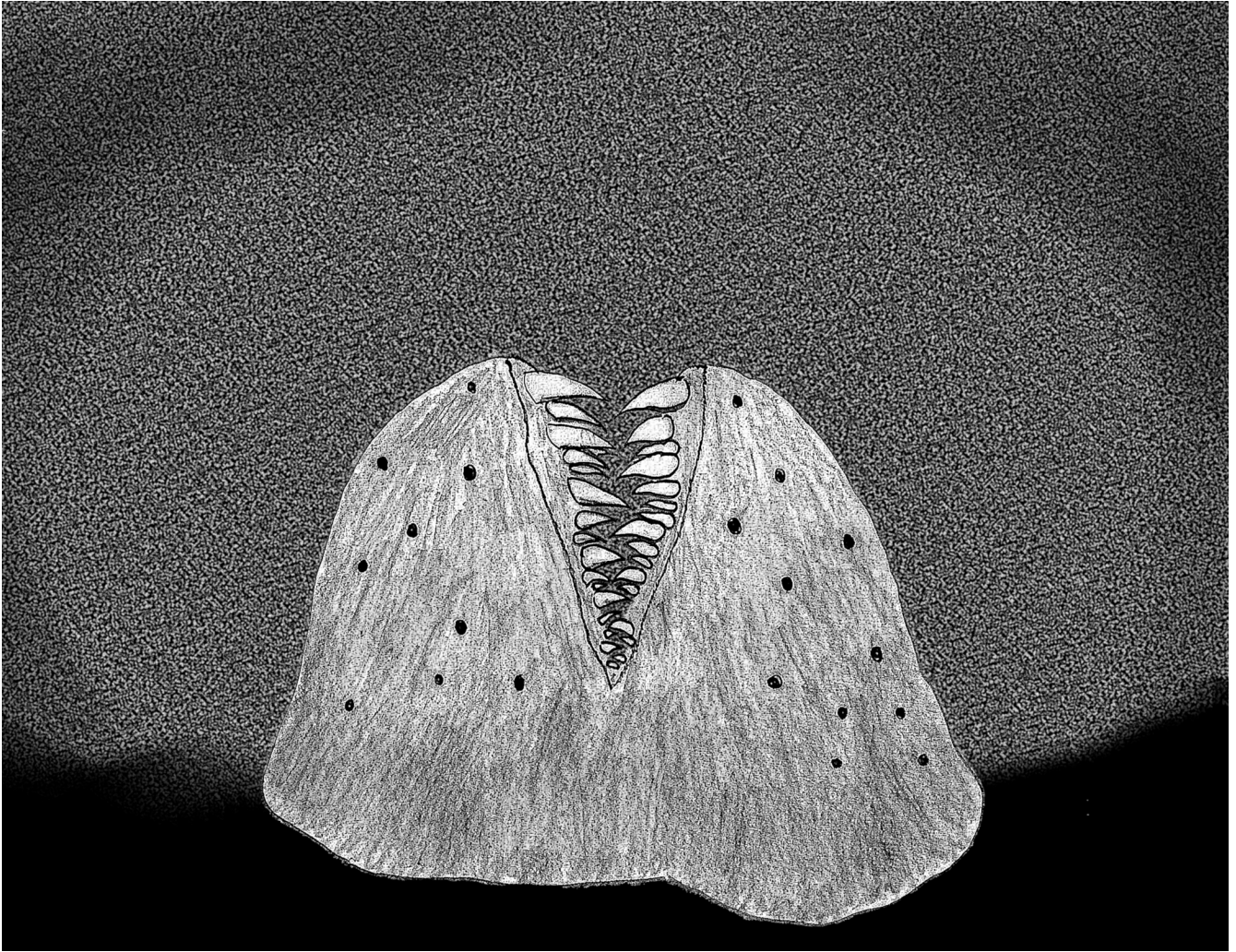


# What's Wrong With the Woonder Well?



**A Labyrinth Lord Adventure**

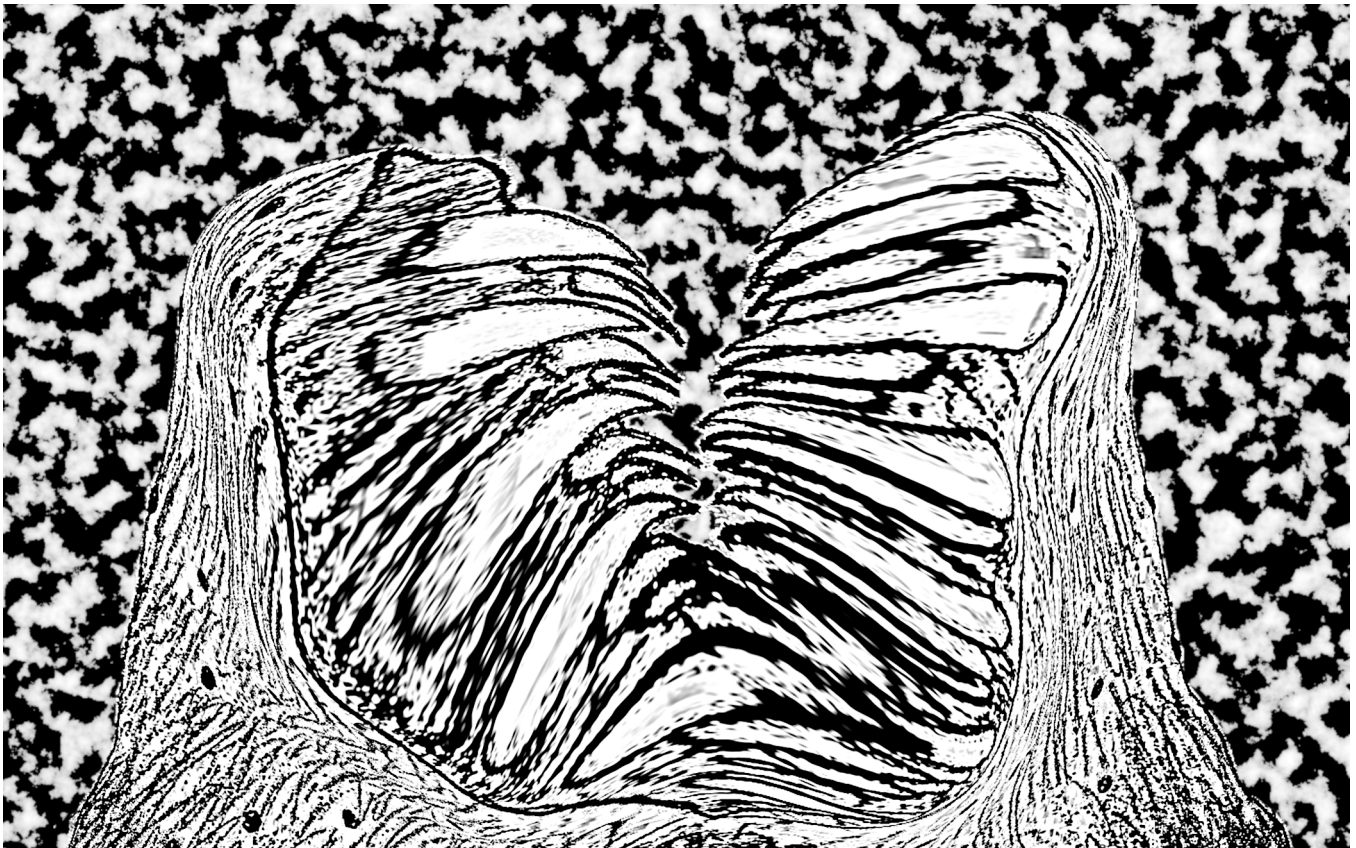
# **What's Wrong With The Woonder Well?**

**A Mid Level Labyrinth Lord Adventure  
By  
Unbalanced Dice Games**

## **What's Wrong With The Woonder Well?**

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## Introduction

The old Woonder Well, out at that edge of the forest had always given gifts for milk. When it wanted milk, it would cast its spell on the cows. Then the milk would not stop. Down the well the massive excess was poured and everyone waited for gifts. Every day for a week the milk would flow and every day bags of Woonder Balls would be found hanging from the cow's necks.

This year something sinister happened instead. The milk stopped coming and when they went to look into the Well there wasn't any water in it. Somewhere down deep they heard the howls of what sounded like a cow. In the morning people woke up with dead contorted cows in their beds.

They kept a watch on the Well and it seemed that something was coming out of it at night. Everyone was terrified. More dead cows showed up in their beds. For miles around the Well people started to pack and leave.

## The Adventure Uses Labyrinth Lord

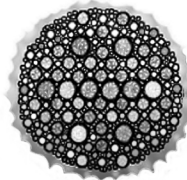
The adventure uses Labyrinth Lord and Advanced Edition Companion. Armor Class is descending and starts at 9.

## The Party Gets Involved

The party hears about the trouble with the Woonder Well when a family (ma, pa and 2 kids), the Glurgers, passes them by. They ride in a horse drawn cart with 6 cows following them. The Glurgers decided to move far away from the Woonder Well and find peaceful milking elsewhere. Two of their cows disappeared and showed up in their beds. Each was twisted into weird shapes, dead.

Father Glurger shows the party a handful of Woonder Balls. He tells them what they are and where they came from. Maybe there will be Woonder Balls for them if they find out what's in the Well? He draws the Woonder Well's location on a map. There are farms nearby but they'll be deserted too, everyone's left. They'll be back if the party makes the Woonder Well wonderful again. A milk party they can have together.

## Woonder Balls



Spherical gems that appear like compound insect eyes. Each little eye unit changes color from pink to mauve and back again in a matter of seconds. They are 1 inch in diameter.

Magic radiates from them but what they do is impossible to say. Prices for these can vary. Ordinary people may pay 10 GP for one while those who purchase magic may pay as much as 50 GP per ball.

