



The White Well

The Gommurg Clan rarely deal with outsiders. These hill dwarves have isolated themselves for centuries to work on their craft and guard an ancient and sinister structure. Unfortunately, the world around them does not rest easy. An exile of the clan has inadvertently brought terrible woes to his ancestral home, and now he frantically seeks help to save his people.

A 2-Hour Adventure for 1st-4th Level Characters



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THE HUNGER OF HADAR CANNOT BE SATIATED. Its endless reach stretches out across the void. Faerûn and beyond are merely feasts before its eyeless, formless spawn.

— Elminster, “Old Ones and Where to Find Them”

Introduction

Welcome to *The White Well*, a D&D Adventurers League Adventure, part of the official D&D Adventurers League organized play system.

This adventure is designed for three to seven 1st-4th level characters, and is optimized for five 3rd-level characters. Characters outside this level range cannot participate in this adventure.

This adventure takes place in the foothills of the Graypeak Mountains, near Loudwater, in the Sword Coast. It is designed to take 120 minutes to play.

The D&D Adventurers League

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters’ experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the D&D Basic Rules or the Player’s Handbook.
- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player’s Guide* for reference.

If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

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Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM

for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible. To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. The *Dungeon Master's Guide* has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Determining Party Strength

Party Composition	Party Strength
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp

<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte background feature does NOT reduce the gp or downtime cost for either of these spells.

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or when ever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, ex-

cept that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

In the foothills of the Graypeak Mountains lives the Gommurg, a reclusive clan of hill dwarves. The Gommurg are insular, even for dwarf-folk, and marry predominantly within their own borders, although they occasionally wed foreign dwarves of noble blood to maintain healthy lines, diplomatic neutrality, and trade pacts. The Gommurg rarely deal with outsiders, treating all others with aloof suspicion. Their extreme isolation has gifted them with long years of peace, great wealth, and prowess forging and carving metal and stone.

However, the Gommurg's fortune is tied to a sinister and alien object. Within the clan's territory is the White Well, a cursed pit dedicated to Hadar of the Endless Hunger. The same power infusing the Well has given birth to rich veins of adamantine in the rocky hills, which attracted the Gommurg centuries ago to build their homes near the vile edifice and mine the deposits. During all those long years of prosperity, the Well has sat undisturbed and silent except for one tragic event.

Then fifty years ago, a young dwarf who showed too much interest in the lands outside the clan began to condemn Gommurg xenophobia and their superstition of the White Well. To dispel the clan's fear of the Well, the dwarf attempted to open it but was caught and banished.

This exile now lives by the name of Lumin Fetterbond and has been studying divination magic within the temple of Azuth during the decades since his banishment. He has become a master of the divine magical arts as well as a scholar of many languages and cultures, pursuing the desire that saw him forced from his home and family those many years ago.

Using his divinations, Lumin has determined that the destruction of the Gommurg is imminent. Even in exile, he

still deeply cares for his clan and family. Lumin hires the adventurers to intervene and save his people. Lumin's powerful divinations predict the Well will be breached in two days during a celebration of the Highharvest, so all haste must be made to the village, either to warn them or save them.

What Lumin can't see is how the Well will be opened. Nasreet Olim, Lumin's arcane nemesis and rival, has hired the Dun Bregan Mòrag, a band of orog mercenaries infamous for their brutal loyalty to the highest bidder. Under her arcane direction, a detachment of orogs plan to infiltrate the Gommurg territory and attack the White Well, unsealing it and unleashing whatever waits inside on the unsuspecting dwarves.

The players arrive the same day the raid occurs but hours after the White Well has been opened. The orogs have been devoured by the manifestations of Hadar's Hunger, terrible **oozes**, that slept within the Well. During the day of the moot, the dwarves remain largely unaware of the peril they now face because the guards responsible for protecting the Well were slain before they could alert the clan. One dying guard made it to the entrance of Gommurg territory to leave a message in desperate attempt to warn anyone. His partner was supposed to alert the clan but never made it.

Now, the village is threatened by far worse than orogs. These foes are stranger and more dangerous, merciless and implacable. They do not sleep nor think, but move ever onward propelled by an unending compulsion to consume. The players are faced with the dual task of saving the villagers and destroying the oozes.

Once the village is saved, the adventurers must travel to the White Well and reseal it. After the Well is shut, Lumin sends a letter of gratitude to the party and a tidy sum while the clan rewards them with an *adamantine chain shirt*.

Adventure Hook

Magical Allies. If the party contains an arcane caster, Lumin sends the mage or sorcerer an invitation. He instructs the group to meet him at the market square at high sun, and then invites them to his manor nearby.

Thick Blood. If the group contains a dwarf, Lumin sends a mundane messenger with a note in Dwarvish to meet at his abode, a palatial manor near the market square of Loudwater.

Harper Agent. If the group contains a Harper, Lumin sends a message beseeching the agent and calling upon his or her reputation as a champion of good deeds. In return, Lumin offers in return important information and

resources to both the adventurer and organization.

Emerald Enclave. Lumin sends an animal with a message explaining that events are transpiring that threaten not only an entire clan of dwarves by also all the wilderness around the disaster that will occur.

Order of the Gauntlet or a paladin or a cleric in the party. Lumin sends a mundane messenger with a secured note in a lockbox explaining that a great and ancient evil will be released that will threaten many lives, including Lumin's family.

