

The Well of Light

A one page scenario for WFRP by Lauri "doc_cthulhu" Maijala

Overview: On a abandoned farm in the middle of nowhere is an remarkably old well shining a terrifying light. Searching the farmstead they find out that it has been some kind of monastery of knowledge and that all of its members have died because of the strange light.

Act 1: A Disturbing Find

While traveling in some desolated part of the Old World the characters perceive a lonely farm in the middle of the moor.

The whole farm seems to be abandoned some time ago and as the party gets closer they see a strange light resting over the whole place giving an odd white hue covers to all things.

From a distance this color does not look welcoming but as the party gets closer it almost disappears as it seems to be only a reflection from a light coming from an ancient well dominating the yard.

Act 2: Order of the Illuminated

The farm consists of three buildings: an outhouse, a stable and a rather large farmhouse decorated with a four spoked wheel placed above the door.

Inside the house it is clear that this place has served as some kind of strange monastery or community as there are several well-kept bunks lined up on the walls and literally dozens of neatly stacked parchments, books and scrolls everywhere. Candles and lanterns can also be seen everywhere and even though there are no one around to be seen (and it actually looks like there haven't been anyone in quite a some time) they are still lit and are casting a similar white hue as the light from the well.

The main room of the building houses a raised dias on which as an altar is a console. On this old wooden table lies a colossal tome entitled

Alluminamus. It is written in Classical and would take years even to grasp the idea of what is written in it should the reader not be enlightened in philosophy.

Act 3: The Men Who Fell

As the party searches the farm the light of the Well begins to shine brighter and brighter. It pulsates and almost lures someone to look into it.

At the bottom of the well lie several mummified corpses of the men and women who inhabited the farm. They have all died of the fall but seem to shine a light so bright it is most alluring.

The light however is about to die in lack of sustenance of minds and thoughts. It could be perceived as an elemental or a daemon. Should the well be avoided and its lure resisted the Light dies out with an a blinding flare at nightfall lifting the ominous hue that covers everything.

Possible Complications

The light is not going to only stay in the well but crawls flies out of it in shape of a winged monk dressed in a white robe with a four spoked wheel on his chest to attack the party with a sword of light.

Long exposure to the hue could lead the characters themselves being tainted with it. This color would surely be seen as a sign of Chaos. Searching knowledge only brightens the color but total abandonment of information could finally rid the character from its grasp.

Alternative Uses

This episode could be run in various locations with various different hues. The main idea is that the being in the well is made of *Hysh* and by changing some of the qualities it can be any color of magic needed.