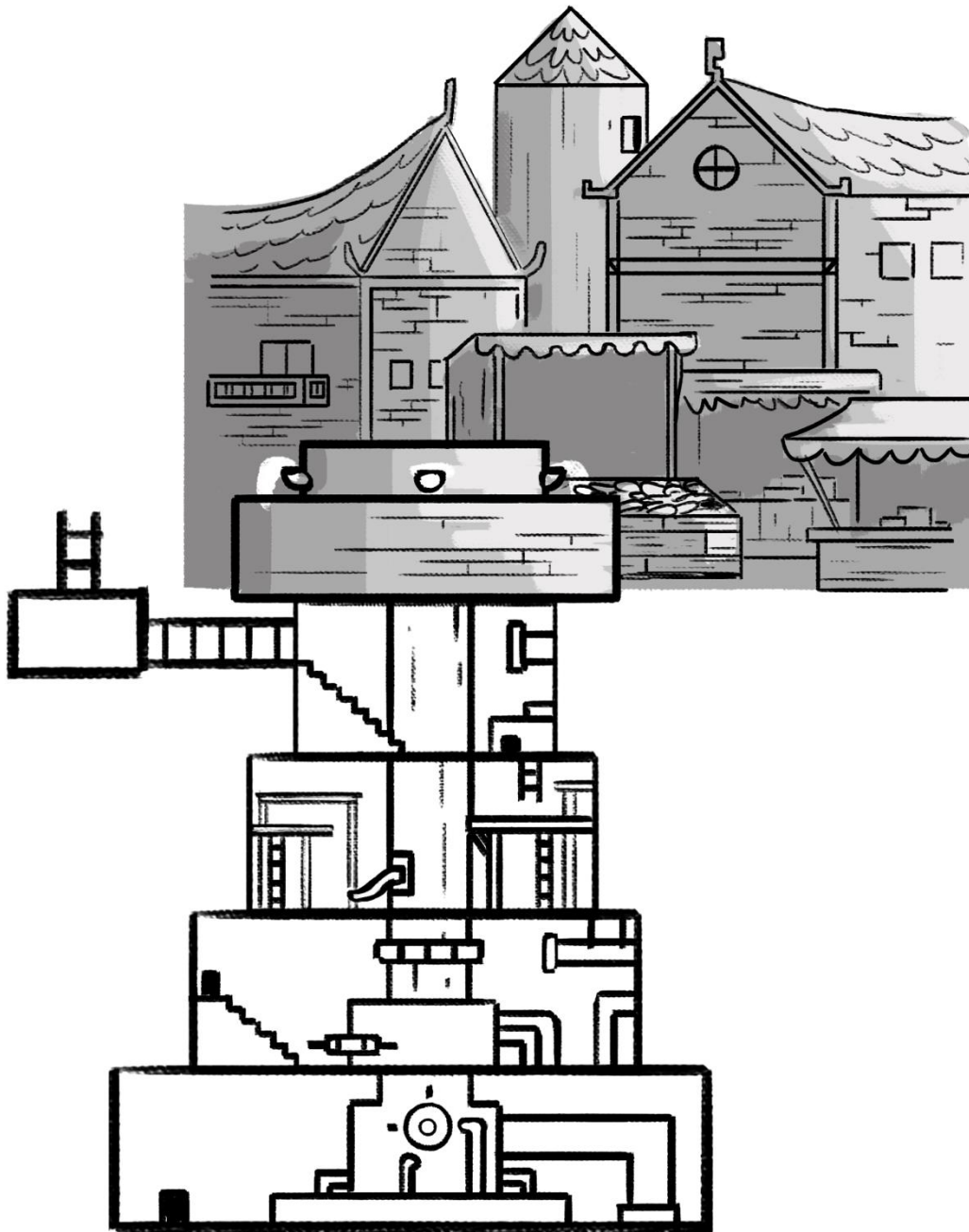
- |                     |                      |
|---------------------|----------------------|
| 1-4. House          | 11. Cloth shop       |
| 5. Jewelry          | 12. Grocery          |
| 6. Weaving shop     | 13. Barrak           |
| 7. Blacksmith       | 14-17. Noble's house |
| 8. Arcane shop      | 18. Bank             |
| 9-10. Chapel/Church | 19. Food store       |
|                     | 20. Inn              |



# NPCS TABLE

Name/profession/Quote

One NPC at night will be robbed (except the Nocturn and its assistants)



