

THE WELL WISHER

by David Arehart

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The rough mortar and weather worn stones show the age of the well that sits near the center of town. A noxious smell pervades the air here and the grass is dead in the area around the well.



1

When someone throws a coin into a wishing well the intense desire, longing, pain or sorrow of the person imbues the coin with a fragment of magical energy. Sometimes there is enough energy to make the wish come true. Other times though, the coins gather at the bottom of the well with their magical energy unspent. They sit, wait, attract. Foul creatures exist that feed on the unspent energy, the sadness, infused in these coins.

The townsfolk are friendly but somber, the quiet rural town has fallen on hard times recently. An unusually dry season has caused a poor harvest. Bandits have taken to collecting tolls along the main road into town, trade has dwindled. And now the sickness. A mysterious illness has befallen many of the towns folk. They regularly toss coppers into the well, wishing for their troubles to pass. Though it seems their wishes are going unanswered.

DM NOTE: Roleplay the town as appropriate to your campaign

Rumors around town

"The smell of brimstone emanates from the well."

"A 'broken woman' has been seen down in the well."

"Some think the sickness is from drinking the water."

4

The tunnel continues for 100', opening into a large cavern roughly 70' in diameter and 30' high. Large boulders litter the floor. You hear the sound of something moving quickly along the ceiling.

You see a woman with long greasy black hair, empty sockets for eyes and a wide toothy maw stretching from ear to ear. It crouches low on all fours with arms and legs bent at unnatural angles. As it opens its mouth a soul piercing moan is unleashed. Every creature within 60' must make a Wisdom check (or equivalent) or be affected.

Well Wisher attack - Wail - roll 1d4 and consult entries below

- 1 - Fear- affected PCs try to run away on their next turn
- 2 - Confusion- affected PCs do nothing on their next turn
- 3 - Madness- affected PCs attack closest ally on their next turn
- 4 - Magical darkness fills the space for the next turn

DM NOTE: The creature is a demon and has stats appropriate for the party. It will stay on the walls and ceilings and use its wail as its attack.

5

When the Well Wisher dies it explodes in a burst of ichor covered coins. Every creature within 20' takes 2d6 damage. The cavern then begins to fill with black mud. The PCs have 3 turns to collect coins, revive fallen PCs and get to the well shaft.

BONUS: Upon returning to the surface an evil mage is waiting and says "You have ruined everything!"

The insides of the well are covered in slick oily moss. The glint of metal can be seen at the bottom but climbing down without a rope would be virtually impossible.

DM NOTE: The old rope of the well is frayed and rotting as is the crossbeam it is tied to. Attempting to use the well's rope or crossbeam will result in them breaking and sending whoever is on them crashing to the bottom.

3

Something has opened up a small tunnel into the well. Dark black tentacle-like vines emerge from the hole and stretch down into the water below.

DM NOTE: If all four tendrils have not been destroyed in the well below they will reach up and grab the last person going through the tunnel and attempt to drag them to the bottom of the well. Attacking as indicated below.

DM NOTE: Inky black tendrils writhing on the bottom, attack any creature unlucky enough to fall to the bottom of the well. A handful of coins can be found here.

4 tendrils will try to grab and pull PCs down or try to wrap around the neck doing 1d6 damage. Any damage from a bladed weapon or magic will destroy a tentacle.

40'

10'