The Stars are Aligned. Otherwise, it can be assumed Lumin portends that the adventurers will be able to cause his desired course of action, and sends them either a magical message or a parchment note, delivered to whatever lodgings the adventurers are staying in.

Just There for the Party. Additionally, the character or group could just be coming to Loudwater to enjoy the celebrations when Lumin divines their importance and prowess and contacts them with an invitation to stay at his manor for the festival, if they help him with something incredibly important.

Fetterbond Calls

Once the adventurers are introduced to Fetterbond, they travel to his manor home near Loudwater's bustling market. The Highharvesttide celebration is being prepared for and is just a few days away starting on the 30th of Eleint. All mundane goods and *potions of healing* are available for purchase due to the market.

Loudwater is a bustle of preparation and excitement for the yearly celebration of the harvest. The holiday also marks a time of travel before winter sets in. Along the streets, many stalls and booths are selling local and exotic goods, and every corner seems to hold a group of performers. While busy and full of energy, the place is peaceful.

Entering Fetterbond's manor, you notice that his home is ornately decorated. A silver-rimmed mirror covers one foyer wall, and plush cushions and chairs fill his lounge.

Fetterbond, a middle-aged dwarf in embroidered robes, offers a carafe of mulled mead and smiles wanly. "I've got an errand that needs some attention. Have you ever heard of the White Well?"

Lumin is a skilled divine servant of Azuth, the god of knowledge, and often knows things about people. Feel free to play up how Lumin knows about past adventures, old grudges, valuable treasures, and general character

background traits with little effort. Part of this is Lumin's insight into people, but the larger factor is his divine magic.

Lumin has a desperate timeline, and is open about the mission. He explains the peculiarities of the Gommurg clan, his exile, his magical studies, and that the White Well will be opened in the future. He also explains that the White Well is a danger to his people and all the other people who live around the Graypeak Mountains.

Lumin relates the following information about the White Well:

- The White Well will be unsealed by Nasreet Olim, Lumin's wizard nemesis. Nasreet is a powerful halfling diviner, and has harbored a grudge against Lumin for more than twenty years. Lumin thwarted Nasreet from obtaining a valuable earth elemental spellbook two decades ago. This is the same elemental codex as the one featured in DDEX02-16, Boltmeister's Book.
- The Well contains evil, and Lumin has assessed that something vile will spew forth if unsealed. Lumin suspects that the Well has a fiendish origin, but the actual source of the Well's power is unknown. Its alien nature inhibits his divinations.
- The Gommurg hill dwarf clan resides in the foothills near the White Well. This clan is reclusive, and rarely friendly towards outsiders. They are skilled craftspeople, but rarely trade with non-dwarves. As guardians of the Well and the region's adamantine ore, they consider outsiders to be problematic, and typically refer to non-dwarves as "Strange Folk," or "Other Folk."
- Lumin was exiled a half-century ago from the clan for wanting to serve Azuth and study the outside world. Lumin was also ostracized because of his brash nature and devotion to a foreign deity. Lumin caused strife and havoc in the village, riled its elders, and attempted to open the White Well. His troublesome nature meant that the clan made the difficult decision to oust him forever.
- The adventurers must pass through the Gommurg village to reach the White Well. Per Lumin's *augury*, if the Well is not sealed within four days, the village will be destroyed. The village is two days from the Loudwater, and the Well is one day beyond the village.
- The Well will be opened near a seasonal feast time that lasts several days celebrating the Highharvesttide. Much of the clan is gathering in Gommurghall, the feast-hall. The clan elders are probably unaware of the imminent danger from the Well. They are vigilant, but the Well has not been opened in cen-

turies, and in that faded past, it cost the clan dearly to reseal it.

Fetterbond offers a payment of 250 gp. Payment will be rendered once the adventurers return and Fetterbond can use his scrying to ascertain that the White Well has been sealed. Lumin is willing to pay 100 gp up front, but only if the adventurers demand it.

To assist, Fetterbond offers to give a map of the area, drawn from his divinations over the last tenday. He also gives the adventurers two *potions of healing*.

Roleplaying Lumin Fetterbond

Lumin is an advanced servant of Azuth and diviner. At the same time, he senses immense danger from Nasreet, his nemesis, and fears that this is a delaying action.

As a middle-aged dwarf, Lumin is 125 years old. He still has the strong bones and beard of dwarf-kind, but has recently become slower of body. Intellectually, he has an excellent memory and deep knowledge about divining.

Lumin has several political allies that depend on his portents and auguries. He is well invested in Loudwater's cultural scene, but cares deeply for the Gommurg who exiled him decades ago.

Quote: "I did it for my clan. I did it for the Gommurg. I fear I have failed them."

"Make sure to seal the Well before four sunrises pass. My magic shows that the omens turn stark and foul after that. Take this map, and may your travels be auspicious!"

The Truth About Lumin Fetterbond

Lumin Fetterbond was once a member of the Gommurg, and understands the clan is in dire need. Fetterbond suspects that the Well contains a problem of fiendish origin. His *augury* shows a seething mass overtaking the village. At the same time, Lumin is furious with Nasreet. It should be obvious there is a potential magical war brewing between these two powerful diviners.

Fetterbond has the best interest of his people at heart, but is unable to assist directly. Lumin assumes that Nasreet will open the Well as a trap or diversion, and so he is preparing to take the next steps against her. Keep in mind that these spell casters have been playing a long, slow game with pawns and allies for decades, and have embroiled many actors over tens of years.