## **The Idol Is What's Wrong**

Pooduun located the Woonder Statue that makes the Woonder Well magical and was ordered by his lord to do away with it. He communed with his Ull Lord, called Pucka-Cruck, who gave him the 3 different beast parts for the statue. He ingested them all into his pudding and excreted The Idol. A thing that seems alive, 3 different manifestations of evil in one wretched idol. Its power perverts the Woonder Well and it will soon become a place where evil congregates. The Woonder Statue he hid away until he could destroy it. The Idol must be destroyed and goodness restored!

## **The Woonder Well**

The Woonder Well is a 20' diameter wide well. The stone part, which is 3' high, lacks brick, it is completely smooth. The stone is white at the top with a dark liquid staining it in different places. The stains move around on it slowly. It is hard to see the bottom from the top.

The party can use ropes to

climb down the Woonder Well, it is 75' deep. Halfway down they discover that what was the bottom of it before has been dug through. The rough edges of the bottom are still there on the sides but do not cause any difficulties in descending. When they reach the bottom they will be in the Start area.

The Woonder Well used to be a conduit for some godly Elven creature, its connection was through the Woonder Statue. The place is in a struggle between good and evil with evil currently having the upper hand. The place is mostly dark, moist and smelly as the evil reigns.

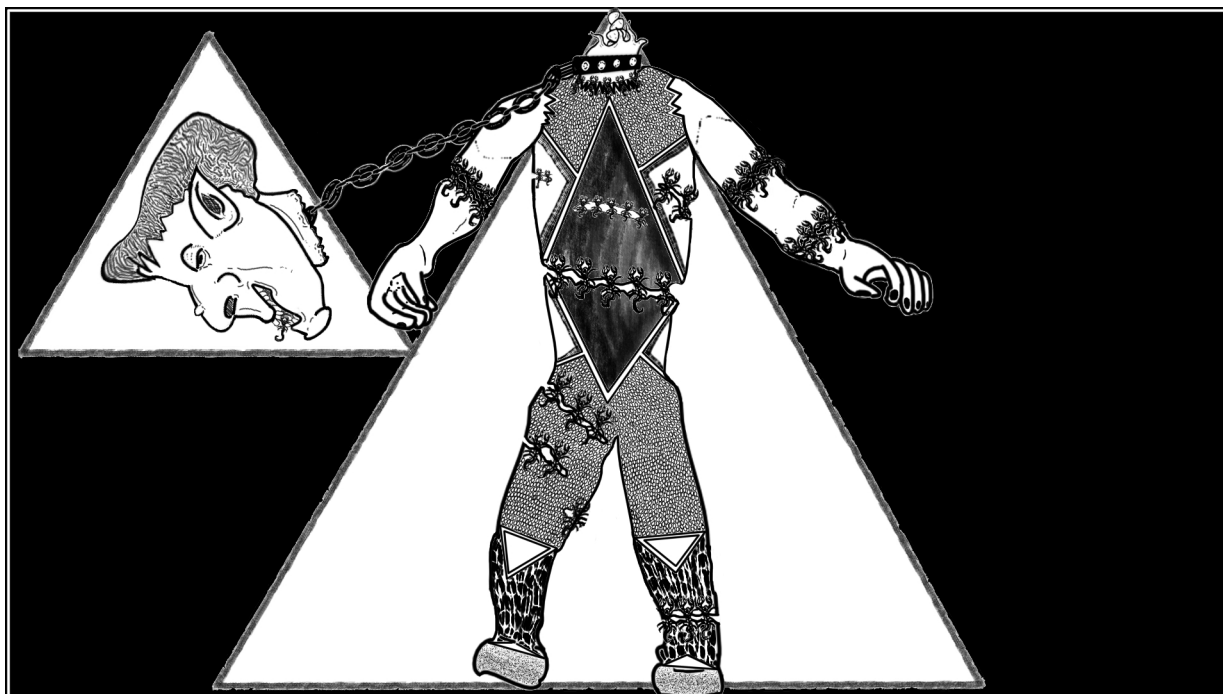
But there are brief moments every hour where all that changes. Where there was darkness, there is now light. The smell of flowers is in the air and things seem nice, warm and dry. This lasts only a few minutes and then things turn back to the way they were. If The Idol is defeated then this is how the place will be.

Traveling through the tunnels and areas is easy, there is plenty of space. Tunnels basically are 18'-24' feet high. Areas are similar and can reach up to 30' high.

The Woonder Balls grew in abundance throughout but now there are only a few places left where they grow and soon they will be gone too. Darkness reigns in the caves underneath it unless otherwise noted. Pooduun and his servants see all too well down below.

## Frequent Encounters

### Cruckies



**No. Enc.:** 2D6

**Alignment:** Neutral Evil

**Movement:** 90'(30')

**Armor Class:** 6

**Hit Dice:** 2

**Attacks:** See Description

**Damage:** See Description

**Save:** F2

**Morale:** 12

**Hoard Class:** II

**XP:** 36

Elfs that have become worshipers of that which hates them, Pucka-Cruck. By doing so they have lost their lives and their minds are consumed with the image of Pucka-Cruck. The rest of the world is but a dim shadow with Pucka-Cruck shining brighter than anything else.

Their bodies have been chopped up and pieced back together. Instead of stitches, a multitude of dead little scorpions hold things together. Small claws grasp two parts and keep them from separating.

Their heads have been cut off and hang from their necks by a rusty chain and leather collar. It is extremely difficult to break the chain or remove the collar. The collar tightens with every attempt to remove it. Attacks to either cause damage to the Cruckies. When it is at 0 HP the chain can snap.

Cruckies are almost like zombies, yet they are not undead. Food and water does not concern them nor do they need to breathe. Only Pucka-Cruck sustains them, he keeps their life force strong.

Cruckies attack by releasing some of the energy Pucka-Cruck has given them. Each time they attack and hit they lose 1 HP. It takes 2 rounds for HP lost this way to return. If they ever reach 0 HP through this method the Cruckie explodes and anyone within 10' takes 1D4 HP of damage.

As a Cruckie attacks its neck stump starts to sizzle and its head begins to spin around it. Round and round the neck the head spins, as far as its chain will allow. The Cruckie's hands turn black and it tries to touch its foe. When it hits its opponent it does 1D4 HP of damage.

Every time there is a hit a dark spot appears on its opponent and the dark energy the Cruckie used makes the damage dig a little deeper. A saving throw vs. Spells must be made or the opponent takes +1 damage each time it is hit for the next hour. This effect can stack up to +3 and then it can go no further. Multiple hits from different Cruckies will not take the damage bonus beyond +3. Hits when the bonus is at +3 does not extend the duration of each bonus point.

Cruckies are not influenced by mind or sleep spells. Blunt weapons do 50% less damage.

## Idol Servants



**No. Enc.:** 2-4(1D4, 1 becomes 2)

**Alignment:** Neutral Evil

**Movement:** 120'(40')

**Armor Class:** 5

**Hit Dice:** 3

**Attacks:** See Description

**Damage:** See Description

**Save:** C3

**Morale:** 8

**Hoard Class:** IV

**XP:** 65

Creatures that have been hatched from the Woonder Balls brought before the Idol. They are 3' tall and wear dark robes. Their skin is red, they have large mouths and the tops of their heads are covered with dark shark eyes.

When they attack they reach into their mouths and pull out a shark tooth with which they throw at their opponent. These can be thrown up to 30' away.

Each hit with a tooth cuts into an opponent. A D8 is rolled:

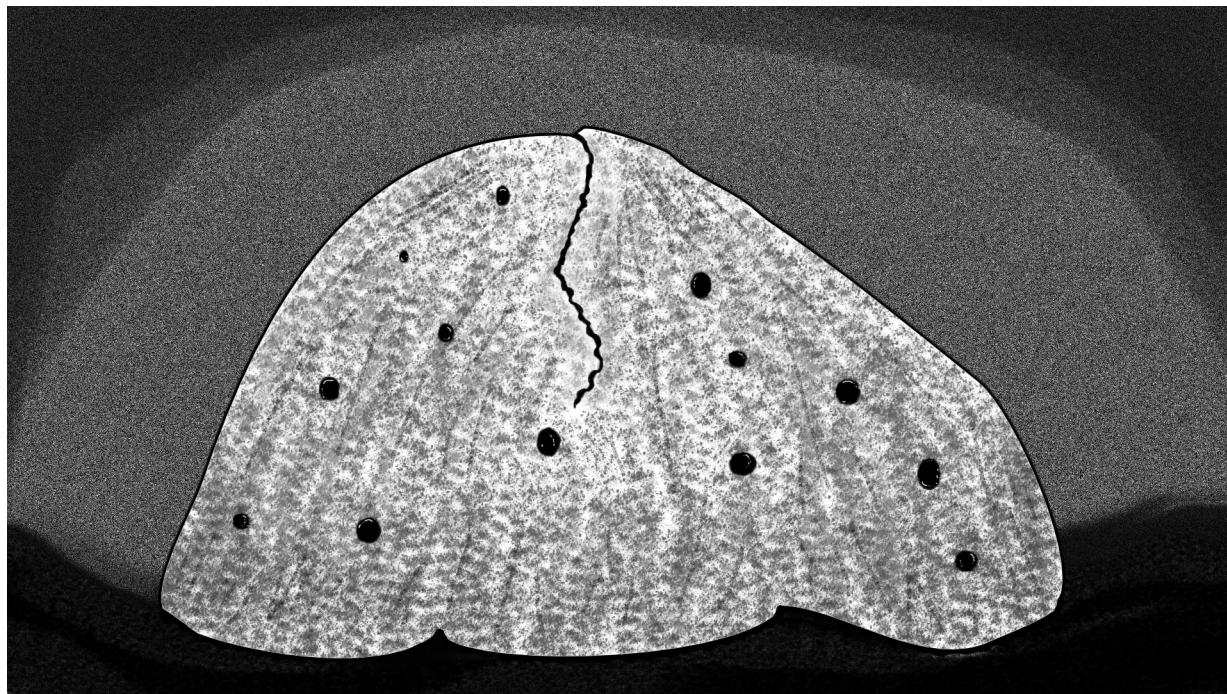
**1-6:** HP damage done is the same as the die roll,  
e.g. a die roll of 3 does 3 HP of damage.

