

# ADVANCED FIGHTING FANTASY

# The

# Well



Being an adaptation for  
Advanced  
Fighting Fantasy 2

by  
SkinnyOrc

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## INTRODUCTION

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The Well is the first of two adventures to be found in "Fighting Fantasy - The Introductory Roleplaying Game" (FF-TIRG) by Steve Jackson. The contents of that book are not reproduced here to avoid copyright issues so you will need it in order to run this adventure. A second hand copy of FF-TIRG can be picked up for a very reasonable price on the usual online marketplaces.

FF-TIRG was published way back in 1986 to introduce the exploding numbers of Fighting Fantasy gamebook readers to roleplaying games. The encounters in the two included adventures are very imaginative and each has an accompanying illustration to help the players visualise the scene. However, as the book was intended as an introduction to roleplaying games it seems to have been aimed at a younger audience. The adventures taken as a whole are not very believable within the game world for today's RPG audience. There is really no reason for the inhabitants to be together at the bottom of a well.

The ingenious concept behind this adaption is the work of Mauro Longo and was originally used for his Italian language version of the adventure. Apart from the concept this is an entirely new work and had to be due to my complete lack of Italian. This latest adaption for AFF2 also makes use of many of the encounters from the second scenario from FF-TIRG, Shaggradd's Hives of Peril.

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## THE STORY OF THE WELL

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The introduction for the players in the published adventure (like all good players intros) only tells half the story. There was a good reason why the ancient well became known as a place where gold coins given freely could make wishes come true. A leprechaun by the name of Muldoon, with exceptional powers even for his magical race, had taken up residence there. He would listen to the petitioners and in his fickle way grant the occasional request if it amused him.

As the decades past and Muldoon aged, his behaviour became increasingly erratic. More than one visitor to the well had a misfortune befall them rather than their wish and its reputation changed to one of ill omen.

It has been some years now since people stopped visiting the well and recently it has gone dry. Then it occurred to an enterprising local that the gold would still be down there. Not that they were brave enough to try and collect it themselves, but it was a great story to

get free drinks with in the local tavern from any wandering adventurers...

Through a combination of the passing years and his isolation, Muldoon has become quite unstable. While he still enjoys a good prank they can veer suddenly from harmless to dangerously psychotic. The leprechaun's attitude towards visitors is also erratic. At times he is delighted at having company to share his jests with and in fact drained the well to encourage more. At others he broods angrily that interlopers are here to steal his gold, which of course they probably are!

Muldoon's magical abilities have become if anything more powerful. Here in his home he has woven layers of enchantments over many years, to the point where he can blur the lines between illusion and reality at will. Adventurers descending into The Well will be faced with a seemingly random set of challenges; some humorous, some deadly, some simply odd, or even a combination of all three.

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## RUNNING THE ADVENTURE

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The published adventure can be run as written, with only a few small additions to hint at what is going on. Until that is, they leave encounter 18 and then everything changes. But more on that later.

If during the adventure a player remarks the encounters make no sense being down a well the Director can respond that it seems odd to their character too. The encounters should begin to seem strange and out of place, the more so as time goes on.

Damage taken here is completely real, but at the Director's discretion characters who appear to die will be taken prisoner by Muldoon. There are also a number of ways in the published adventure where a character can die regardless of current STAMINA and it is recommended this option is always used in these cases. Captured characters may reappear in another encounter with no memory of anything after their apparent deaths. However this should not happen before encounter 18 is completed, so you may wish to have a word to one side with the player to let them know they can rejoin the game later, without tipping off the others.

## ENCOUNTER SET 1

Where an encounter from The Well is not noted below there are no changes to it as detailed in the published adventure.

### Encounter 3

Thrushbeard wears a green tunic, a reflection that he is really a creation of Muldoon. However only mention this if you can smoothly work it into the initial description. Tagging this information on to the end of the existing text might be a little too obvious.