Nasreet is a staunch Zhentarium member and ally of Xanathar, the beholder overlord of Waterdeep's black markets and thieves' guild. Her family has long served the Waterdeep nobles in one service or another.

Lumin struggles to be ethical with his divinations, while

Nasreet often sells her discoveries to the highest bidder. To Nasreet, the future is just business, and Lumin is an opponent to be nullified or eliminated. Nasreet is prevented by measures and countermeasures, such as Lumin's foretelling and his protection by the Temple of Azuth. The same is true for Nasreet. Her powerful sponsors and alliances make her a difficult target.

Ultimately, Lumin wants to protect his people and magical prowess. He lives a glorious life as one who can tell the future. He fears that Nasreet is ahead of him tactically, but is unable to scry and discover what she is planning. He knows that Nasreet owns an *amulet of proof against detection and location*, and would love dearly for this amulet to fall into his hands or be otherwise disposed of. At the same time, this blind spot makes Lumin wary, so he is slow to act.

The Lands of the Gommurg

Finding the Gommurg territory is relatively easy using Fetterbond's map. For story continuity, it can be assumed that the adventurers arrive the evening of the second day after departing Loudwater, regardless of the travel method.

Adventurers who successfully make a DC 10 Wisdom (Nature) check, or have a Passive Perception of 13 or higher spot markings along the rugged trail. The markings are in Dwarvish script, stating "All boots towards Gommurghall." Another set of hastily painted marks reads: "The Well is open. Flee if you must; fight if you can."

A dead dwarf guard lies near the boulder. A DC 12 Wisdom (Medicine) check shows the guard has been stabbed by a bladed weapon, but there are also strange acid burns marring the dwarf's armor.

Dwarvish runes are written on a pair of large stones alongside the hillside trail. A set of runes is scrawled onto one boulder in Dwarvish script. More Dwarvish runes, roughly marked in charcoal or ash, adorn another boulder.

A dead dwarf is sprawled across the rocks nearby. The air is rank with a stench like brimstone.

Fetterbond's map contains two noteworthy landmarks, Gommurghall (the moot hall of the clan) and the White Well. The Well lies beyond the village by a day's travel, and Fetterbond made it clear that the adventurers should stop by the village and introduce themselves to the clan elders. The clan is reclusive, but not hostile.

The lands of the Gommurg span 30 miles from the main village, but the dwarves often range farther afield to graze

livestock, gather raw resources, or trade goods. The Well was opened with the holiday approaching and the dwarves distracted.

Much of the clan is gathering in Gommurghall and is unaware that their guards have been slain and the Well is opened. The guards sent to relieve the night shift were killed by the oozes and undead. Now everyone just assumes the night shift is safely asleep, resting before the celebration, so not seeing them is normal.

General Features

The foothills of the Graypeak Mountains have the following general features:

Terrain. Slow rolling hills with occasional small streams and light scrub trees.

Light. There is bright sunlight during the day, and the moon shines through the clouds at night.

Visibility. The hills allow decent visibility, especially once the adventurers are at a higher elevation. At dawn and dusk, there is fog that lightly obscures anything beyond 60 feet.

Sounds. Songbirds, insects, and barking squirrels provide a constant noise. The hills grant Advantage to Wisdom (Perception) checks made by hill dwarves.

Smells. The smell of mist, pine and cedar dominates the hills.

The Gommurg Village

The Gommurg hills are dotted with boulders, shrubs, and hardwood trees. There is one main arterial path that leads to the village. Read the following if the adventurers succeed on a DC 13 Intelligence (Nature) check:

The well-traveled path leads in the direction of Gommurghall, the moot-hall of the clan. Numerous small but wide boot prints mark the path to the meeting hall. The Gommurg seem to be traveling hastily.

Alongside the smaller prints are those of something much larger and heavier. These other marks are at least human-sized.

The main trail leads directly to the front of Gommurghall, where the village elders were preparing for their seasonal feast before the ooze attack. Now, the clan is forced to defend their moot hall, the feast a distant memory.

Approaching Gommurghall

Gommurghall is the central meeting place for the clan. Because of the feasts associated with the harvest festival, most of the clan has gathered here to share stories and prepare for their celebration. At the same time, the oozes from the Well have come to the village. The adventurers arrive just after the initial ooze attack. By acting quickly, the villagers can be saved and the oozes thwarted.

The elders did not know exactly what is inside the White Well beyond its association with Hadar and its merciless, ravenous nature. The Gommurg's ancestral tasks include ensuring that the Well is sealed and that Hadar's power and influence cannot be unleashed. Unfortunately, Nasreet's orog mercenaries snuck past the Gommurg guards using her guidance and, again using her divinations, breached the vault protecting the Well and unsealed it during the dark hours of the morning on the first day of the moot. The guards and patrol for the White Well were slain in secret by the mercenaries, who were in turn slain by the oozes from the Well. The rest of the clan is unaware of the creeping danger approaching their moot.

It is getting near dusk when the adventurers arrive at Gommurghall. The elders had been readying the moot when the oozes attacked:

The moot-hall is a grand structure wrought of what appears to be seamless stone, yet it is not. The blocks comprising the structure are carved with such keenness as to fit together without lines or gaps, and decorating the walls are great images of gods and heroes, set with carved quartz and polished bronze.