**7:** 1 HP of damage and the target bleeds 1D4 HP for 2 rounds.

**8:** 2 HP of damage and the target bleeds 1D6 HP for 2 rounds.

Idol Servants are not affected by mind or sleep spells.

## Ull Pudd



**No. Enc.:** 1-2

**Alignment:** Neutral Evil

**Movement:** 120'(40')

**Armor Class:** 4

**Hit Dice:** 7

**Attacks:** See Description

**Damage:** See Description

**Save:** F7

**Morale:** 10

**Hoard Class:** IV, V,  
10% of any magic item

**XP:** 790

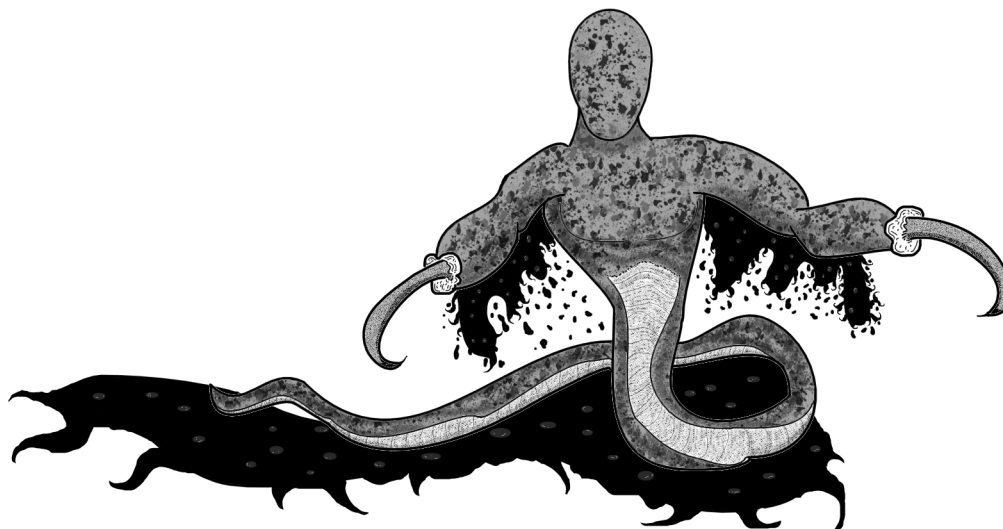
Puddings that serve the Ull Lord, Pucka-Cruck. They can move along any surface. They are red mounds in appearance with black shark eyes all over them. They are usually 10' in diameter and 5' tall at their peak.

They attack by splitting their bodies open, revealing a terrible interior full of shark teeth. Then they clamp around their foes and chew. A hit does 1D8 + 3 HP of damage. After they are done with the chew attack they release their prey and become whole again. Attacking them when they are "opened" does not do any additional damage.

Each time they chew an opponent there is a 1 in 4 chance that they have gathered enough of an opponent's life force to create a Puddull. If so the next round a Puddull comes crawling out from beneath the Ull Pudd. It cannot move that round but can attack any foe that is close enough.

Ull Pudds have strong minds and are not influenced by mind control spells or powers. They take half damage from sharp weapons, full damage from blunt ones.

## Puddull



**No. Enc.:** 1

**Alignment:** Neutral Evil

**Movement:** 120'(40')

**Armor Class:** 5

**Hit Dice:** 2

**Attacks:** See Description

**Damage:** See Description

**Save:** F2

**Morale:** 12

**Hoard Class:** None

**XP:** 38

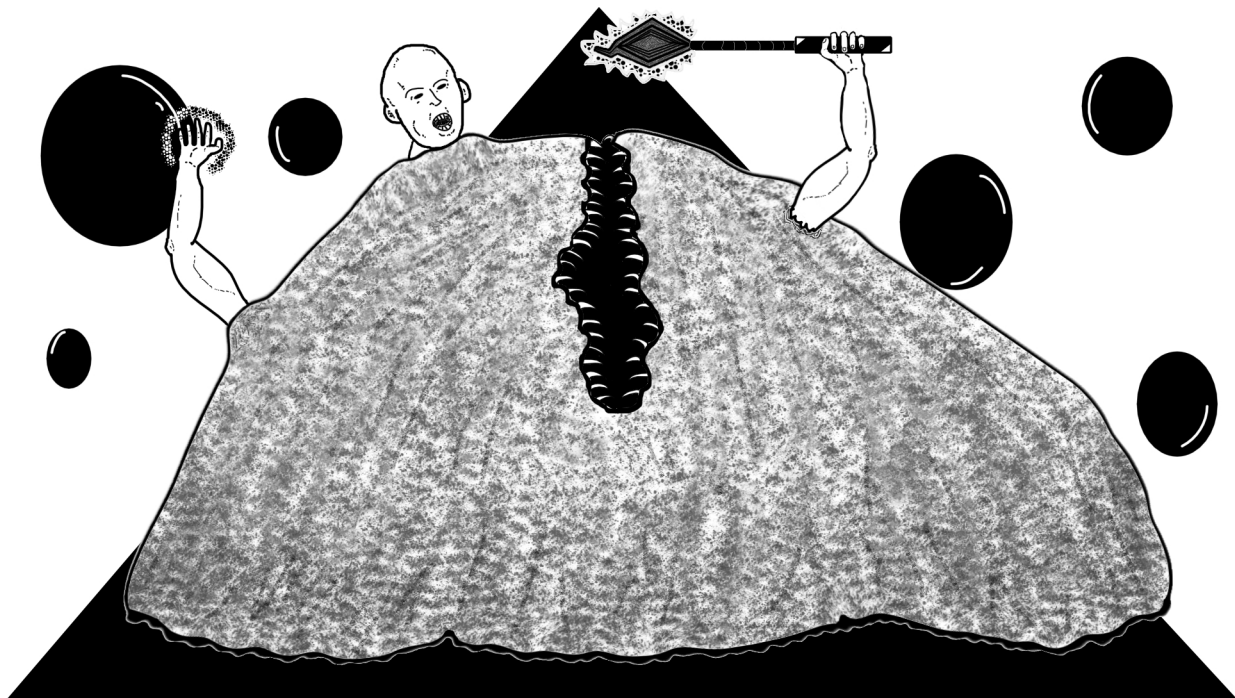
Featureless red humanoids that drip a black slime that is filled with red shark eyes. Their lower halves are snake like and their hands are the ends of a scorpion's stinger. They leave puddles of the black slime wherever they go. The Puddull are under the direct control of the Ull Pudd that spawned them.

When they attack their opponent must make a save vs. Paralyze. This happens if they do damage or if they use poison. If the save is failed the opponent is covered with the black slime. Once covered with the slime their opponent cannot move from their spot for 2 rounds. The slime is extremely sticky and keeps them in place. At the end of 2 rounds the slime will have dripped away enough that the opponent can move. The slimed opponent can still attack and cast spells, he just can't move. Being slimed while slimed extends the duration of the slime. An opponent on round 2, for example, of being slimed who is slimed again would have another 2 rounds of being slimed to go through.

The stinger hands of the Puddull can either do 1D6 damage or they can inject venom. The opponent must make a save vs. Poison or die in 3-6(1D4+2) rounds. While dying the poisoned can still do things like fight but at -1. The poison can be neutralized by anything that affects a poison. Once poisoned the opponent cannot be poisoned again until the poison is gone. The dying start out a light shade of green which becomes darker as they get closer to death.

Puddulls, after being created by an Ull Pudd, last an hour and then they turn into a puddle of red liquid that bubbles. They keep on fighting if the Ull Pudd that spawned them is destroyed. As the bubbles expand and pop the puddle gets smaller and smaller until it is gone.

## Pooduun



**No. Enc.:** 1  
**Alignment:** Neutral Evil  
**Movement:** 120'(40')  
**Armor Class:** 2  
**Hit Dice:** 9(47 HP)  
**Attacks:** See Description

**Damage:** See Description  
**Save:** C9  
**Morale:** 12  
**Hoard Class:** VII, VIII, IX  
**XP:** 2400

A worshiper of Pucka-Cruck. Pucka-Cruck has grafted Pooduun to an Ull Pudd. He appears as a regular large Ull Pudd but with Pooduun's limbs sinking into the red mass and reappearing wherever Pooduun wills. His shaved head

seems to float on top of it, moving from edge to edge, sometimes sinking into the mass and reappearing with a sinister grin on the face.

Pooduun can attack twice a round. Once as a Ull Pudd he attacks, the 2<sup>nd</sup> as a 10<sup>th</sup> level Cleric. The Cleric part can cast spells or he will swing with his mace. His mace is +2(1D6 + 2).

Everything an Ull Pudd can do Pooduun can do as well. This includes all the defenses an Ull Pudd has, such as the damage reductions and mind resistances.

#### Spells:

**1:** Command x 2,  
Protection From Good,  
Cure Light Wounds x 2

**2:** Hold Person x 3,  
Silence 15' Radius

**3:** Dispel Magic, Cause Blindness x 2

**4:** Cure Serious Wounds x 3

**5:** True Seeing, Flame Strike

## Fallen Defender



**No. Enc.:** 1

**Alignment:** Neutral Evil

**Movement:** 120'(40')

**Armor Class:** 0

**Hit Dice:** 10(50 HP)

**Attacks:** See Description

**Damage:** See Description

**Save:** F10

**Morale:** 12

**Hoard Class:** None

**XP:** 1700

A white marble male elf statue, 7' tall. Its stone hair goes down to the knees and it is wearing a robe. A long sword it holds above its head. It is pure white except for its eyes which are dark. On its sword is a dried bunch of red stuff, not blood. The statue radiates magic. Evil and good radiate from it as well but the evil is much stronger than the good.

