



Setting

On the outskirts of town (any town) lies the old well house, a simple shelter with no walls and a thatched roof. The well is very old, and the wellhead and shelter have been rebuilt several times in the well's history, though the shaft has never been maintained and the stones lining it have begun falling down the shaft into the aquifer below. Unbeknownst to the townsfolk, this reveals several natural caverns that intersect the well shaft. A 10 gallon bucket is raised or lowered by a loop of chain draped over a rounded crossbeam in the roof. The chain loop descends all the way to the bottom of the aquifer in area 8.

Adventure Hooks

- The PCs stumble upon the well while lost, and find the water is fouled with frogs, fish or small bits of human remains. Perhaps they hear a cry for help from below...
- The townsfolk hire the PCs to investigate the well because it's fouled as above, or to find someone who went missing two days ago while fetching water.
- The PCs are sent to see if the well needs repairs and stumble upon the goblins.

Expansion Ideas

- What are the goblins mining for? The GM could expand area 3 or the western hall of area 7 into a dungeon or a gold mine.
- Perhaps some insane patron has sent the goblins to explore the ledge (area 9) and retrieve some eldritch relic...

Background:

A band of goblins (or other small weak monsters) have discovered that the walls of the well shaft have several spots where the stones have fallen loose. Using the chain to descend into the well, the goblins have taken residence in the natural caverns and even expanded them in several places. Now they enjoy the well as a hidden safe haven, emerging at night to raid the town and its environs while they enjoy safety during the day and a plentiful supply of water. Meanwhile, the townsfolk wonder why their pure well has suddenly become foul with mud, muck, even frogs and garbage.

1. Guard dog: as a puppy, the goblins cut its throat so it can't bark. Now full grown, the dog is mean and silent.
2. Goblin lair: 2d12 goblins live in this cavern.
3. Mining shaft: The goblins have begun mining the east wall of this cavern, dumping the rocks and soil they remove down the well shaft to dispose of it, along with their bodily filth and other garbage.
4. Meat: The goblins store food here, mostly buckets of grains and many cuts of lamb, dog, squirrel and fowl and buckets of frog legs, mostly pilfered from the local town or forest. None are fresh, though none is spoiled because the cavern is cool from being underground.
5. A wall of moldy straw and other litter hides a tiny shaft that connects area 1 with area 7 about 20 feet below. An easy search or find check will reveal it, though human-sized characters can't fit through the tunnel.
6. Spider Hole: two or three goblins hide here with bows and arrows and can fire on the PCs in area 7 or anywhere in the well shaft itself, though any missile fire from or at these goblins has ¼ cover. Any missing people/prisoners the goblins have will be bound and gagged in this cave, and the goblin archers will toss the prisoner(s) down the well shaft into the water in area 8 if they are losing a fight.
7. King's cave: The goblin king (thrice as strong as typical goblins) is found here with his concubines (1d3) and guards (2d4) (guards are twice as strong as regular goblins). The king may flee through the tunnel at area 5 up to area 1, then ride the bucket chain up the shaft, and chop it apart to strand the PCs in the well. His concubines will hide in the hall to the west of area 7.
8. Aquifer: the large pool of (once) clean water for which the townsfolk use the well. It is fed by a tiny spring to the east of the cavern. Since the goblins have taken residence, they have fouled the water with filth and mud. The goblins also breed huge mutant frogs and weird little fish in the water. Any fall into the water inflicts damage as only a 10 foot fall because of the watery landing. The GM may allow falling PCs to attempt to grab *both* sides of the chain loop to halt their fall.
9. A natural stone ledge rises above the water level. On it, any prisoners dropped into the water by the goblins may be hiding, or the GM may plant an ancient forgotten shrine to some unspeakable god-thing that dwells in dank darkness. Perhaps the goblin's residence in the well has awakened it?