Thrushbeard							
SKILL: 7		STAMINA: 7			Attacks: 1		
Weapon: None							
Armour: None							
Special: Dive bombing birds							
Roll	1	2	3	4	5	6	7
W	1	1	1	1	1	2	3
A	0	0	0	0	0	0	0

A character that peacefully gets the information about the crystal key from Thrushbeard can be awarded a LUCK point.

### Encounter 4

The Silver Necklace can easily kill a character and they should be given a reasonable chance to avoid this fate, including assistance by other characters. If the character is just really unlucky they appear to die but in fact become a prisoner of Muldoon, as explained in Running the Adventure.

The leather pouch has an emerald green velvet lining, stitched in a repeating clover leaf pattern. It is a genuine enchanted Pouch of Plenty producing one gold coin a day. The rest of the coins gained from it are illusionary and disappear as soon as the characters leave The Well.

### Encounter 5

Nandras wears a green robe with gold wizard symbols embroidered on to it. Again the Director should take care to merge this into the initial description. He will volunteer information about the items in the adjacent room but will only describe the torch as being just as it appears, a torch. He will not suggest using it against the Mummy, this makes it a little too easy and it is more entertaining for the Mummy to rise again at least once (for both Muldoon and the players).

No statistics are provided for Nandras in the published adventure as he simply freezes anyone who attacks him. Any spellcasters in the party who see this may notice that the spell is not one they have heard of and that it seems very powerful, affecting as many characters as attack and allowing no test to avoid. This is all part of the illusion and another hint something is amiss.

### Encounter 6

The hieroglyphics are complete nonsense and this will be recognised by anyone making a Religion Lore or World Lore test at -3.

Mummy							
SKILL: 10		STAMINA: 12			Attacks: 2		
Weapon: Small Claw							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	2	3	3	3	3	4
A	0	0	0	0	0	0	0

### Encounter 8

Chameleon Serpent							
SKILL: 6		STAMINA: 7			Attacks: 1		
Weapon: Small Bite							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	2	3	3	3	3	4
A	0	0	0	1	1	1	2

### Encounter 10

AFF2 statistics are not given for the Mermaid as she has no weapon or armour and does not attack back. What is provided in FF-TIRG is sufficient for defence rolls.

The party may be able to restrain a character trying to join the mermaid as an alternative to attacking her. A character who swims off with the mermaid is taken prisoner by the leprechaun.

Giant Octopus							
SKILL: 9		STAMINA: 10			Attacks: 4		
Weapon: Medium Tentacle							
Armour: None							
Special: Grapples (wins 2 attacks then extra damage)							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	0	0	0	0

## Encounter 12

Anyone falling down the shaft appears to die horribly. The party may even hear the sickening thud as they hit the bottom far below, followed by the sounds of the Ogre eating them! However the character has in fact been captured by Muldoon.

## Encounter 13

Calacorm							
SKILL: 9		STAMINA: 8		Attacks: 2			
Weapon: Sword							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	3	4	5
A	0	0	0	1	1	1	2

## Encounter 14

Nandibear							
SKILL: 9		STAMINA: 11		Attacks: 2			
Weapon: Medium Claws							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	1	1	1	2

## Encounter 15

Hellhound							
SKILL: 7		STAMINA: 6		Attacks: 2			
Weapon: Medium, +1 damage roll							
Armour: Light							
Special: Breathes Fire (1-2 on 1d6 for 1 point)							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	1	1	1	2

## Encounter 16

Zombie							
SKILL: 6		STAMINA: 6		Attacks: 1			
Weapon: Sword							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	3	4	5
A	0	0	0	0	0	0	0

## Encounter 17

Spider King							
SKILL: 10		STAMINA: 16		Attacks: 2			
Weapon: Medium Bite							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	1	1	1	2

## Encounter 18

Ignore the second page of this encounter. As the characters leave this room Muldoon replaces all the encounters with new ones from Shaggradd's Hives of Peril (designated with an S in front of their encounter numbers). He has not finished with the characters yet!

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## ENCOUNTER SET 2

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### Encounter 1

No change.

### Encounter 2

No change.

### Encounter 3

Replaced by S13. The description for S13 had a door opposite the one the party enters through. Amend this to doors in the West, North and East walls. The door in the South wall leading out of The Well is nowhere to be found!