The scent of acid and rot fills the air near Gommurghall. A group of dwarf warriors are embroiled in a battle against a seemingly endless sea of roiling, green ooze. As you watch, one guard dwarf is overwhelmed. The ooze sweeps him off his feet, and he vanishes into its depths.

Within the oozing mass, the dwarf's face appears beneath the surface. A hand reaches out towards you, and then collapses into a bubbling mass of flesh, blood, and bone. With a silent scream, the dwarf disappears.

The village is under attack by a mass of two **ochre jellies** from the White Well.

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party.** Remove all the **ochre jellies**; add three **grey ooze**

- **Weak party.** Remove all the **ochre jellies**; add five **grey ooze**
- **Strong party.** No change
- **Very strong party.** Add two **ochre jellies**

If any of the adventurers speak Dwarvish, they can understand the dwarves, whose Dwarvish dialect is heavily accented. Otherwise, the dwarves speak an archaic Common that is hard to understand.

Complications add jeopardy to the Gommurg Village Encounter, and place the villagers in danger for the first three rounds of combat. Use the following instructions to resolve:

- Use the Complications table to determine the situation. Do not repeat complications.
- To aid a villager, an adventurer uses the Help action during that round. Simply declaring the use of the Help action and moving to their location is enough to neutralize the threat.
- If not helped by the end of the round, the villager must attempt a death saving throw. A single failure results in the death of a villager. Do not track successes. During combat, a villager remains in jeopardy until aided by an adventurer.
- Complications start at the beginning of the encounter. At the top of each round, a new villager is in danger until four rounds pass.

Complications

d6	Complication
1	In the ruckus, an elderly villager is accidentally pushed into range of an ooze.
2	A table has overturned onto a dwarf, and an ooze is nearby.
3	A dwarf has climbed atop a table to avoid the oozes, and is an easy target.
4	During the chaos, a village elder stumbles into the central fire pit and is now ablaze.
5	A rack of kegs is knocked over, trapping the villager against the walls of the moot-hall.
6	Two villagers smack into each other, leaving one of them prone next to an ooze.

You are also free to create complications of your own if none of the above fit the situation. There is no penalty for failing to save villagers, but this is not readily known.

If the adventurers are successful in defeating the oozes, the elders thank them. Obrix, the chief elder and king, steps forward and speaks for the village. He relates the following:

- The Clan is grateful to see the Strange Folk this day. The elders recognize the oozes as extensions of the will and hunger of Hadar. This can only mean one thing — the Well has been opened.
- The clan cannot send any warriors with the adventurers because the village could still be attacked. At this point, the adventurers are the only hope of saving the ancestral hall of the Gommurg.
- The dwarves are cautious of the danger the Well represents and have constructed a great vault reinforced with adamantine around it. The clan has not left because they mine the rare veins of metal throughout the area around the Well and guard the region from the horrors within. It is the land's wealth and the burden of their stewardship that keeps them here.
- A massive door kept locked by a clockwork mechanism seals the vault.

If the adventurers ask about the White Well, Obrix has the following answers:

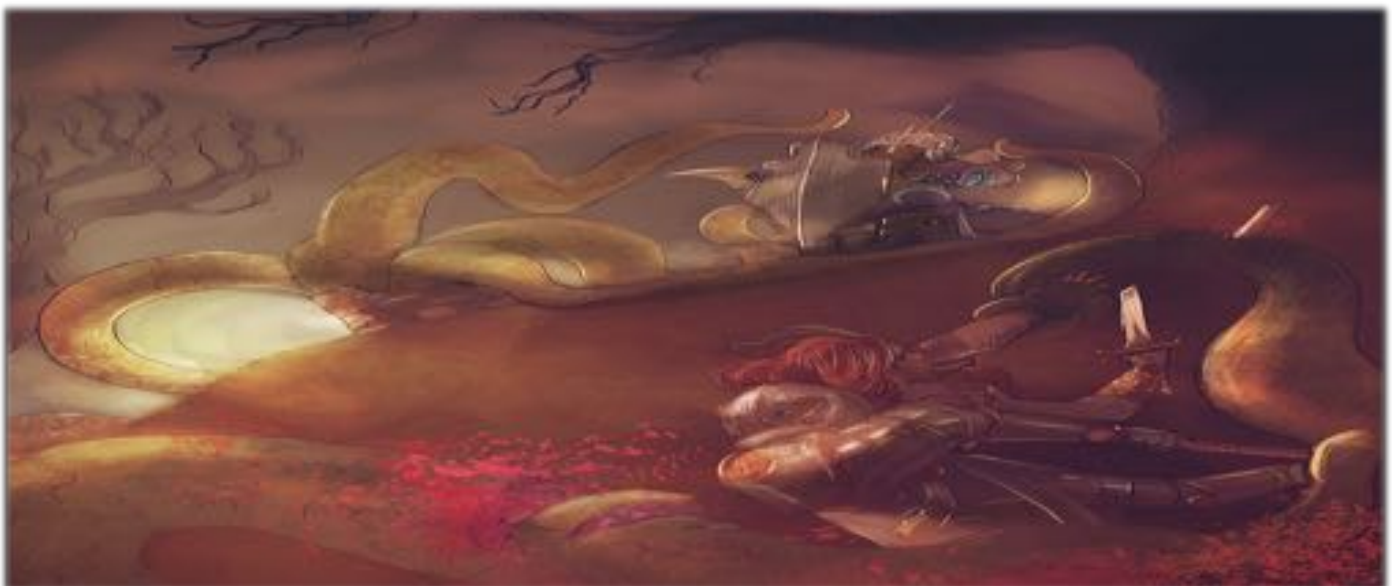
- The White Well is an ancient prison that predates the clan. Centuries-old stories detail a mysterious battle against The Endless Devourer and Hadar's hunger being constrained within the Well. Hadar of the Endless Hunger is an Old One from before the time of the gods. It is symbolized by tentacles, cold, and rot.
- The Clan has undertaken the duty of guarding the Well to prevent Hadar's influence from growing. This ancestral task has been rewarded by centuries of crafting and mining. The villagers prefer to be left alone or even forgotten by the outside world, so they

can be uninterrupted in their tasks.