This statue was the Defender of the Woonder Statue. It was placed here to protect it but has been turned to evil by the magic of Pucka-Cruck. Now it awaits foes of The Idol.

The Defender can do 2 things. One is swipe with its long sword that does 2D4 HP of damage a hit. The other is shoot rock rays out of its eyes at an opponent, its Stone Ray. The ray is shaped like a beam of light but looks like a stone pillar is extending out from its head. It can reach up to 50' away. The opponent must make a save vs. Petrify or be turned to white marble. This can be reversed by a Stone To Flesh spell. The Defender can use its Stone Ray

power once every 3 rounds.

When the Defender is destroyed it cracks and falls apart. There is a white stone heart in the rubble. The heart turns into flesh and back into stone when picked up. The back and forth continues to the beat of the holder's heart. When it is 10' away from anything that has been turned to stone and can be changed back the beat speeds up. Every foot closer doubles the heartbeat. If pressed against a character that has been turned to stone it will return them to flesh, as the Flesh To Stone spell. This it can do 3 times a week. When it has ran out of charges for the week, the stone to flesh heartbeat changes to once a minute. The heartbeat returns to normal when it can cast Flesh To Stone again.

## Idol Of Pucka-Cruck(The Idol)



The Idol is a 15' tall, 10' diameter black statue of a female elf being eaten or clawed by one of three beasts: a snake, a shark or a scorpion. The elf part of the statue is white and surprisingly life like. The snake, shark and scorpion when united in one thing become a symbol of Pucka-Cruck. Any good being within 100' can feel the evil emanating out of it and save/hit at -1. Every minute the beast changes in this sequence: **(1) Snake, (2) Shark, (3) Scorpion.**

It cycles back to the start when the end is reached. If the statue is touched the character will find that they are being attacked by whatever animal is on the statue. This lasts 5 rounds and it attacks each round. No one else can see the animal and it cannot be attacked. Each hit drains 1 point from a random

attribute. Once the attribute has been determined it will only drain from that attribute. The drain lasts 24 hours or until some kind of restoration spell is cast on it. If 0 is reached the character dies.

If 5 points are drained from the character then that 5 point drain is permanent. There is no way to magically restore those 5 points. If any more points are drained these act like fresh drains and will restore unless another 5 points are drained. This continues until the character has no points left to drain.

Attacking The Idol is futile as it does not respond to normal damage, magical or physical. Attacking it with a hand held weapon is considered touching it. When touched things pass into it black smoke shoots out where touched. Whatever is touching it is quickly pushed out and it returns to normal undamaged.

The Idol can attack when it is in an aggressive state. The female elf's mouth expands to a large mouth, 5' diameter. The head stretches out, up to 10' away, and bites. Its bite does 1D10 HP of damage and causes the character to lose a level for 10 minutes(1 turn). If a character is brought to level 0 or lower he is rendered unconscious for a month. While in its aggressive state the Idol has 50 HP and an AC of 0. If brought to 0 it ceases to be aggressive and returns to The Idol In The Heart area, moving as fast as it can. There it will rest and not be aggressive for 24 hours.

The Idol is sentient in a way, having a connection to part of Pucka-Cruck's mind. If it wills it The Idol can levitate 5' off the ground and move at 30' a round. If it runs into a obstruction The Idol loses its form and flows around it. When it moves through a square with any living being in it, it tries to touch them. If the character is touched it is as if the character touched the Idol, he is attacked by the current animal.

Pooduun can summon The Idol to him when he has something to sacrifice to Pucka-Cruck. Usually this is in The Contorter area. The Idol does not follow his orders and Pooduun cannot use it as a weapon.

The Idol is able to suck the essence out of a creature if its body shape has been altered by something like the Contorter. When a living being is forced into an odd shape by the Contorter it opens itself up to The Idol. Out of the Idol a dark snake body with a shark's mouth on its end extends. Up to 50' away it can bite. Its life force is devoured by the Idol and it is dead.

The Idol if it attacks/touches, it does so as a 5 HD monster. It saves as a 20<sup>th</sup> level Cleric. It is immune to all mind manipulations.

The Idol's presence can be felt throughout the Woonder Well. Different effects of it will manifest themselves in the adventure.

**XP:** 10000 if destroyed

## At The Bottom Of The Well

### Random Encounters/Events

There is a 1 in 6 chance of a random encounter occurring every 2 turns, roll a D20 to see what:

**1-2:** 2D6 Cruckies come stumbling towards the party. The heads moan "Pucka-Cruck, Pucka-Cruck, Pucka-Cruck..." throughout the encounter. Any elves in the party they implore to join them. They will take them to the Contorter and Pucka-Cruck will turn them into Cruckies they say. This they will do a couple of times as they attack.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 10 each

**3-4:** 2-4(1D4, 1 becomes a 2)  
Cruckies appear behind the party, 5' away. The party unless watching will be surprised. They appear out of nowhere. In any case they win initiative for the first round.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 12 each

**5-6:** 4 Idol Servants appear, 2 in front of the party and 2 in back of them. They materialize and attack.

Idol Servants  
(AL NE, MV 120'(40'),  
AC 5, HD 3, AT 1,  
DG See Description,  
SV C3, MR 8, XP 65)

HP: 14 each

**7:** 3 Idol Servants and 5 Cruckies come marching towards the party. As soon as they are within 10' the Idol Servants disappear, this is not invisibility. In 2 rounds they reappear close to any spell casters and attack them. If none are present then random characters are assigned to each.

Idol Servants  
(AL NE, MV 120'(40'),  
AC 5, HD 3, AT 1,  
DG See Description,  
SV C3, MR 8, XP 65)

HP: 16, 20, 19

Cruckies  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 8 each

**8:** 1-2 Ull Pudd strike. 50% chance of them coming towards the party or be waiting for them on the ceiling and dropping down into their midst.

Ull Pudd  
(AL NE, MV 120'(40'),  
AC 4, HD 7, AT 1,  
DG 1D8 + 3,  
SV F7, MR 10, XP 790)

HP: 30 each

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 10 each

**9-10:** The Idol floats into the area and chases the party for 10-20 rounds(roll a D12 + 9, reroll on a 21). It is in its **aggressive state**(See Description) and attacks a random character that it can reach each round. At the end of the time it returns to the The Idol In The Heart area.

**11-12:** The dark presence of The Idol tries to take control of a character. A saving throw vs. Spells is made. If a failure is rolled the character vomits a bunch of little 1 centimeter black balls and then their eyes turn black. For the next 3-10(1D8 + 2) rounds the character attacks random characters in the party by vomiting up the black balls on them. If the character hits roll 3D4 HP of damage, with a save vs. Poison cutting it in half. At the end the character's eyes return to normal and then he spits out a really large glob of black balls. Now the character is back under the player's control.

**13-14:** The Fallen Defender has sensed the party and has tracked them down. It is now time for them to learn that "Pucka-Cruck cannot be defeated! With my sword and eye beams I will protect his superiority!". He then attacks. If the Fallen Defender has been destroyed, roll again.

Fallen Defender  
(AL NE, MV 120'(40'),  
AC 0, HD 10, AT 1,  
DG 2D4 or Stone Ray,  
(See Description)  
SV F10, MR 12, XP 1700)

HP: 50

**15-16:** Pooduun if slain will have been resurrected by Pucka-Cruck and will be looking for the party. He will be at full power again. Pucka-Cruck brings Pooduun back to life every hour if slain. If Pooduun has not been slain then roll again.

Pooduun  
(AL NE, MV 120'(40'),  
AC 2, HD 9(47 HP), AT 2,  
DG 1D8+3(as UII Pudd)  
and Spells or Mace + 2  
(1D6 + 2),  
SV C9, MR 12, XP 2400)

HP: 47

### Spells:

- 1:** Command x 2,  
Protection From Good,  
Cure Light Wounds x 2
- 2:** Hold Person x 3,  
Silence 15' Radius
- 3:** Dispel Magic,  
Cause Blindness x 2,
- 4:** Cure Serious Wounds x 3
- 5:** True Seeing, Flame Strike

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 16 each

**17:** The ceiling breaks open and the party is showered with Woonder Balls. 100-500(1D6 x 100, reroll on a 6) balls rain down.

**18:** A shark made of darkness rises from the ground and begins attacking the party. Much of it is submerged in the ground but there is enough for the party to attack. It moves in the ground as if it is swimming.

Shadow Shark  
(AL N, MV 180'(60'),  
AC 4, HD 8, AT 1,  
DG 2D10,  
SV F4, MR 7, XP 1060)

HP: 36

**19-20:** The whole of the Woonder Well goes crazy. It begins to shift between the dark and the light sides once a second for 10 minutes(1 turn). If a character does not cover their eyes and is exposed to 5 continuous rounds of this flashing he must make a save vs. Spells or go insane. Every 5 continuous rounds of exposure requires a saving throw unless he is already affected. The insanity requires magical healing of some sort(a Cure Disease should suffice), it is not a curse. While insane a D10 must be rolled for every hour(any odd behavior lasts an hour) of adventuring(not resting):

**1-8:** Acts normal.

**9:** Goes rigid like a statue and will not move.

**10:** When he moves he gets on all four limbs and crawls while saying "I'm a scorpion, feel my sting!". With that he shakes his butt a little.

## 1 Start

The party will descend into the middle of the area. The floor here is covered with warm black milk. It appears that the floor itself is making it warm. If tasted it has a sweet taste to it for the first sip and it heals 1 HP, but something seems wrong with the taste, a slight sourness is in it. After the first sip the taste turns strongly sour and anyone who has done so must make a save vs. Poison or be sick for the next hour. It does not heal again. The sickness causes -1 to saves and hit rolls.

