



WISHING WELL

MAP DESCRIPTIONS

The old Well sits at the crown of a grassy hill. Moss grows on its stone brickwork, worn and weathered from uncounted seasons. Across the top of the well is a rough wooden beam, a rope is coiled around it, and at the end of the rope is tied a simple bucket, with a rusty iron handle. Looking into the well you see darkness and at the very bottom a glint of water reflecting sunlight.

Making your way down the rope you can't help but focus on the creaking of the wooden beam and the rope as it strains under your weight. The further from the top of the Well you descend, the darker it gets and the more slippery the walls become. Below, you can hear the sound of running water.

The sides of the Well vanish, opening out into a cave, maybe sixty feet across. The walls of the cave are pitted with crevices, and in several places water spills from the rock into the cave below. A pool fills much of the cave's floor with dark water and its surface glimmers with light from above. A small island juts out of the water, on its bare rock you can see copper and silver coins, even the odd gold coin glints in the meagre light.

NOTES AND TIPS

- **30x30 Grid Map**
- This can be used as a simple cave, rather than be connected by a well. Use one of the larger waterfalls as a means of entry. It will be a tight fit, but with a bit of pig fat, you can get your party to squeeze through!
- The waterfalls can be a means for monsters to enter or depart. The cave could start empty but at some point, the party notices slithering or skittering sounds as whatever makes this cave its home returns.
- You'll need to get your party into the Well somehow. Climbing down can be hazardous, it's slippery and the drop will be painful. But don't make it too difficult, the meat of the encounter should be at the bottom.
- **The Worm in the Well:** This would make a fantastic low-level dragon(ish) lair. Pick a low-level dragon-type monster, a wyrmling (a young dragon), a Wyvern, or some kind of giant lizard. The creature has to be something that can fit down a Well, so it's got to be slender. It could have been attracted by the coins dropped into the well and now it's harassing the locals.
- **The White Woman of Well Hill:** Some kind of even spirit inhabits the well. It's said if you look into the Well at Midnight and say its name, it will appear. A local teenager has gone missing and their friends insist the Woman in the Well took them. Use a modified zombie or spirit that crawls around on all fours, can hang from the walls of the cave and has that whole creepy 'Ringu' vibe.
- **Foul Water:** Something is polluting the Well water. The locals have heard strange sounds coming from below. Whatever it is needs to be removed. This could be some kind of grub, insect, or leech. It could be dragging sheep and other farm animals into the Well to feed on them, fouling the water in the process.

VARIANTS

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