

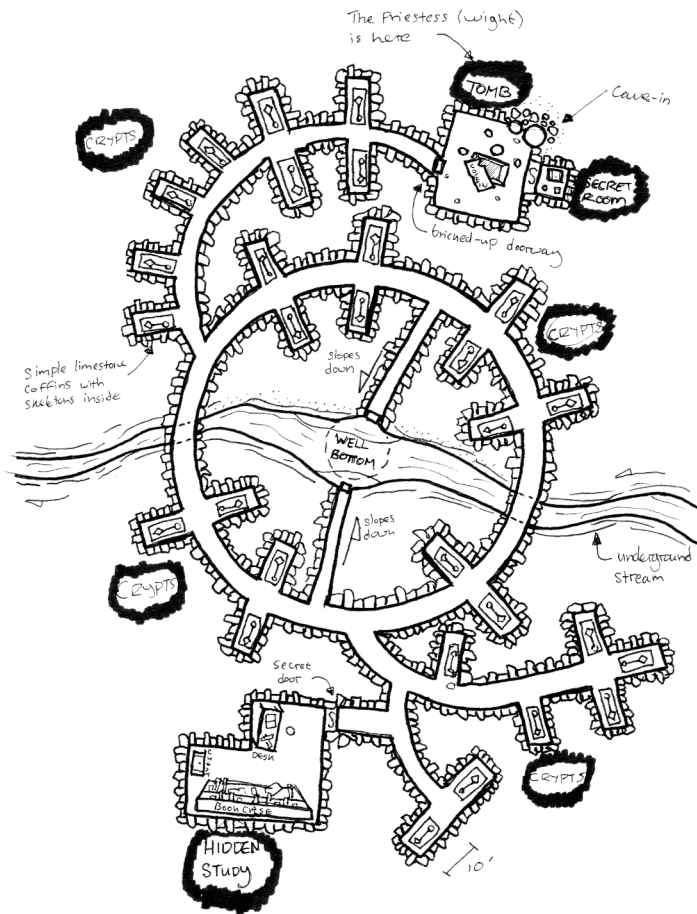
THE WAILING WELL

There is a well. It could be in a village, a quiet part of town, or in the middle of some ruins. Maybe it's the source of water for a farm or border outpost. Wherever it happens to be, recently there has been wailing coming from its depths. Great sobs, cries of anguish, coming and going during the dusk and into the evening, fading away to moans as dawn colours the sky. Then, for a time, quiet.

It is disturbing and the locals want it to stop. Maybe some brave adventurers would be willing to pop down and take a look?

Beneath the Well

Under the well are some old crypts, as well as a secret room wherein an old study lies hidden. A larger tomb, the source of the wailing lies at one end of the crypt. Inside that tomb is a long-dead priestess, who has awoken a Wight after a small cave-in knocked the lid of her sarcophagus and she came awake. She is only vaguely aware that she is one of the walking dead, and is terrified at finding herself trapped in a tomb. She thinks she has been mistakenly buried. She wants out and has tried clawing at the bricked-up door that has sealed her inside. The wails are her sobs, screams and pleas for freedom.



Crypts

The dead rest in alcoves along the walls, encased in simple limestone coffins that are worn with age. Inside each is a skeleton wearing little more than rags, former acolytes of the priestess. They are just bones until the bricked-up door (covered in seals of warding) is broken, at which point that animate to protect their priestess from all harm.

There are 29 skeletons in total. Each has a pair of glass eyes (worth 25 gp apiece) and a solitary gold coin grasped in one hand.

Hidden Study

Whether this once belonged to the priestess, or some reclusive wizard that used it as a base, this study has lain empty for decades at least. Inside is a dusty bookcase with shelves filled with ancient tomes, scrolls and journals, all worth something to a scholar.

A desk holds a book of prayers, an aged scroll (actually a Ward Against Undead) and a couple of treasure maps that point to ancient ruins.

The Tomb

A bricked-up doorway seals this room, and runes of power (wards against undead) are engraved into the brickwork. Behind it the priestess wails and claws. If she hears anyone on the other side, she will call out and beg for their help, saying that she has been trapped here and can't get out. It is only from her rescuers (if such they are) reactions that she will realise her undead status. How she reacts to that very much depends on how the adventurers react when they see the withered corpse before them.

Secret Room

Through a secret door at the back of the tomb is a small chamber, wherein are the wealth the priestess was buried with. She has no idea it is there.

Inside is a chest with 1,985 electrum pieces, an ornate *warhammer +1/+2 versus arcane magic-users* (called "**Magebane**", engraved with images of wizards dying horribly) and a fancy feather robe (owl feathers, about 4,000 of them, 800 gp and too heavy for anyone to move about in, purely for ceremonial events, ideally when sitting down).

The Priestess

A Wight, but unaware that she is one, or that she is even dead. Her name is **Clarisa Sunhaven**, *First of the Order of St Augustus, Patron of Dead Mages*. She once was a tall, dark-skinned beauty with a fierce temper and icy blue eyes. Now she is a withered, hunched corpse, but her eyes retain the same colour and intelligence.

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