- The Graypeak Mountains near the village contains adamantine veins and abundant minerals. They suspect that what fuels the Well may be responsible for the rich deposits of adamantine.
- When the Gommurg first discovered this isolated region and its wealth of resources, they also discovered the Well and opened it. It took many dwarven lives to undo that mistake.
- If the Well is closed it may weaken what has already come out.

If the adventurers mention Lumin's task, Obrix also tell them the following:

- I was going to ask why your appearance here today was so fortuitous, what caused you to grace us with your presence. I am glad Lumin still thinks of us.
- Keeping the White Well sealed is an ancestral duty. The elders do not know how to open the Well, and nobody in the village has ever tried, except a dwarf fifty years ago. This dwarf, who now goes by Lumin Fetterbond, was exiled for his actions. Even though Lumin was repentant, clan law forced his exile. Our laws are important and exist for everyone's safety.
- Lumin will always be of the clan, Gommurg blood will always flow through him. And while he may never return, this does not mean we cannot accept invitations from him and visit. It does me proud to know he is well and still cares for us. And with all that has happened, it may be time to see past our own borders to



the wider world. We can't keep the White Well safe and secured alone. Not anymore.

If the players mention Lumin's nemesis, Nasreet the diviner, was the cause of this, Obrix may respond with the following:

Obrix sighs deeply. "We do not blame Lumin for this. He acts in what fashion he sees as best. He foiled his enemy, who is clearly an unlawful individual. She is responsible. No, we do not blame Lumin.

"Nasreet's meddling would also explain how the White Well's vault was breached. The vault was crafted to withstand incredible forces, both magical and mundane, but not the devious mind of a patient diviner."

As the adventurers want to reseal the Well, Obrix will give them a *potion of healing* to help them prepare. Obrix stresses that time is short, and if the Well is not resealed, Gommurghall and even Loudwater could be imperiled. He also explains that resealing the Well will drain whatever came out.

The White Well

The White Well stands on the hillside, a day's travel away from Gommurghall. Between Fetterbond's map, the Gommurg hunting trails, and the Well's dim but persistent glow, it is relatively easy to find. Read or paraphrase the following:

A great vault of metal and stone riveted with bands of adamantine waits atop a hill. What were once massive doors of iron are now fallen, their clockwork guts spilled upon the ground.

The White Well glows within. The edifice is a pristine structure of alabaster shimmering with an opalescent light in the dimming sunlight. Even enclosed in the vault, it was sealed with a secondary measure, a large grey stone inscribed with Dwarvish sigils. Now, the massive stone cap is askew, pushed onto the ground near the Well. It probably weighs twenty stone or more.

The hillside is silent as you approach. You see a steady stream of multi-colored mist flowing forth from the Well's opening. The clearing around the Well has been stripped of all ground vegetation. Nothing moves. All is still.

On the ground, you can see corroded bits of steel and brass mixed in with the skeletons of large, tusked humanoids and the remains of a dozen dwarf guards who died defending the Well.

Whatever group opened the Well did not escape unscathed.

Along with the protective runes, a Dwarvish inscription reads: "Hadar's hunger is sealed within." The stone cap weighs 400 pounds, and is not easy to lift or move.

Sealing the White Well

When the White Well was opened, it let loose the malignant force within, which took the form of a nearly endless blob of multi-hued oozes. Whatever dark power inhabits the Well has taken hold of the corpses of those slain by the oozes, making vile puppets of them. Around the vault is a **black pudding** and three orog corpses stripped of flesh that rise to fight the interlopers (treat as **minotaur skeletons**. The minotaur gore attack instead represents the Well's imbued energy of the undead orogs). A successful DC 15 Intelligence (Nature) skill check will correctly identify the ooze types and differences between jellies, even given the fact that the oozes are differently colored.

If the Well is sealed before or during combat, or before all the foes are defeated, the oozes and skeletons immediately weaken and have Disadvantage on all attacks and saving throws. However, anytime a player approaches within 10 feet of the Well, a tentacle sprouts from the impenetrable darkness within and attempts to club and pull at the hero. These aren't meant to be a true threat, but a cosmetic effect of the Well. Each tentacle has AC 10, 5 hp, +0 to hit (reach 5 feet), and inflicts 1d6 bludgeoning damage. One tentacle sprouts for each character within 10 feet of the edifice, but they don't return once destroyed. Describe them as *trying* to drag the players into the Well, but they do not actually grapple the players.

If a player examines the Well with magical means or with the appropriate knowledge, it radiates a swirling mixture of terribly potent necrotic and conjuration magic. It is wrought of an otherworldly material to imprison something powerful and alien.