1. **The Beautiful Lia**/jewel seller/You MUST help me. I can pay for the richest service, like no one else here
2. **The Silent Norg**/knight/I'm here to make my own justice, she will steal no more
3. **The Courageous Balzan**/guard grandmaster/I'm old, not idiot. Be careful
4. **The Sweet Violet**/baker/I need to sleep, but not like this!
5. **Armand the Wolf**/mercenary/I and my comrades will go away when those sleepy bastards will pay us the services
6. **Eric Pigface**/the Maior/I-I n-need protection! T-the thief must d-die!
7. **Lady Priscilla**/Maior's daughter/A single word and anyone could be hanged, thieves first!
8. **Ermella the Orb**/weaver/The thief here is like a thread through the eye of a needle: he struggled to enter, but once in...
9. **Forra the Just**/lawyer/Law is equal for all, except... Them who made it!
10. **Elisa the Harpy**/banker/Make loans is not our politic, this is why we are strong. Idiots call us thieves...
11. **Vvulf the Tramp**/tramp/They let me stay in Ronf, knowing I have hidden a great treasure somewhere around here...
12. **Brolf**/liquor seller/A bottle of wine and your problems go away, good night!
13. **Julia**/merchant/I travel a lot, so I don't feel so sleepy like others
14. **Yern One Hand**/Maior's adviser/I stole and payed. I would do it again if Eric hadn't helped me

15. **Boris the Beast**/hunter/My prey are always the best, but someone like to eat without paying... What would you do?
16. **Leena the Young**/arcane student/Magic sleep? We would have known... Maybe...
17. **Hector the Red**/executioner/Dirty work, good pay. Some extra from other little tasks
18. **Borg**/blacksmith/No one would try to steal the heaviest metal you will ever seen. Too much for a thief, and... I'm restless
19. **Finn**/adventurer/People here don't look well at me and you in those strange days
20. **Naliet**/adventurer/Perfect time to steal something!

## ROBBERIES TABLE

Roll 1d12 to determine how many things have been robbed before PCs' arrive; then roll one at night. Cancel rolled results.

1. A statue of gold
2. A dragon's egg
3. A powerful magic rod
4. A chest which contained 6 x 1d100 gp
5. An embalmed enchanted dog
6. A sacred sword
7. Roll twice 1d6 here
8. Many tomes of incredible value
9. All the maps of the city
10. The skull of a saint
11. An huge chariot encrusted with precious gems
12. Chests with 12 x 1d100 gp in



## CISTERN SCENE TABLE

Cistern has four depth levels under the well: roll 1d6 for each level when PCs arrive. If Nocturn's assistants are still around put them on the way to the last level.

1. The oozes machinery ceased to filter water: 3d4 oozes freed
2. Walls/stairs collapse: 50% blocked way or 50% walls fall on PCs
3. Water level increases: halved speed
4. Hot machinery: water boils and evaporates; cause sleep if inhaled
5. Water level increases: must swim; High ST to not sleep in water
6. Cold machinery: water freezes; halved speed or crack + move to not freeze in 1 round

## NOCTURNS ACTIONS TABLE

If the PCs face up the Nocturn in Ronf, he/she will try to escape to hide in the fourth level of the Cistern; otherwise, roll 1d6:

1. Attack, if hit: call assistant for help
2. Attack under drugs effects: +HP, +AC, malus to ST, + damage
3. Defensive, Risposte with Dream's powder
4. Try to escape in Ronf
5. Try to block PCs in the cistern
6. Try to escape from Ronf

## DREAMS POWDER

The Dreams' Powder is a powerful sleeping pill, that can be used in different ways, some example below:

1. To dissolve into water
2. To disperse into air
3. To be inhaled as a drug/medicine
4. To evaporate as gas

Dreams' Powder cannot be detected by magic; causes sleep for 1d6 days (10%: sleep for 1d4 years; 5%: eternal sleep).

## INFO ABOUT THE QUEST

Q. Ronf's people will be more hostile at every passed day of robberies;

Q. The Nocturn (random NPC) started this "activity" after... (roll 1d4):

1. have discovered the powder into a powerful mage's bag out of Ronf
2. a strange merchant made him/her this incredible gift of the powder
3. one of his/her assistant brought the powder from a distant journey
4. been humiliated from random NPC from the table.

Q. The well's water comes from the subterranean cistern, where machineries, filters and other things clean it from impurities;

Q. 50% chance a robbed NPC fell into a sleep from which cannot be woken up;

Q. The Nocturn has two vials on his/her person: one is the antidote, the other is the Dreams' Powder, the last dose. Will not reveal which one is the antidote or the powder.

