

The Well of Knowledge

THERE IS A MAGICAL WELL HIDDEN IN THE DEPTHS OF AN ANCIENT CRYPT. FALINNIA, THE GODDESS OF KNOWLEDGE, BUILT THE WELL IN AN OLD PLACE. THE CRYPT HOLDS THE BODILY REMAINS OF TWELVE MARTYRS THAT GAVE THEIR LIVES PROTECTING THE FOUR IDEALS REGARDED IN THE FALINNIAN CREED. BRAVERY, TRICKERY, STOICISM, AND COMPASSION ARE THE FOUR IDEALS. EACH OF THEM STILL UNDER THE PROTECTION OF A GUARDIAN SPIRIT IN THE CRYPT.

THERE ARE MANY TRAPS IN THE CRYPT. THERE ARE MANY MORE SKELETONS LYING ABOUT. THE ONLY WAY TO ACTIVATE THE WELL OF KNOWLEDGE IS BY PULLING THE FOUR LEVERS IN THE CRYPT. EACH OF THEM GUARDED BY MANIFESTATIONS OF ONE OF THE MARTYRS.

ENTRANCE

TWO STATUES HOLDING GLAIVES, THEY SWING AT ANYONE WHO STEPS IN FRONT OF THEM.

PRESSURE PLATE ACTIVATES A ROLLING STONE TRAP. THE STONE FALLS FROM THE CEILING RIGHT AT THE ENTRANCE AND ROLLS DOWN TO THE BOTTOM OF THE STAIRS WHERE A PIT OPENS TO RECEIVE IT.

THIS ROOM FEATURES SIX CRYPTS. EACH OF THE CRYPTS HAS THE NAME OF A MARTYR ENGRAVED IN THE STONE SLAB THAT COVERS ITS ENTRANCE. ONE OF THE CABLES REACHES THE CRYPT NAMED AFTER SIR JOHANNES ARLENTH, THE MARTYR OF BRAVERY. THE MARTYR'S SPIRIT EMERGES FROM THE CRYPT AND ATTACKS ANY TRESPASSERS. A LEVER FOR ACTIVATING THE WELL IS INSIDE HIS CRYPT.

LADY GAJARA REPRESENTS COMPASSION. SHE WILL NOT FIGHT ANY TRESPASSERS. SHE UNDERSTANDS THEIR QUEST AND AILMENTS, LADY GAJARA STEPS ASIDE AND LETS THEM USE THE LEVER THAT ACTIVATES THE WELL.

THIS CAVERN WAS A PART OF THE CRYPT ORIGINALLY. CRAWLING MONSTERS DUG AND OPENED A WAY INTO THE CRYPT HUNDREDS OF YEARS AGO. SOME OF THOSE MONSTERS STILL LINGER. THEY ARE PURPLE FEROCIOUS WORM-LIKE ABOMINATIONS.

THE LEVER IN THE PILLAR IS SEEMINGLY UNGUARDED. ONCE IT IS ACTIVATED, THE MARTYR THAT REPRESENTS TRICKERY EMERGES FROM THE DARKNESS AND USES ITS POWERS TO BRING THE CAVERN'S CEILINGS DOWN. BOTH TUNNELS LEADING TO THIS PLACE COLLAPSE.

MARTH ODORAMI, THE SPIRIT, ATTACKS FROM THE DARKNESS AND POKES AT THE ADVENTURERS. IF THEY ESCAPE, MARTH FLEES TO THE CHAMBER WITH THE WELL AND RALLIES THE REST OF THE MARTYR SPIRITS TO FIGHT THE TRESPASSERS.

THE WELL IS FULL OF DARK BLUE WATER. FOUR METALLIC PILLARS STAND AROUND IT. THE PILLARS ARE CONNECTED TO LONG STONE-LIKE CABLES THAT EXIT THE CHAMBER. ONCE ALL FOUR LEVERS ARE PULLED, THE WATER TURNS BLACK. ADVENTURERS MAY POSE QUESTIONS TO THE WELL THEN. FARINNIA HERSELF WILL ANSWER THEM.

THERE ARE TWO SARCOPHAGI IN THIS ROOM. BOTH OF THEM ARE TRAPPED WITH RUNES OF POWER THAT EXPLODE UPON OPENING EACH SARCOPHAGUS.

THE BODILY REMAINS OF THE MARTYR LUCA D'AMIRO LIE IN THE SARCOPHAGUS IN THIS ROOM. LUCA BECAME HISTORY AFTER ENDURING WEEKS OF TORTURE WHILE DEFENDING FALINNIAN RELIGIOUS PRACTICES. HE SYMBOLIZES STOICISM. IN THE AFTERLIFE, LUCA D'AMIRO IS CRUEL AND MERCILESS. THE LEVER IS IN THE SARCOPHAGUS.