## 2 Slimy Passages

These passages have a black slime on all the surfaces. Small dark red insect eggs move on the top of the slime. This slows movement to ½ the party's normal rate. Anyone that stops moving in them will be stuck. It will take 2 rounds of attempting to move to pull out of the slime and get moving again.

The Slimy Passages Map marks the areas affected by the slime.

## 3 Digging Creature

A big 10' long mole like creature is curled up in a corner sleeping. It has a large collar around its neck and it is chained to the floor. Its front paws have been removed and replaced by giant shovels.

If it is awoken it will start to sniff the air not recognizing the party's scent. The creature will not attack unless attacked. If the party gets within 10' it will start to dig a hole for it to hide in. When attacked it becomes ferocious and breaks its restraining chain.

It attacks by using its shovels. Each hit does 1D6 HP of damage and has a 1 in 6 chance of opening a pit underneath its target if it misses. If a pit is opened up it is large enough for the target to fall into. Roll to see how deep the pit is and apply falling damage:

**1-5:** 5' deep,  
takes 1D2 HP of damage

**6-9:** 10' deep,  
takes 1D4 HP of damage

**10:** 20' deep,  
takes 2D4 HP of damage

Digging Creature  
(AL N, MV 120'(40'),  
AC 7, HD 5, AT 2,  
DG 1D6/1D6,  
SV F5, MR 12, XP 350)

HP: 30

## **4 Collapsed Tunnel**

The tunnel ends abruptly, rocks and dirt are piled up. A rotting corpse lays on the ground with both arms stretched out, apparently reaching for a pouch a few feet away. This is where Pooduun and his Digging Creature entered. They closed the passage so others could not follow them.

If the party searches the rubble they will quickly find a broken staff. When they connect the 2 pieces together magic begins to radiate out of it, it flashes blue briefly. This happens every time the 2 pieces are put back together. When they are together it becomes a Staff Of Striking with 22 charges in it. It is possible to hold the 2 pieces together and attack with it, but when doing so the attack is at -1. Tying the pieces together with rope or cloth will work, there will be no attack penalty when the staff is held together this way.

The corpse is dressed in a robe. If searched it will reveal that hundreds of dead scorpions cover his body. The pouch if opened will reveal 3 bottles of what looks like cow's milk. In fact it is milk in the bottles and the milk has some special properties. It never goes bad and drinking from a bottle will be like drinking a potion of Neutralize Poison. There are 3 doses of this per bottle. If the party has the

milk and anyone is poisoned they will feel a strong urge to drink a dose.

## **5 Dark Tunnel**

The party can feel a very dark presence as they pass through this tunnel. Something evil is up ahead. Roll a secret saving throw vs. Spells for every character. If anyone fails it they try to hit the nearest character. They try to act normal until they get close enough to attack once. After they attack they return to normal, not understanding why they did this.

## **6 The Idol In The Heart**

This area is the heart of the Woonder Well, anyone in it will hear a beat coming from all the surfaces. It beats like a man's heart and the surfaces move a little with each beat. What powerful source rests here, be it the Woonder Statue or The Idol, determines if good or evil comes out of it. Good or evil becomes the blood off the Woonder Well, flowing through its roots.

The majority of the time The Idol will be resting here. Every time the party enters here it will be in a different location. It is absent whenever the party encounters it elsewhere. The Idol moves around the tunnels and areas to make sure its dark presence is growing and the

Woonder Balls are disappearing.

## 7 Come Back And Embrace Me

After the party leaves The Idol In The Heart and enters this spot in the tunnel they will hear it speaking to them. This only happens once.

“Come back, the dark lords are a calling. Come back and embrace me, place your hands on me...” each character hears. There is a 50% chance that a character must make a saving throw vs. Spells at +2 or he will run back to The Idol and touch it.

If no one runs back to touch The Idol 3 Cruckies come stumbling down the tunnel towards the party. They yell “The Idol calls but you do not listen!” and attack.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 10, 13, 8

## 8 Phantom Elfs

As the party walks through this spot 10 Ghostly elves appear out of the surfaces. They are kindly in expression. Each reaches into where their heart would be and pulls out an arrow. These they fling at the party, which does nothing for they pass through them. They seem greatly amused and continue to throw arrows at the party. They follow the party around throwing the arrows. After 10 rounds, one elf disappears a round. As they disappear the party can briefly get a glimpse of their heads falling off and being caught in a chain.

Not that long after they are gone holes in the walls burst open and 10 Cruckies come stumbling out of them. “Ghost elfs, you are ghost elfs...” they babble as they attack. Every hit they make they scream “Die GHOST ELF!”.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 8, 11, 6, 8, 9  
12, 5, 9, 14, 7

## 9 Fallen Defender

The Fallen Defender is standing guard with its sword raised high in the air. At its feet are a couple of dead Ull Pudds. One is rotting and chopped up. The other is completely white marble.

The Ull Pudds have been dead for awhile. The Fallen Defender waits until it receives instructions from Pucka-Cruck.

If the party has been to the Gilla area and interacted with Gilla it will animate when the party enters. Otherwise there is a 1 in 4 chance of it happening as soon as the party enters and every 10 rounds they are in here. If attacked while inanimate the damage does nothing and it attacks the next round. The sword it points at them and a male voice fills the air "She will not return, I defend Pucka-Cruck now not Milta.". The Fallen Defender then attacks the party.

The marble Ull Pudd was turned to stone by the Defender and can be turned back. If done so it will attack the party, recognizing them as the new enemy.

Fallen Defender  
(AL NE, MV 120'(40'),  
AC 0, HD 10, AT 1,  
DG 2D4 or Stone Ray,  
(See Description)  
SV F10, MR 12, XP 1700)

HP: 50

Ull Pudd  
(AL NE, MV 120'(40'),  
AC 4, HD 7, AT 1,  
DG 1D8 + 3,  
SV F7, MR 10, XP 790)

HP: 49

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 14 each

## 10 Woonder Ball Pudd

A mauve glow suffuses the area. Along the surfaces are ruined Woonder Balls. Each has cracked open as if something has hatched from them. Crawling on the ceiling at a slow rate is an Ull Pudd that has somehow embedded thousands of these ruined balls in its body. It will move slowly and position itself so it can attack the party as they leave the area. It will let them in the Woonder

Balls area and attack them either as they re-enter this area or as they are leaving here.

Ull Pudd  
(AL NE, MV 120'(40'),  
AC 4, HD 7, AT 1,  
DG 1D8 + 3,  
SV F7, MR 10, XP 790)

HP: 41

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 12 each

## 11 Woonder Balls

This area is exactly like the Woonder Ball Pudd area except that it glows pink. A strand (marked X on the map) of good Woonder Balls rises up from one place in the floor and attaches to the ceiling (20' high). The balls cannot be removed from the strand without destroying them. But if the strand is shaken 50 good balls will fall from it. The first time someone touches it a ball will fall from it and the strand moves slightly. Each touch causes 1 ball to fall (until 50 have fallen), it is better to shake it!

## 12 The Contorter



8 Idol Servants are doing things with a twisted and mutilated cow corpse. On the ground behind them is a 20' diameter triangular shaped black rug with sharks, snakes and scorpions drawn in white all over it. The air above it is lightly glowing yellow. Standing in the middle, almost invisible, is the red shape of a 10' tall man like thing.

The rug is terrible magic item called the Contorter. Pooduun makes black offerings to the Ull Lord with the Idol present. At Pooduun's and the Idol's command any living thing on the rug is ripped and reshaped by the red thing in the middle of the rug. It is not solid but it can affect those on the rug. It takes 5-10 rounds for the reshaping to be finished. At the end life still exists but in a form that only vaguely resembles what it was before. Taking what is being contorted off the rug while the changes are occurring saves it and restores it. There is no way to escape on its own. After the living being is mangled by the Contorter, The Idol then sticks its snake shark appendage into it and it is over with.

The Ull Lord is satisfied with such offerings for now, but soon it will want elves to be sacrificed to it. The Contorter does nothing without

Pooduun or the Idol. Characters that get on it will feel ill and want to leave. The thing in the middle will seem like an illusion to anyone that touches it. When the rug is rolled up the thing and the light go away.

The Idol Servants will be hysterical as soon as they notice the party. 1 will begin rolling the Contorter up and take it to the Hiding Spot. It will take it 2 rounds to roll it up and then it moves at a normal rate to the Hiding Spot area. When it has placed the Contorter there in safety it will return with 6 Cruckies. The other 7 Idol Servants will fight the party and try to block them from attacking the one that is rolling up the Contorter.

The Contorter has an AC of 5 and can take 75 HP before it is totally destroyed. As it is damaged the red thing fades and becomes harder to see. The sharks, snakes and scorpions drawn on it writhe in pain. Destroying it is worth 5000 XP, a great victory for good.

Idol Servants  
(AL NE, MV 120'(40'),  
AC 5, HD 3, AT 1,  
DG See Description,  
SV C3, MR 8, XP 65)

HP: 15, 17, 22, 18,  
13, 20, 11, 23

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 10, 12, 16,  
9, 12, 14

### 13 Hiding Spot

One wall has a 10' x 10' darkness on it that is hard to notice unless one is within 5' of it. It is marked with a "/" through the wall on the map. This is an opening to something similar to a Bag Of Holding. One can put their arm in it and grab something that is inside of it but they cannot enter it further.

There will at least be these things inside of it:

5 potions of Cure Serious Wounds.  
Potion heals 2D6 + 2 HP of damage.

3 Potions of Neutralize Poison, like the Cleric spell.

Shark Skin Leather Armor. The wearer can breathe under water while wearing it. Against sharks it acts as +3 leather armor.