As the oozes spew forth from the Well and crawl closer to the you, faces and hands emerge from the shimmering, shapeless masses. Soundless screaming and grasping fingers stretch out from the protoplasmic blobs. The orog mercenaries, now reduced to bones by the ravenous slimes, rise before you covered in a sheath of glistening gel, the spaces between bones now filled with hungry ooze instead of flesh and blood.

At the same time, a bleak, keening scream sounds from the depths of the Well. It fills your bones with cold terror.

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party.** Remove all the undead orogs (**minotaur skeletons**); remove **black pudding**; add three **grey oozes** and three **skeletons**.
- **Weak party.** Remove all the undead orogs (**minotaur skeletons**); remove **black pudding**; add three **grey oozes** and six **skeletons**.
- **Strong party.** No change.
- **Very strong party.** Add three undead orogs (**minotaur skeletons**).

The Screaming of the Well (Frightful Presence)

The Well radiates a Frightful Presence while open because of an alien, unholy yowl that emerges from deep within. Each creature within 30 feet of the Well who can hear the screaming must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. Undead and oozes are immune to this effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Well's Frightful Presence for the next 24 hours. If anyone gazes into the Well, he or she sees only total darkness, but feels a bitter coldness and hears a cacophony of soft whispers and slurping noises. No light, magical or otherwise, can illuminate the interior of the Well.

Methods to seal the White Well

There are a few ways to reseal the Well. The simplest method is to lift the cap back over the opening. A *levitate* spell or other magical effect may also be useful. Other methods include:

Arcane lock. *Arcane lock* will tightly seal the Well once the cap is placed over the top. *Arcane lock* specifically requires an object to be closed. That said, *arcane lock* would allow the adventurers to place nearly any large-sized flat object over the Well and permanently seal the Well shut.

Brute Strength. A successful DC 18 Strength (Athletics) check will shift the stone cap enough to close the Well. Using a crowbar-like tool will give Advantage. Doing so requires being within 5 feet of the Well.

Masons' tools. Using masons' tools, a successful DC 15 Intelligence check will find a leverage point that allows the cover to be replaced.

Levitation or magical lifting: The Well's cap can be magically lifted if a strong enough magical spell or effect is used. This can make replacing the cap easier. In this case, a successful DC 10 Strength (Athletics) check, can maneuver the stone cap

into position and close the Well.

Vault mechanics: Within the vault is an array of strange and intricate clockwork mechanisms. A character who makes a DC 18 Intelligence check recognizes and understands how to use a device for lifting and securing immense weights. While damaged by the orog attack, a second DC 12 Intelligence check allows it to be repaired enough to place the stone.

Other ideas. Be willing to allow other options to close the Well. Ultimately, success (and the fun of the adventure) hinge on resealing the Well. Just feel free to make the players sweat a little in doing so.

Attacking the Well directly: The Well can be hurt but not damaged as it regenerates, looking like ice accumulating over time to reform its shape. Damaging the strange structure results in the Well screaming loudly and stuns the tentacles for a turn. The Well has a 15 AC but can't be destroyed through mundane means. Damage only stuns the tentacles.

With a loud boom, the White Well is closed. The endless flow of viscous oozes abates and the screaming is silenced. The world becomes quiet and still once again.

Then, from the edge of the forest, a small group of Gommurg moves warily forward.

"All hail, and many thanks," greets the elder dwarf while striding forward with an outstretched hand. Behind him the dwarf warriors let loose a valorous cheer. The clan strikes up a deep-throated chant and lifts you onto their shoulders.

"Today, you are dwarves. Today, you are all Gommurg!" With that, a hearty cheer echoes around the glen.

Each character receives **150 experience points** for sealing the White Well. Also, there are 30 gp and 100 sp scattered amongst the pouches of the orog corpses who unsealed it.

After the Well is sealed, Obrix steps forward and invites the heroes to a celebration within the sacred and secret clan keep, an offer never given to non-dwarves. The keep is cleverly hidden and, in dwarven fashion, immense, with grand halls, ornate pillars, and glittering decorations.

A great feast is provided in honor of the adventures and Obrix rewards the players with an *adamantine chain shirt*, stating: "May this armor stand you in good stead. May its enduring links symbolize our friendship." As well, Obrix swears an oath of friendship with the adventurers if they are willing. This oath takes place before the Axe of the Great Moot, at the Clan's holy shrine to Moradin.

Conclusion

If the White Well was sealed and the Gommurg village saved, a dwarf footman loyal to Lumin seeks out the

adventurers within the next two days. This footman deliver a pouch of 250 gp and a long, rambling letter. The letter alternates between Dwarvish and Common script. Between the mead blotches and the questionable penmanship, it is apparent that Lumin was drinking while composing it. If the adventurers did not receive the magical armor from the village elder, Lumin's servant also brings the *adamantine chain shirt* when delivering the reward.



The Lord Obrix Gommurg swears friendship with the rescuers of the Gommurg Clan.

Lumin's letter details his history with the Gommurg, his exile, his battle with Nasreet Olim, and his fears that the adventurers are merely pawns in a chess game that Lumin is slowly losing (feel free to summarize the 'The Truth About Lumin Fetterbond' section for the players). He expounds at some length on his arduous divine training in the Temple of Azuth, and constantly refers to his "omens." He also makes it clear that he is aware of the Gommurg Clan's gratitude, and knows the role the adventurers played in solving the chaos.

If the adventurers failed to seal the Well, Lumin sends a letter with one sentence, written in Dwarvish: "Hadar hungers for you." There is no monetary reward, nor an

explanation.

