



The **Wizard's Well** was reputedly carved in the 19th century by Robert Garner, a local stonemason and great-great-grandfather of Alderley Edge resident Alan Garner, who wrote *The Weirdstone of Brisingamen*, the classic Cheshire fantasy set in and around the Edge.



The **Armada Beacon** was one of a chain of fire beacons set up in Tudor times to act as an early-warning system in case of invasion. The memorial stone stands among the foundations of a stone building (demolished in the 1930s) which housed the fire basket. It in turn was built on top of a much older Bronze Age barrow.



The **Druid's Circle** on Alderley Edge is not genuinely prehistoric, being only around 200 years old and possibly also the work of Robert Garner (see Wizard's Well, above). The **Golden Stone**, a large natural boulder, was used in the Middle Ages as a boundary marker and is a Scheduled Monument.

Nether Alderley Mill (left) dates back to the late 1500s and contains 19th-century machinery. It is in the care of the National Trust and opens for guided tours at weekends from April to October. Nearby **St Mary's Church** contains the Stanley Pew, a rare 'flying' pew of around 1600.

Stormy Point (right) provides superb views across the Cheshire Plain to Lyme Park and Kinder Scout. Among the sandstone outcrops is the Devil's Grave, a former copper working. According to folklore, the Devil can be summoned by running round it three times anticlockwise.



three circular walks from

The Drum & Monkey Alderley Edge



Wizard's Well & Stormy Point

2¼ miles

Some of the highlights of Alderley Edge.

Exploring Alderley Edge

4¼ miles

A more complete exploration of Alderley Edge, with a return route via farmland.

Nether Alderley and the Edge

6½ miles

A fine church, a historic watermill, and some lesser-known paths on Alderley Edge.



Wizard's Well & Stormy Point

2¾ miles

Allow 2 hours. Includes a long stepped climb to the Edge, some uneven or muddy paths, and a steep descent. Two stiles.

1 From the rear of the pub, follow the fence on the right of the garden and out into Beaufort Close. Turn left. **2** At the junction with Devonshire Road at the end of the road, turn left. **3** Follow the road right at the next junction (Marlborough Avenue), then turn left at the next junction (Moss Lane). **4** At the next T-junction (Mottram Road) cross and turn right. **5** After 100 yards, turn left into Squirrels Jump. **6** Take the path into the woods beyond the barrier at the end of the road. **7** Climb the wooded slope gently, then descend slightly to a junction of paths. **8** Turn right and climb a long flight of steps. **9** Turn left at the top and shortly pass the Wizard's Well on your right. **10** After passing below a couple more rocky outcrops, turn right up stone steps and through gateposts then left to reach the top of Castle Rock. **11** Follow the path beyond, with the wooded edge dropping away to your left and fields on your right. **12** The path re-enters the trees and follows a wall on the right, turning right below the Armada Beacon. **13** Bear left onto a lower path and follow it around the head of a wooded combe, crossing another path at the lowest point. **14** Climb to emerge into the open area around Stormy Point. **15** From Stormy Point, bear left and pass below the plaque recording the area's gift to the National Trust. **16** Descend past a clump of rocks to a saddle. **17** Climb the ridge opposite; just to the left of the highest point, a waymark post indicates the way on. **18** Descend to the bottom of the wood and bear left into a field. **19** Follow the surfaced path down the right-hand side of the field, then continue out to the road. **20** Take a few steps to the left, then turn right down the drive to Saddlebole Farm. **21** Level with the house, turn left over a stile and bear right to a kissing gate. **22** Follow the right-hand hedge to a stile into a road. **23** Turn left, then right at the junction (Moss Road, signposted 'Alderley Edge'). **24** Follow the road for 600 yards, as it bends left then right. **25** At No. 24, turn left into a driveway between hedges, signposted as a footpath. **26** Turn right in front of the house and join the footpath beyond. **27** At the end, turn right along cobbled Duke Street. **28** At the junction with Moss Road, turn left then left again into Moss Rose to return to the Drum & Monkey.

Exploring Alderley Edge

4¼ miles

Allow 2–3 hours. Includes a long stepped climb to the Edge, and some uneven or muddy paths. Numerous stiles.

Follow steps **1–14** of the **Wizard's Well & Stormy Point** walk, above, as far as Stormy Point.