A club that ends in a scorpion stinger. If anyone is hit by it they take normal club damage and the wielder can choose to have it try and sting. If the sting is used the target must make a save vs. Poison or they will take double damage from the hit, the poison burns inside. This can be used 5 times a day.

One pant leg that is made from snake skin. If it is put on a leg the character's leg becomes like the body of a snake. The character can move normal and 3 times a day the character can use it to enhance his AC by +2 for 10 rounds. It also gives the wearer a +1 bonus to saving throws vs. poison.

A small bag with 500 mushy diamond looking rocks in it. The rocks can be misshaped with a light touch and will return to their normal shape after being released. These are worth 1000 GP.

The Contorter is supposed to be put inside of it when there is trouble.

## 14 Tricky Door One

The door here is made of solid purple wood. There are 3 visible bar handles on it, lined up in a row, one above the other. The top one is painted red, the middle blue and the

bottom one green. The blue one has small snow flakes falling from it. Little fires burn on the red one, they can be seen if it is looked at closely. If the handles are turned different things will happen depending on the color:

**Red:** the puller takes 1D6 HP fire damage.

**Blue:** the puller feels intense cold. If he doesn't make a saving throw vs. Petrify he finds that his hand is frozen to the handle. To free it the bar handle must be warmed up. Torch fire can do this and must be applied 3 rounds. After that the hand is freed. If the hand is pulled free without warming the character takes 1D6 HP of damage.

**Green:** the door turns into vines through which the party can pass. All traces of the door are gone.

## 15 Tricky Door Two

The door is made of planks of wood and has no visible handles. A very large and very noticeable loose nail hangs out of it. If pulled the nail comes loose and the door falls into a pile of broken wood.

## 16 Gilla

The area is suffused with pink and mauve lights. Glowing in the center is a 20' diameter Woonder Ball. It is a female being that has nursed the growth of the Woonder Balls throughout time. Now with The Idol having taken the place of the Woonder Statue she is weakening, soon she will be gone forever. Her name is Gilla.

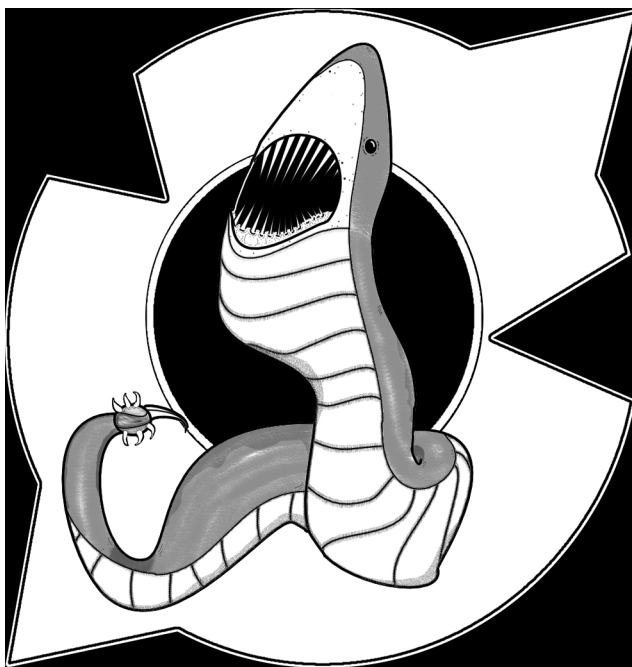
As the party gets closer to her the glow increases. When within 10' of her a large white bowl, 3' diameter, rises up from the ground. A weak woman's voice says "My power is weak, fill the bowl with Woonder Balls. When this is done I will be able to see how to destroy the Idol... shake shake shake the balls...". Then the ball stops emitting light.

When the bowl is filled with at least 10 Woonder Balls Gilla begins emitting light again. The Woonder Balls burn up in the bowl. One of the party members will disappear. He can be seen inside of the ball, waving at the party. A few moments later he will have been returned with his skin being totally covered with mauve and pink stripes. The stripes cannot be removed but the character will be normal otherwise. He will know some important information. The way to restore the Woonder Well to its prior good condition is to kill someone called Pooduun and find the missing

Woonder Statue. The Idol cannot defend itself against its power. Bring the two together in the heart. The character will know they need to take the Woonder Statue to the The Idol In The Heart area.

Gilla can be attacked. Each attack cracks her. She has an AC of 0 and 50 HP. When Gilla reaches 0 HP sadness shoots out of her and can be felt by everyone. Then she shatters into hundreds of pieces. Those that attacked and destroyed Gilla will attack at -1 to hit and damage while in the Woonder Well caves, forever.

## 17 Snarkpion



A creature roams this area that is 20' long, has the body of a snake, the stinger of a scorpion and the head of shark. This creature was once an Ull Lord but was twisted by

Pucka-Cruck and made his beast. It is now what Pucka-Cruck calls a Snarkpion.

### **Attacks:**

Its bite does 1D12 HP of damage. A hit that does 8 or more HP of damage requires a saving throw vs. Petrify or the character is stunned for 1D4 rounds.

The stinger does 1D6 HP of damage and requires a saving throw vs. Poison. If the save is failed the target takes damage every time the Snarkpion does damage with its bite. The damage it does with its bite is the same for the afflicted character. This lasts 24 hours and requires that the character be within 300' of the Snarkpion.

The Snarkpion can wrap around a character and pull him inside of its body. It requires a successful hit and a failed saving throw vs. Spells. While inside the character cannot attack and takes 1 HP of damage per round. The character will be stuck inside of the Snarkpion until it takes 10 HP of damage. Then the Snarkpion spasms and the character rolls out of it. Only one character can be wrapped and sucked in at a time.

Snarkpion  
(AL CE, MV 90'(30'),  
AC 0, HD 8, AT 1,  
DG See Above,  
SV F8, MR 12, XP 1060)

HP: 45

## **18 Fins**

20 dried shark fins hang from the ceiling here. They are all "glued" to one rope that makes a chandelier of sorts. The fins can be pulled off the rope without cutting them. The fins are still sticky and can be hung on something else, even a character.

If a character sticks it on himself he finds that he cannot breathe air and has an overwhelming need to get to water so he can breathe that. While one of the fins is attached to a character he can only breathe water. Taking a fin off restores the character's breathing. Once a fin has been attached to a character it will begin to decay, which will be obvious to anyone that looks at it. Holes appear, parts of it come loose. At the end of the hour it completely crumbles into a useless chunks. Removing it from a character does not stop the decay.

## 19 Dark Pool, Deadly Shark

A deep dark pool of water fills this area. There is a visual illusion in the water that makes it look like a open chest full of gold is moving around far away from the party. As they get closer to it the chest moves to a different part of the pool. The pool does not slope but drops down 100' from the edge.

The water has been rigged to allow a great shark from deep in the ocean to swim in here and leave whenever it wishes. Anyone in the water will be attacked by it suddenly on the 5<sup>th</sup> round. When the shark arrives the chest of gold changes to floating large gold letters that say "Fools". The letters fade in 5 rounds and the gold in the chest illusion does not reappear.

Great Shark  
(AL N, MV 180'(60'),  
AC 4, HD 8, AT 1,  
DG 2D10,  
SV F4, MR 7, XP 1060)

HP: 42

## 20 Shells

Green and yellow egg shells cover the floor here. They crack into smaller pieces as the party moves through the area. There is one large egg shell that is still in good shape. It's 10' in diameter and resting on one side. A 2' wide hole in it is visible. Looking in one sees the skeleton of a large snake.

## 21 Egg With Snakes In It

A large green and yellow egg rests half buried in the ground, close to the center of the area. The egg is large, it is 15' diameter at its widest.

When the party is within 10' of it the egg cracks and out comes a large 10' snake. Every 2 rounds another snake appears out of the egg. To stop the egg from producing snakes it must be dealt 50 HP of damage against an AC of 3. Each blow against the egg causes any snakes that have been produced by it to shriek.

Snakes  
(AL N, MV 90'(30'),  
AC 6, HD 5, AT 1,  
DG 1D8,  
SV F3, MR 8, XP 200)

HP 16 each

## 22 Bow And Arrows

Two white marble arms emerge out of the ground. One holds a bow, the other a quiver of 30 arrows. The arms place them on the ground and sink back into the ground. The bow is called "Heavulux", its is name inscribed into it and the quiver. It functions as a +2 long bow. Every time it shoots arrows produced by the quiver each character in the party heals 1 HP, this in addition to any damage the arrow does. Each month the quiver replenishes the quiver so there are 30 arrows in it. Other arrows that are put in it are rejected and tossed out of the quiver. Any arrow can be used by the bow.

## 23 Sand And Scorpion

It is like a desert in here. It is very hot and the floor is made up of sand for 10' down. A hot wind blows from different directions but it has no discernible source.

As the party moves around the sand starts to move and form a creature. Each round the party has a 1 in 4 chance to see it forming. What they see is the outline of something emerging in the sand. Attacking it before it is formed is just attacking sand.

On the 5<sup>th</sup> round the thing turns from sand into a scorpion. It leaps out of the sand and attacks. If the party

has not noticed it forming it attacks them in surprise.

The spot where the scorpion emerged beats with a visible red pulse, a loud continuous hissing noise can be heard by everyone from there. Every 3 rounds after the initial scorpion has formed another one appears out of the same spot. To stop this from happening the spot must be attacked. 50 HP of damage against an AC of 3 must be done to make it stop. Every blow against the spot causes blood to spurt into the air and any Scorpion that has been produced shrieks.

Scorpions  
(AL CE, MV 150'(50'),  
AC 2, HD 4, AT 3(2 Claws,  
Sting),  
DG 1D10, 1D10, 1D4, Poison  
SV F2, MR 11, XP 190)

HP: 20 each

If a claw hits its stinger gets a +2 to hit. If the stinger hits the target must make a save vs. Poison or die in 2-5 rounds(1D4+1).