The contents of this room represent The Well in Muldoon's mind, they can throw in gold coins for wishes but taking them is rather dangerous.

### Encounter 4

Replaced by S16. The ghost that appears is of a warrior and claims to be Marg. If they took any of the gear that was hanging on the wall he will insist they return it immediately.

### Encounter 5

Replaced by S15.

Changeling Werewolf							
SKILL: 8	STAMINA: 8			Attacks: 2			
Weapon: Small Claw, + 1 damage roll							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	2	3	3	3	3	4
A	0	0	0	0	0	0	0

Changeling Goblin							
SKILL: 5	STAMINA: 5			Attacks: 1			
Weapon: Shortsword							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	1	2	2	3	3	3	4
A	0	0	0	1	1	1	2

Changeling Fire Demon							
SKILL: 5	STAMINA: 5			Attacks: 1			
Weapon: Sword, + 2 damage roll							
Armour: Light							
Special: Whip, Fire Breath (2 dmg. on 1-4)							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	3	4	5
A	0	0	0	1	1	1	2

## Encounter 6

Replaced by S4.

## Encounter 7

Replaced by S29.

## Encounter 8

Replaced by S3. Amend the description to add a door in the West wall, in addition to the North and South doors.

Muldoon will start off jovial, playing the games described in S3 until the characters tire of it and move on. Probably the players will assume he is just another odd encounter. If they ask if he knows the way out he only shrugs and says "It's a great craic here! Why'd ye want to be leaving?"

The use of spells or magical items on Muldoon will be fruitless. He can sense them before they are discharged and the young leprechaun they see is another illusion in any case, although he is here somewhere. The leprechaun will anticipate what they are doing and simply disappear or otherwise avoid it. Likewise if they try to attack him with missile weapons.

If they return Muldoon will still be here and will play the same tricks or any others the Director devises. This will continue unless they confront him with the belief that he is in control of The Well, as described in "The Finale" below.

## Encounter 9

Replaced by S2.

## Encounter 10

Replaced by S10.

## Encounter 11

Replaced by S35.

## Encounter 12

Replaced by S7.

## Encounter 13

Replaced by S5.

Stuffed Hyena							
SKILL: 5	STAMINA: 6			Attacks: 1			
Weapon: Light Bite, + 1 damage roll							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	2	3	3	3	3	4
A	0	0	0	0	0	0	0

Stuffed Rhinoceros							
SKILL: 7	STAMINA: 13			Attacks: 1			
Weapon: Medium Charge, + 2 damage roll							
Armour: Medium							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	1	1	2	2	3

Stuffed Gorilla							
SKILL: 8	STAMINA: 11			Attacks: 2			
Weapon: Medium, + 2 damage roll							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	0	0	0	0

Stuffed Goblins (2)							
SKILL: 5		STAMINA: 5			Attacks: 1		
Weapon: Shortsword							
Armour: Light							
Special: None							
Roll	1	2	3	4	5	6	7
W	0	0	1	1	2	2	3
A	0	0	0	1	1	1	2

Stuffed Hobgoblins (2)							
SKILL: 6		STAMINA: 6			Attacks: 1		
Weapon: Sword							
Armour: Medium							
Special: None							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	3	4	5
A	0	0	1	1	2	2	3

### Encounter 14

Replaced by S34.

### Encounter 15

Replaced by S24.

### Encounter 16

Not accessible.

### Encounter 17

Replaced by S11.

### Encounter 18

Replaced by S20.

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## ADDITIONAL ENCOUNTERS

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The following additional encounters may be used if the characters return to a location again after already completing the second encounter for it. The exception is location 8, which should remain S3 until the end of the adventure. This is both as a clue that Muldoon is the puppet master behind this place and so they can confront him once this is realised. The Director may wish to use further encounters from Shaggradd's Hives of Peril if the below are exhausted. In all cases take care

to amend descriptions to match the doors that are present in the location where the encounter is used.