15 Turn right above the rocks of Stormy Point and follow the broad path along the top of the Edge. **16** Keep straight on (left) at a path junction to a wooden gate in a fence. **17** Continue straight on, past

the Golden Stone boulder on your left. **18** Pass a property entrance on your left, then turn left at a crossroads of paths. **19** Descend between buildings and into fields, where the path swings right over a stile then left at another. **20** Descend into a valley and turn left over a stile at the bottom, into trees. **21** Pass a small waterfall on your left, then cross to the other side of the stream at a low footbridge. **22** Bear right and follow the path with the stream and valley on your right. **23** Keep right at a path junction, descending to the edge of the wood. **24** Turn left along the bottom of the wood, with fields to your right. **25** Follow the path round to the right and past a mine entrance. **26** Keep along the bottom of the wood, ignoring paths up the slope to the left. **27** Follow the path to the right, out of the woods and below the sandstone cliffs of a disused quarry to a car park and road. **28** Turn left along the road for a short distance then, before a cottage, turn right onto a footpath up steps amongst holly trees. **29** Follow the path to a stile and into the corner of a field. **30** Follow the right-hand edge of the field to another stile. **31** Cross the next field diagonally to a footbridge over the Whitehall Brook. **32** Follow the left-hand field edge to a stile in the corner, then turn left along the left-hand edge of the next field. **33** After 100 yards, go through a kissing gate on your left and turn right, passing to the right of a pond. **34** Follow the field edge out to the road by a farm entrance. **35** Turn right along the road for a short distance, then left over a stile by a farm gate. **36** Follow the left-hand edge of a couple of fields, then climb a stile into a layby by a road (Heyes Lane). **37** Cross the road and follow a farm track opposite. **38** Pass through a gateway, then turn left along the hedge. **39** Follow the field-edge round to the right, then turn left over a footbridge. **40** Emerge between garden fences onto a road and cross straight over into another fenced path. **41** Bear left before a play area out to a grassy mini-roundabout. **42** Follow Oakfield Road, ahead, to its junction with Heywood Road, where you bear left, ignoring Crescent Road on your left. **43** At the junction with Heyes Lane, turn right. **44** Keep right at the junction with Duke Street, then turn left into Moss Rose to return to the Drum & Monkey.

Nether Alderley (6½ miles)

Allow 4 hours. Field and woodland paths may be muddy in places. Numerous stiles.

1 From the rear of the pub, follow the fence on the right of the garden and out into Beaufort Close. Turn left. **2** At the junction with Devonshire Road, turn right. **3** Continue to the end of the road then follow the footpath past a cycling barrier to Talbot Road. **4** Turn left then immediately right (Moss Lane). **5** At the next junction, turn left (Traford Road), then turn right along Chapel Road, passing the Methodist Church. **6** On reaching the B5087, cross and turn left. **7** Cross George Street then turn right into Chorley Hall Lane. **8** Take the first left, Lydiat Lane, and follow it to its end. **9** Take the path opposite, between houses, and follow it along the edge of a playing field to a bridge over the railway. **10** Go through a kissing gate and cross the next field diagonally to another kissing gate followed by a footbridge.

11 Turn left and follow the field edge, with a ditch on your left. Cut the corner to a further kissing gate. **12** Cross the next field to steps and a stile at the end of the railway bridge. **13** Cross the railway then, when the track bends left, go through a kissing gate on your right. **14** Beyond a stile, turn left along a narrow fenced path to another stile. **15** Walk between gardens to Welsh Row. **16** Turn right along the road for 400 yards. **17** Opposite the track to Walton Farm (on the right) turn left onto a footpath. **18** Cross a couple of fields divided by kissing gates then bear right along a grassy track and over a footbridge out to the road. **19** Cross to the footpath opposite, descending to a stream before bearing left to the churchyard. **20** Pass to the right of the church and exit next to the old school. **21** Follow the driveway out to the road. **22** Turn left past Nether Alderley Mill. **23** Continue along the main road at the end of Sand Lane. **24** At the entrance to Nether Alderley Primary School, cross and take the road on the right by the phone booth. **25** Beyond the school, follow cobbled Bradford Lane for 150 yards before turning left over a stile onto a footpath along the edge of a paddock. **26** Turn right over another stile, then left along the field edge. **27** After another stile, join Artists Lane between cottages, and turn right. **28** Follow the road for 600 yards. **29** After a farm on the left, then a wooden owl carving, take a track on the left, passing a metal barrier and then a small disused quarry on your right. **30** Carry straight on at a junction with a bridleway (to your right) and climb gently past an area of treeless sandy spoil on your right. **31** At a junction of paths, turn right. **32** The path continues up the right-hand edge of the woodland, passing a National Trust sign by the board explaining the excavations at the Hagg Cottages. **33** At a waymark post keep left. **34** At a sandy open area, bear right to emerge on the B5087 opposite a cottage and parking area. **35** Cross and enter the woodlands, passing the National Trust map. **36** At a crossroads of paths go straight on, signposted 'Engine Vein'. **37** Turn right by the Armada Beacon and pass the Druid's Circle before climbing gently to Stormy Point. **38** Keep left of the open area and pass below the plaque recording the area's gift to the National Trust. **39** Descend past rocks to a saddle, where you swing hard right down the slope to another path. **40** Turn sharp left and continue descending to another path junction.

Keep right, joining the **Exploring Alderley Edge** walk, above, at step **27**.

The Drum & Monkey

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open
Mon–Thu 12 noon–11pm
Fri–Sat 12 noon–midnight
Sun 12 noon–10.30pm

food
Mon–Sat 12 noon–9pm
Sun 12 noon–8pm