## 24 Guard Cruckies

Around the area 10 Cruckies stand guard. Each is facing a wall and has its back to the party. They are in a trance and will take one round to awaken from it. If the party destroys any of them in the round that they are waking up, a replacement Cruckie will come stumbling in to take its place. It will have the same HP.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 11, 9, 8, 12, 9  
13, 10, 9, 8, 5

## 25 The Idol Floats Through

As the party is going through the area The Idol float in. It moves from the passage that leads to the Pooduun Dreaming area. The Idol is heading back to the The Idol In The Heart area where it will return to resting. It moves in a straight line and does not stop if anyone gets in its way. If anything serious blocks it, like an iron wall, the statue passes through it.

After the Idol has passed through 6 Cruckies and 1 Idol Servant

appear carrying cow's meat to be taken to the The Idol In The Heart area. The Idol Servant will tell the Cruckies to place the meat in his mouth, which they do. "Destroy them and we will feed their meat to Pucka-Cruck!" it shouts.

Cruckie  
(AL NE, MV 90'(30'),  
AC 6, HD 2, AT 1,  
DG 1D4(See Description),  
SV F2, MR 12, XP 36)

HP: 8, 9, 13,  
14, 11, 9

Idol Servant  
(AL NE, MV 120'(40'),  
AC 5, HD 3, AT 1,  
DG See Description,  
SV C3, MR 8, XP 65)

HP: 20

## 26 Pooduun Dreaming

Pooduun is in here resting. His human part sleeps for the most part, dreaming of ways to destroy the Woonder Statue. The pudding is constantly on the move, unable to rest from the twisted thoughts that its slumbering other half is constantly having. If only Pucka-Cruck had told him how to finish off the Woonder Statue he'd be ready to make another Idol for him.

When the party arrives Pooduun's pudding part will attack the party. The human part will not awake until the party damages him. "Nooo... Woonder Well worshipers will pay for this... I worship Pucka-Cruck and he has made me this. I... will devour you and give your flesh to him! Pucka-Cruck has made me eternal!" says Pooduun to the party as he attacks.

Pooduun  
(AL NE, MV 120'(40'),  
AC 2, HD 9, AT 2,  
DG 1D8+3(as Ull Pudd)  
and Spells or Mace + 2  
(1D6 + 2),  
SV C9, MR 12, XP 2400)

HP: 47

### Spells:

- 1: Command x 2,  
Protection From Good,  
Cure Light Wounds x 2
- 2: Hold Person x 3,  
Silence 15' Radius
- 3: Dispel Magic,  
Cause Blindness x 2
- 4: Cure Serious Wounds x 3
- 5: True Seeing, Flame Strike

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 16 each

## 27 Smoke And Treasure

On the walls are several cow skins hanging. On them are inscribed different prayers to the Ull Lord, Pucka-Cruck. A 5' deep roughly 30' x 30' pit has been dug into the ground. Something sizzles in it and some smoke rises out of it. A 3' tall, 5' x 5' black altar is next to the pit. A shark, scorpion and snake, each red, is painted on it. On top is a bowl full of 30 fist sized coal pieces.

Any character that touches the pit feels nothing. It is cold as ice. But if he searches he finds some small pea sized pieces of coal in the pit. The smoke appears to be coming from them.

If the coal is placed into the pit the area fills with black smoke for 10 minutes(1 turn). At the end of that time the altar and the pit are gone and in its place is a pile of treasure:

15000 GP

50000 CP

A two handed sword +2 that has a 1 in 4 chance with each encounter of causing the wielder to go slightly mad for 2D6 rounds. Roll the first time he hits. During that time he thinks his foes are ants and he will try to smash them with his feet whenever he attacks. This takes the place of his other attacks. The blades handle is carved to look like

a pair of leather boots stacked on top of each other. This is not a cursed weapon.

A strange unholy symbol that is mushy and black. It can be worn around the neck. While worn Pucka-Cruck will grant the character 3 1st level Cleric spells each day. The wearer will hear a strange echoing voice asking him what magic does he want when it is time for the spells to be granted. Each time the character casts one of these spells he has a 1 in 10 chance of being paralyzed for 24 hours. During that time his soul will be tortured by Pucka-Cruck. When he returns to normal it will be as if it is always nighttime for a month. Sunlight he cannot perceive. Torchlight and other magical light sources he can see.

A black pearl that if thrown to the ground will turn into a Black Pudding. The Black Pudding lasts for 10-20(1D12 + 9, reroll on a 21). rounds and then returns to the black pearl. It can be used once a day and only 3 times a month. If the Black Pudding is killed it returns to a black pearl and loses one of the times it can be used a month permanently. When 0 is reached it becomes a worthless piece of black rubber. The pudding has 50 HP.

## 28 Blocked Passage

An Ull Pudd has stuck itself in the passage blocking any further progress. When the party is within 10' of it 2 other Ull Pudds sneak out of the walls behind the party and attack. The blocking Ull Pudd attacks 2 rounds after the party is engaged with the other Ull Pudds, unless it is attacked immediately.

Ull Pudd  
(AL NE, MV 120'(40'),  
AC 4, HD 7, AT 1,  
DG 1D8 + 3,  
SV F7, MR 10, XP 790)

HP: 42, 36, 39

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 10 each

## 29 Pooduun Returns

If the party has killed Pooduun already he appears again, resurrected by the evil of Pucka-Cruck and The Idol. He will be at full power.

Pooduun  
(AL NE, MV 120'(40'),  
AC 2, HD 9, AT 2,  
DG 1D8+3(as Ull Pudd)  
and Spells or Mace + 2  
(1D6 + 2),  
SV C9, MR 12, XP 2400)

HP: 47

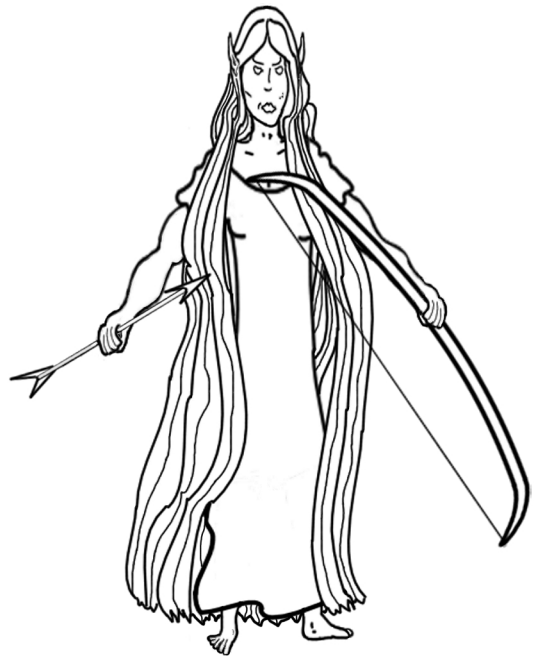
### Spells:

- 1: Command x 2,  
Protection From Good,  
Cure Light Wounds x 2,
- 2: Hold Person x 3,  
Silence 15' Radius,
- 3: Dispel Magic,  
Cause Blindness x 2,
- 4: Cure Serious Wounds x 3,
- 5: True Seeing, Flame Strike

Puddull  
(AL NE, MV 120'(40'),  
AC 5, HD 2, AT 1,  
DG 1D6 or Poison,  
SV F2, MR 12, XP 38)

HP: 16 each

## 30 Woonder Statue



A 10' tall white stone statue of a female elf with a bow and arrow in her hands is partially buried under a pile of dirt. She is wearing a white robe and her hair flows to her feet. The arm with a bow can be seen sticking out of the dirt and aiming at the ceiling. The statue is the Woonder Statue. 10 Idol Servants are sitting and contemplating how they can destroy it. Pucka-Cruck does not seem to know. Moving it out of here is out of the question, they must keep control of it.

One of the Idol Servants will say "Maybe they have the ANSWER!". The others will disagree and decide it is better to destroy them. Then the fighting starts. Every round there is a 50% chance that the Woonder Statue will shoot an arrow at a random Idol Servant. Each arrow is an automatic

hit and does 1D6 HP of damage to it.

The Woonder Statue can be moved by gently pushing it, the Woonder Statue will assist those in moving it if their intentions are good. As fast as the party can move it will move. If their intentions are bad it will take a combined(characters working together) Strength of 50 or more to move it. Even with that Strength it can only be moved at most 1' a round.

If taken into The Idol In The Heart area it briefly animates. It shoots its arrow at The Idol which causes it to break up into little pieces. Then the statue walks to where The Idol was and takes its place.

With The Idol destroyed the darkness that was causing the problems with the Woonder Well are gone. The Woonder Well will heal with the new moon and the milk will flow again. Pooduun will disappear if still alive and any remaining evil ones will die.