Development

It is likely that the adventurers will be considered heroes for assisting Fetterbond in his deed. If the adventurers successfully sealed the Well and defeated the oozes in the Gommurghall Encounter, the party gains the ***Divine Portents*** story reward.

The question remains of how to handle Nasreet Olim. By helping Lumin, the adventurers have now taken sides in a slow-simmering magical duel. If the adventurers can prevent this strife from reaching a boiling point, they may bring peace between the two diviners. Otherwise, there is a strong chance that Nasreet will seek revenge against the adventurers.

Rewards

Make sure the players note their character's rewards on the adventure log sheet. Give your name and DCI (if applicable) so players can record who ran the session.

EXPERIENCE

(MIN: 450/MAX: 600 EACH)

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Black Pudding	700
Grey Ooze	100
Minotaur Skeleton	450
Ochre Jelly	450
Skeleton	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Sealing the White Well	150

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Fetterbond's reward	250
Treasure around the White Well	40

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to the system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

ADAMANTINE CHAIN SHIRT

Armor, uncommon

This magical chain shirt is crafted from adamantine, and is made with superb dwarf craftsmanship. The description of this item can be found in the *Dungeon Masters Guide*.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

STORY AWARDS

The characters can earn the following story awards during play.

Divine Portents. For saving his clan and resealing the White Well, you have earned the gratitude of Lumin Fetterbond, a powerful dwarf diviner. You can request that Lumin cast *augury* to help you see the future at the beginning of an adventure. This spell casting favor can only be used once.

STORY AWARDS

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

DM REWARDS

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

Appendix. NPC Summary

Lumin Fetterbond (LU-men fet-ter-BOND): A dwarf diviner and exile of the Gommurg Clan. Lumin has been involved in a wizard war against Nasreet and her pawns, but he is slowly losing ground to Nasreet's machinations.

Nasreet Olim (naz-RIT oh-LIM): A halfling diviner and nemesis of Lumin. Nasreet was thwarted decades ago, and she has been waging a shadowy war against Lumin and his allies since then.

Gommurg (GOH-muh-ergh): Outlander Dwarf Clan and guardians of the White Well, a repository and bulwark against the evil powers of Hadar the Hungry, an Old One.

Hadar the Hungry (HAH-dahr): An Old One that manifests as an endless mass of black, roiling tentacles. Hadar is characterized by hunger, cold, and rot.

Obrix (OH-bricks): Elder of the Gommurg, and speaker for the tribe.

Appendix. Monster/NPC Statistics

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Skills Athletics +5, Perception +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 4 (1100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Grey Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	10 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Minotaur Skeleton (Orog Skeleton)

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Ochre Jelly

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Skills Athletics +5, Perception +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

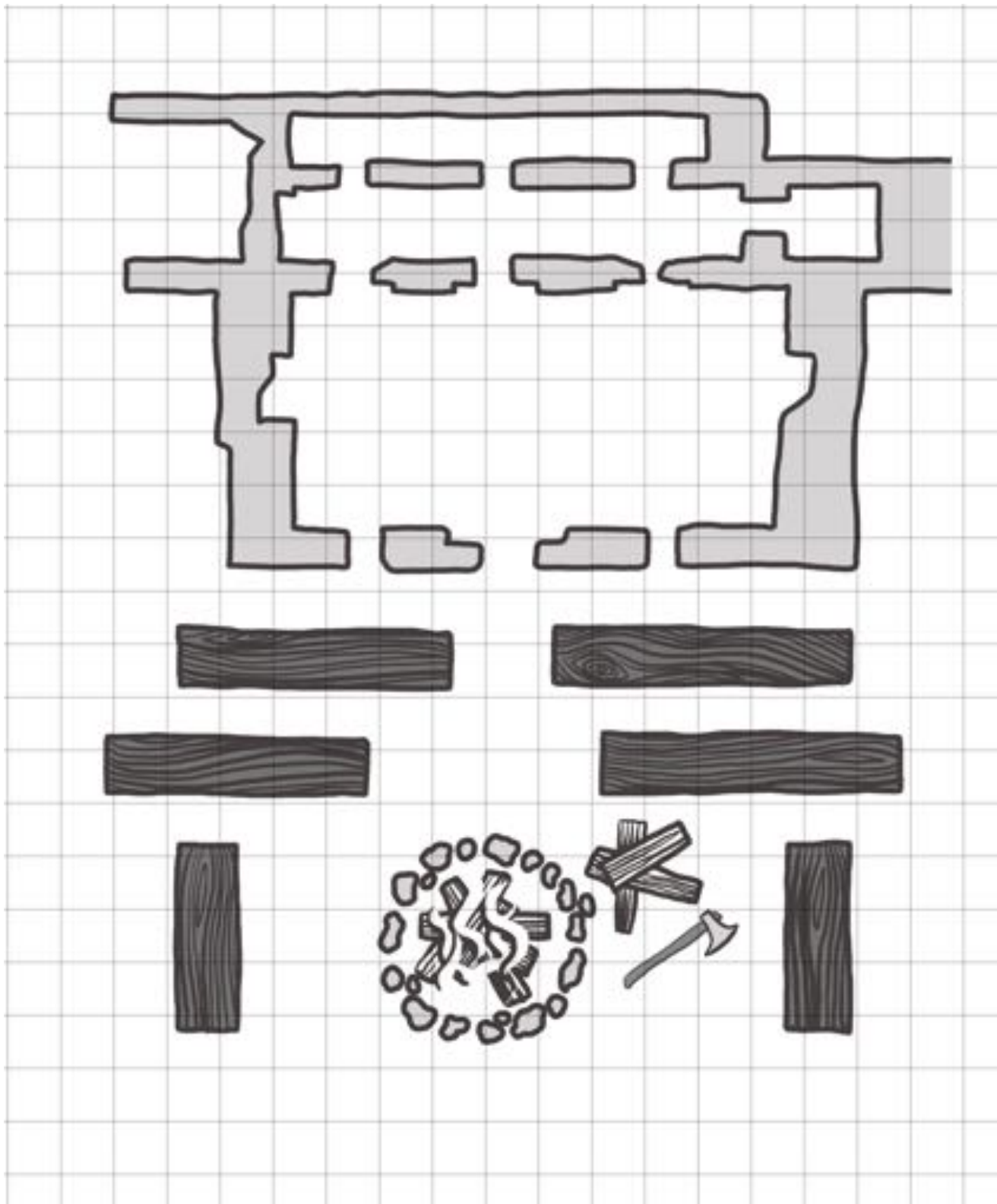
ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