### Encounter S6

Skeletons (5)							
SKILL: 6		STAMINA: 5			Attacks: 1		
Weapon: Sword							
Armour: None							
Special: Edged weapons damage is 1							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	3	4	5
A	0	0	0	0	0	0	0

Tiger Skeleton							
SKILL: 8		STAMINA: 7			Attacks: 2		
Weapon: Medium Bite/Claws							
Armour: None							
Special: Edged weapons damage is 1							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	0	0	0	0

### Encounter S8

Chestrap Beast							
SKILL: 5		STAMINA: 6			Attacks: 1		
Weapon: Medium Claws							
Armour: None							
Special: Slashes with surprise							
Roll	1	2	3	4	5	6	7
W	2	3	3	3	4	4	5
A	0	0	0	0	0	0	0

### Encounter S12

Beggar							
SKILL: 4		STAMINA: 6			Attacks: 1		
Weapon: None							
Armour: None							
Special: None							
Roll	1	2	3	4	5	6	7
W	1	1	1	1	1	2	3
A	0	0	0	0	0	0	0

### Encounter S9

The canteen is a special additional encounter that may be used at any time the characters are running short of STAMINA. Muldoon does not want the fun to end too quickly! However if they later return to the location where they found the canteen it will be gone. The leader

of the dwarves running the canteen, Pookie, wears a green velvet hat with a black strap, brass buckle and a feather, as pictured in FF-TIRG.

Pookie							
SKILL: 8		STAMINA: 6		Attacks: 1			
Weapon: Battle Axe							
Armour: None							
Special: Slashes with surprise							
Roll	1	2	3	4	5	6	7
W	3	3	3	3	4	4	5
A	0	0	0	0	0	0	0

Glantie							
SKILL: 6		STAMINA: 6		Attacks: 1			
Weapon: Battle Axe							
Armour: None							
Special: Slashes with surprise							
Roll	1	2	3	4	5	6	7
W	3	3	3	3	4	4	5
A	0	0	0	0	0	0	0

Huntie							
SKILL: 6		STAMINA: 7		Attacks: 1			
Weapon: Battle Axe							
Armour: None							
Special: Slashes with surprise							
Roll	1	2	3	4	5	6	7
W	3	3	3	3	4	4	5
A	0	0	0	0	0	0	0

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## THE FINALE

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Once the characters confront Muldoon his demeanour will change, but to what depends on how the characters have behaved in his domain. Firstly, if they have his Pouch of Plenty he will become angry and the whole room will darken like a storm cloud. A favourite item of Muldoon's, they will get nowhere with him until this is returned (and it is too powerful to let the characters keep it in any case).

If they do not have the pouch or return it to him then his attitude depends on how they dealt with Thrushbeard, Nandras and Pookie, who were in a way Muldoon himself. If any of these were attacked the storm clouds continue and he demands to know what sort of person attacks an old dwarf/man! If they were rude to them he gets cross about that. In each of these situations they will need some fast talking to persuade the leprechaun they deserve to be let free. On the other hand if they showed good humour during at least some of their ordeals that

counts in their favour. In any case make them work for it at least a little.

If the players fail to identify Muldoon as the culprit and you are running out of encounters then he tires of the games and you can proceed as above the next time they meet him. However the party should not then get the experience for realising Muldoon was behind the illusions.

Once the adventurers persuade Muldoon to let them leave he will escort them to location 3, but this time the South door will be there once again and leads to area 2 as before. On climbing the rope any treasure and items that were part of the illusions (meaning the Director decides they are too generous) vanish. However there should be sufficient real gold recovered that the characters make a tidy profit. If they ever choose to return there will be no sign of a corridor, just an empty, dry well shaft. Unless of course you decide otherwise.

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## EXPERIENCE AWARDS

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Obtained Crystal Key	10 XP to all
Gained the Spider King's treasure	10 XP to all
Realised Muldoon is behind the illusions	20 XP to all
Escaped The Well	10 XP to all

In addition bonus experience can be awarded to individual characters where their players did something particularly helpful to the party. A further 5 XP can be given for each such example of exceptional play.