#### Idol Servants

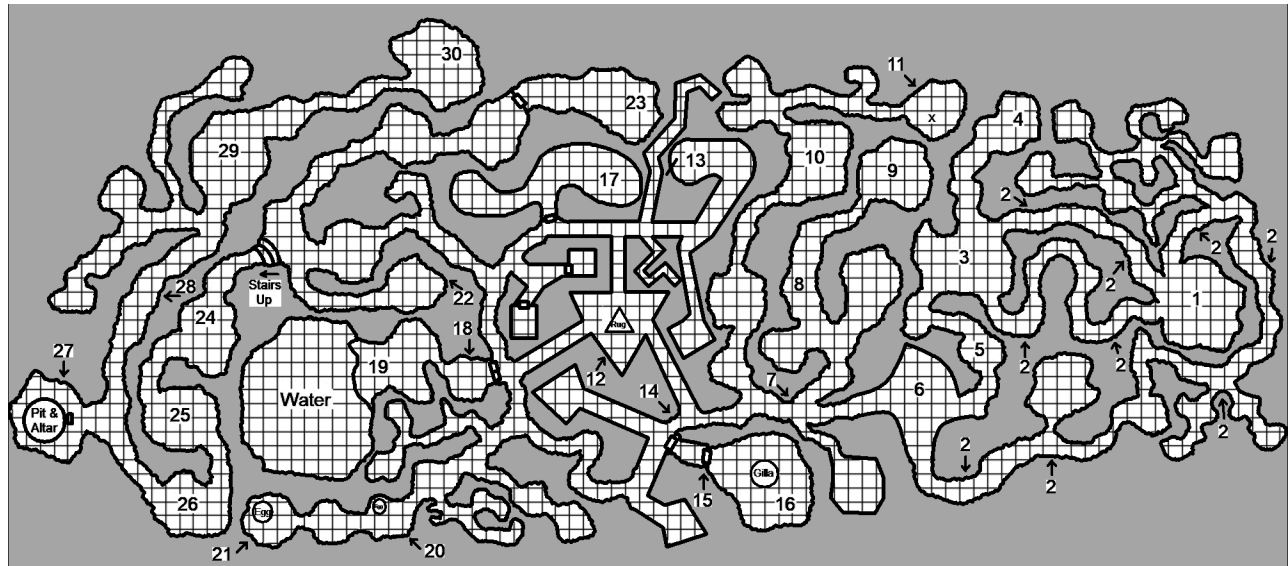
(AL NE, MV 120'(40'),  
AC 5, HD 3, AT 1,  
DG See Description,  
SV C3, MR 8, XP 65)

HP: 20, 13, 15, 18, 11,  
14, 17, 20, 14, 16

## Maps

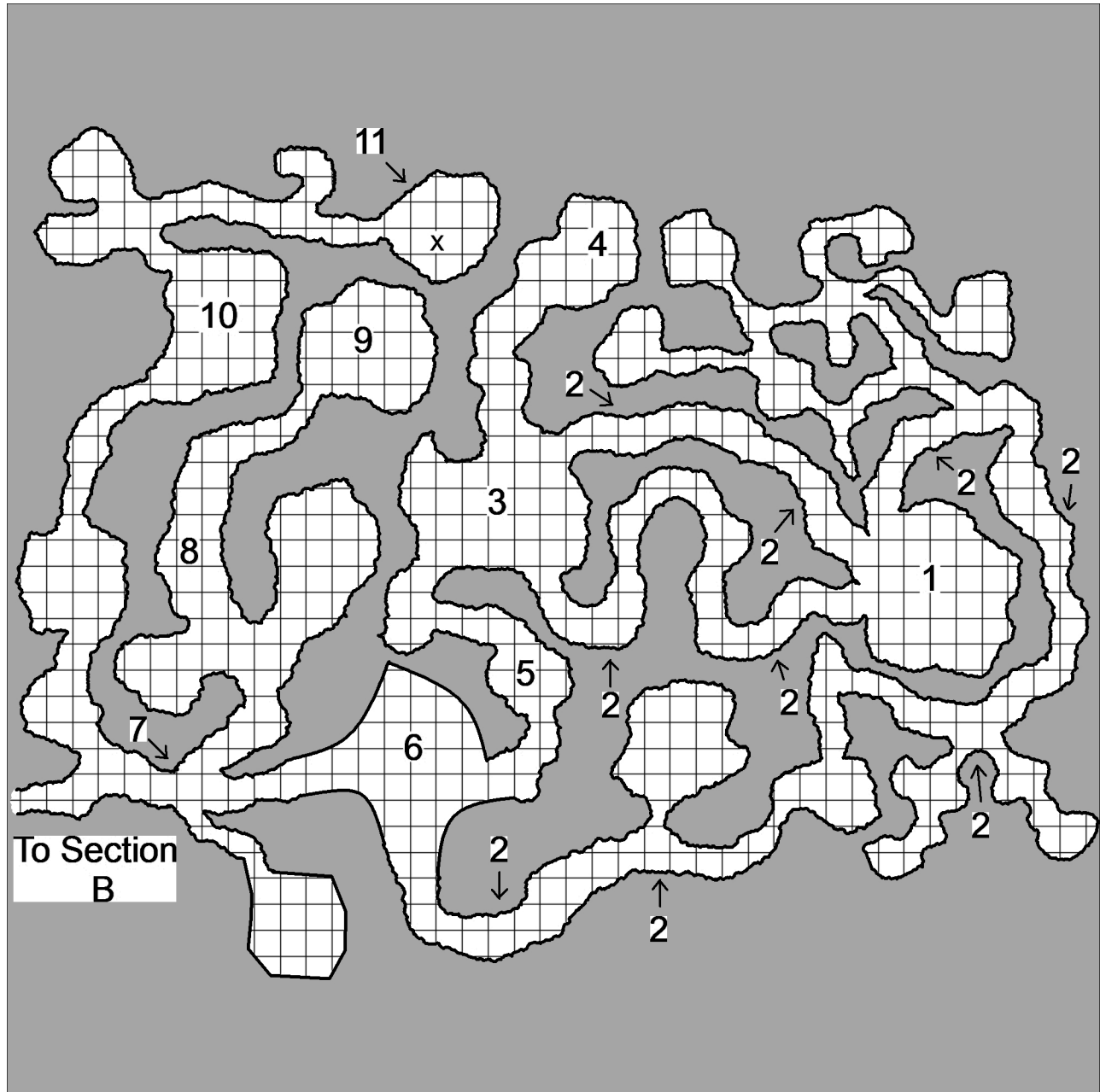
1 square = 10'

### Woonder Well Map



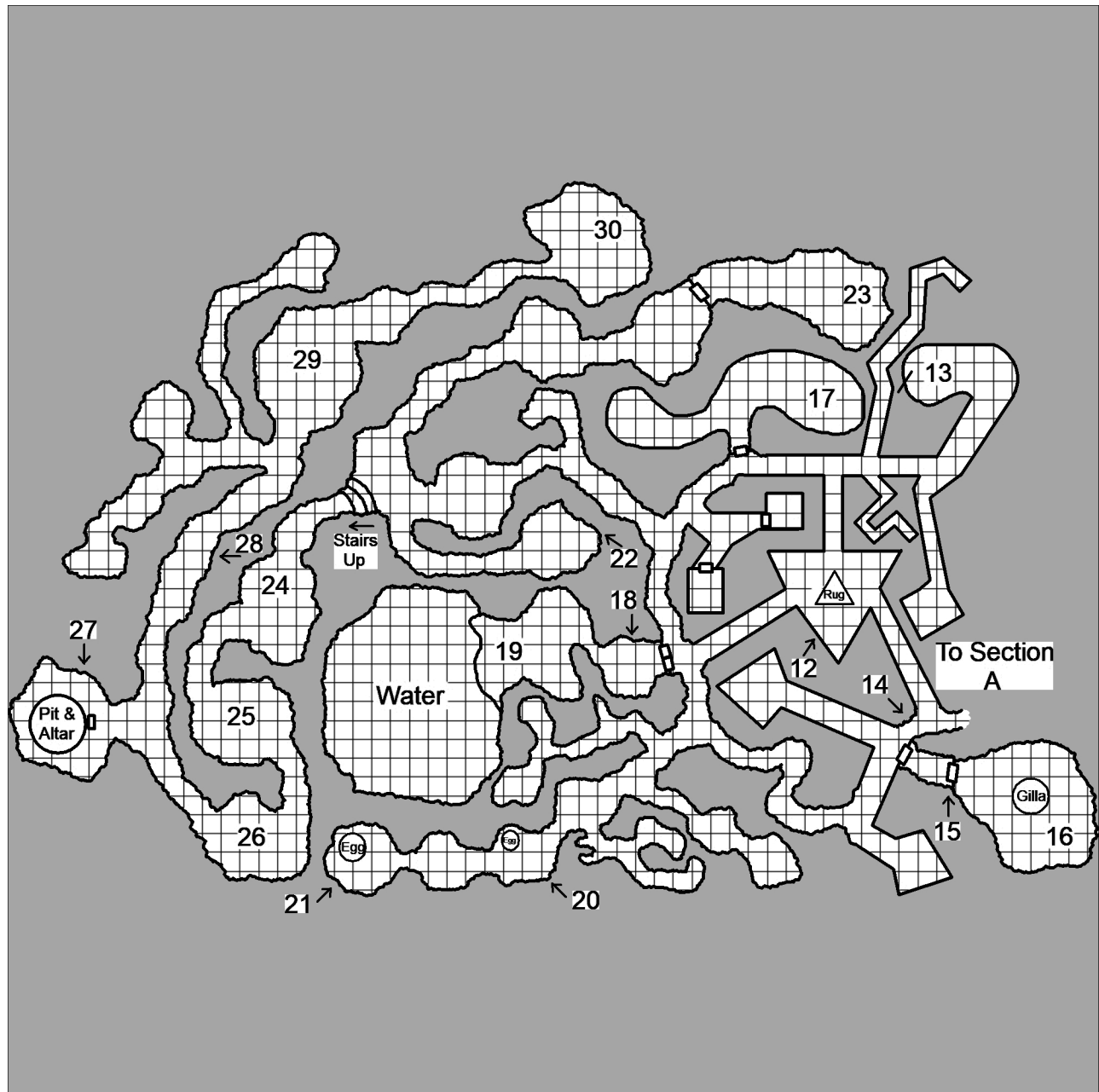
## Map Section A

This is the first half of the Woonder Well map. The “To Section B” tunnel spot leads to the spot on the Section B map which is marked “To Section A”.



## Map Section B

This is the second part of the Woonder Well map. The “To Section A” tunnel spot leads to the spot on the Section A map which is marked “To Section B”.



## Slimy Passages Map

This subsection of the main map has angled stripes on the passages that are considered in the Slimy Passages area.