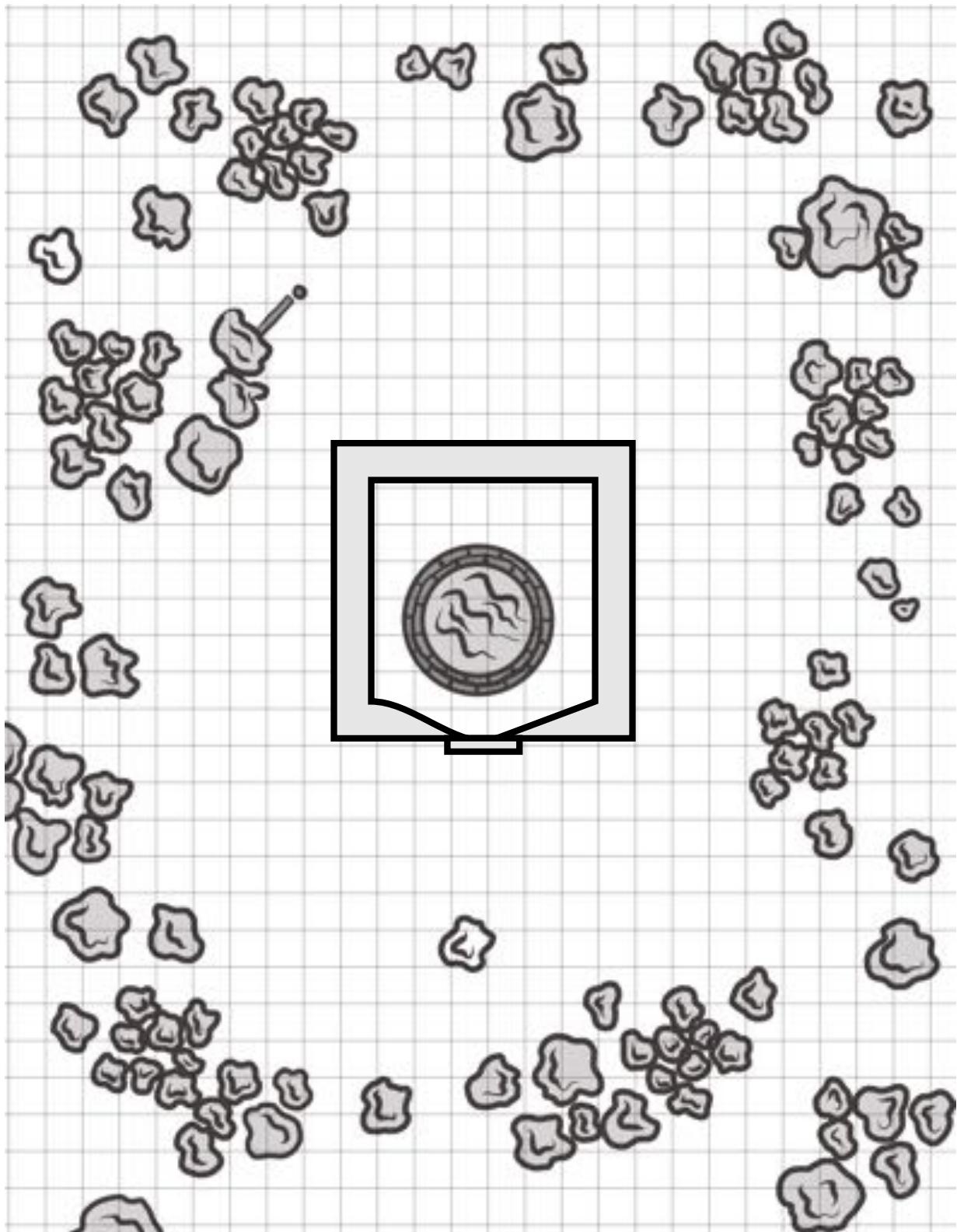
Appendix. Gommurghall Map

(1 square = 5 feet)



Appendix. The White Well Map

(1 square = 5 feet)



Player Handout. Magic Item

ADAMANTINE CHAIN SHIRT

Armor, uncommon

This magical chain shirt is crafted from adamantine, and is made with superb dwarf craftsmanship. The description of this item can be found in the *Dungeon Masters Guide*.