

TIMMY (MY CAT) FELL IN THE WELL!

A one page dungeon by **GM Lily**—for kids 4 to 10 (and grownups too)

On your way home from training, as the sun starts to set, you run into Ranees Dosnav*. Once the most famous warrior in your town, Ranees is now a little old man. Upon seeing you Ranees shouts, "Help, please help. My cat Timmy fell in the old well!"

1. The Old Well. The well has not been used for many years. Two strong posts on opposite sides of the well are all that remain of the pulley. Ranees says, "the wooden lid. The lid must have rotted. Timmy jumped on it like he always does and the lid broke and fell in—along with poor Timmy." As Ranees says "Timmy," you hear a faint meow from the well. Looking down into the well, you can see the gray stone walls of the well and darkness below.

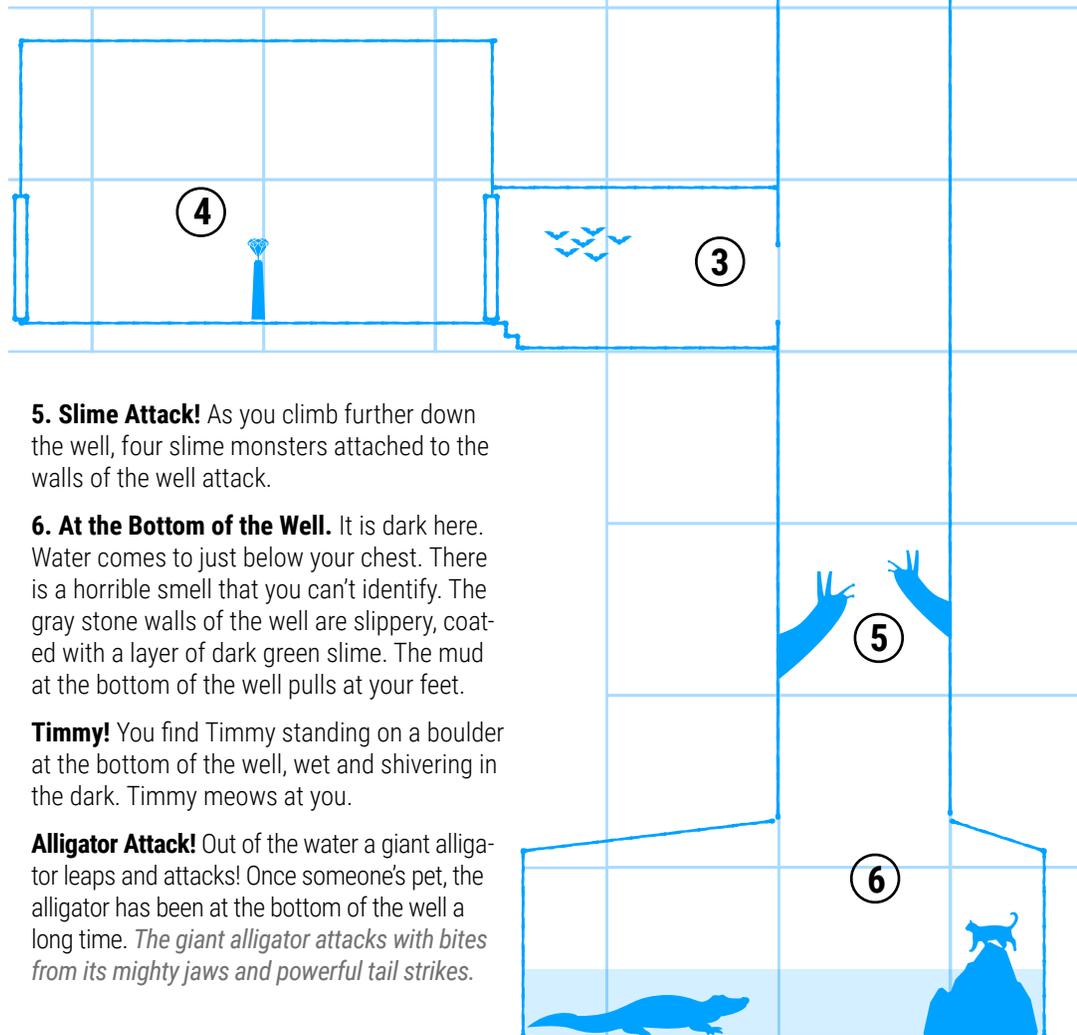
2. Bat Attack! While climbing down you hear a soft noise that slowly grows until it becomes very loud. You soon find out the sound is the flapping of many wings. Bats! A swarm of bats attack. *If attacked, the bats will fly up and out of the well.*

3. Bat Room. An opening in the wall of the well leads into a small windowless empty room. The floor is covered in bat poop—the smell is really bad. The walls, rough ceiling, and floor are yellow limestone. There is a wooden door on the opposite side of the room (*door opens into the room*).

4. Gem Room. In the center of this large limestone room is a low pedestal with a very large glowing blue gem. On the opposite wall is a door. This door will not open and if broken down reveals a dirt and stone wall. The walls are covered with painted murals. One mural is of a battle, another of a fallen warrior nearing death, the next of a priestess holding a large blue gem to the warrior, and the last of the warrior standing again, healed. The doorway the party enters from has a small carved sign, "Rectory." *A rectory is a place where holy people from a temple live.*

Power of the Blue Gem. *As the murals show, the gem has the power to heal anyone who touches it—restoring full health. The gem cannot be taken from the room—if removed, the gem teleports back to the pedestal.*

Gem Room Trap! *Removing the gem from the pedestal causes two portcullises (really heavy metal gates) to fall from the ceiling, blocking both doors. Adventurers can try to lift the gates—they are very heavy. Putting the gem back on the pedestal opens the gates.*



5. Slime Attack! As you climb further down the well, four slime monsters attached to the walls of the well attack.

6. At the Bottom of the Well. It is dark here. Water comes to just below your chest. There is a horrible smell that you can't identify. The gray stone walls of the well are slippery, coated with a layer of dark green slime. The mud at the bottom of the well pulls at your feet.

Timmy! You find Timmy standing on a boulder at the bottom of the well, wet and shivering in the dark. Timmy meows at you.

Alligator Attack! Out of the water a giant alligator leaps and attacks! Once someone's pet, the alligator has been at the bottom of the well a long time. *The giant alligator attacks with bites from its mighty jaws and powerful tail strikes.*

Challenges

- *Climbing a rope is not super hard, but takes some skill. See if the adventurers can do it or fall.***
- *Getting hit while holding onto a rope can cause a fall, check if the adventurers falls.***
- *Fighting while climbing a rope is hard! Make it more difficult than usual and remember each adventurer only has one free hand.*

**** If an adventurer falls down the well, they fall into the water with a splash and take a little damage.**