

Anne's cottage. While pleasant on the outside, the interior is unkempt and abandoned. Filled with cobwebs and dust. Bats roost in the rafters.

Behind the cellar door is a long ladder. The **cellar** is littered with **crates of old alchemical ingredients**. It takes 20 minutes to raise a bucketful of blood from the cellar's well.

A chamber containing a huge bomb, covered with levers and holy symbols, an **Anti-Undead bomb**. It is dangerously inoperable. If detonated it will destroy the entire dungeon. The **chest** contains a **collar of ghoulish-control**. Be wary of the **over-grown bats**!

Hanging vampire **coffins** and an **alchemical station**. The **book** states an **antidote** for Anne's potion can be brewed from **cave-roses**, **eye-nemone slime** and **her blood**. There is a 3/6 chance **Anne** is in her raised coffin.

The **Shrine of Vampire God Voxnox**. The statue speaks in your mind - place a corpse on the altar and it shall rise as a vampire. **Night-Bane**. A vampire-slaying sword is contained by the power of Voxnox.

The **Sanguine-Sapphire**. A priceless, shining jewel - cursed to attract vampires to it.

Bolster the Giant, his heart opened to the well - gushing torrents of blood. His pupils are dilated. He is **drugged and hypnotised**. Bolster will disbelieve any claim that Anne is a vampire, poo-pooing any tales of weirdness found under the well. He is growing pale. Only an antidote will restore his senses.

Anne's garden is looking slightly overgrown. There is a huge pumpkin, plentiful carrots and 4 bulbs of **wild garlic**. The garlic can be used to temporarily repel vampiric creatures.

The **Under-Garden** - fertilised by the grave of a titanic giant. The dank earthy cave is filled with strange crimson **cave-roses**, giant bones and **ghostly murmurs**.

Tread carefully! A **false-floor** gives way to a pool of blood and **three ravenous ghouls**.

Drugged suitors stand **shackled** eager to be feasted upon. Guarded by a **giant cave-octopus** hidden beneath the floor boards, they don't want to be saved. Among them is **Udmore**, a **vampire-hunter**. He is undrugged, knows how to operate the **Anti-Undead bomb** and intends to detonate it. Young cave-octopi cling to the cave walls and roof.

Beware the toxic spray of the territorial **Eye-nemone**. It stares longingly at its **stolen eggs** - a **note** explains that Eye-nemone eggs are hatched when thrown against a wall. The spawn will imprint on the people it sees first and will attack strangers.

Zerdix, the Devil-Bat lolls lazily in the blood-lake. If slain the dungeon will begin to flood. The blood lake rises to each of these blood-level indicators every 10 minute interval.

The Well of Blood

The Hook: You have heard worrying news about your friend Bolster the Giant. Smitten with the peasant girl Anne, she challenged him to prove his love. To fill her well to the brim with his **blood**! Bolster opened his heart to the well but it is not filling up. "Plug the leak at the bottom of this well and you will be amply rewarded my friends" booms Bolster the Giant.

The Truth: Bolster has been deceived. He loves a vampire-queen! The Giant has been bewitched by a hypnotic potion and Anne's husband, the Devil-Bat - Zerdix gluts himself in Bolster's blood.

The Well of Blood is a dungeon by Rook of <https://foreignplanets.blogspot.com> released under <http://creativecommons.org/licenses/by-sa/3.0>. It is optional, but recommended to print this dungeon out and to colour it in by hand as it builds familiarity with the dungeon and improves its aesthetics and descriptiveness. Ensure correct fit/scale before printing.

D6 Encounters:

1. Anne the Vampire-Queen. Beware her seductive gaze!
 2. d4 bats grown large and fat on a diet of giant-blood.
 3. d6 gurgling ghouls desire flesh.
 4. d4 curious juvenile cave-octopi
 5. d2 cunning lesser-vampires
 6. A blood-drained spectre issues a ghostly warning
- Roll 1d6 for every 10 minutes the players spend in the dungeon. On a result of 1, roll on the above encounter table.