

The Water Works

an adventure for use with **DragonQuest** role-playing game

Designed and Written by
Rodger Thorm

Playtesting and Advice
Jim Huffman, Joe Saul, David Leuck, and David Novak and friends

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I Introduction

This adventure is designed for an organized group of 3-6 adventurer level characters. If the GM is using this adventure for a different number of characters, or for a group of characters of a different ability level, the adventure should be adjusted accordingly.

If the GM is working with a different sort of adventurer group, it may be necessary to modify the conditions under which the party becomes involved in the adventure.

While this adventure has been designed and written for DragonQuest, it can be easily translated for use with other game systems. The GM will need to make the necessary interpolations beforehand in order to do this.

II Using the Maps

The GM should make any necessary adjustments to fit the adventure and its circumstances into an existing campaign world.

If the GM is adapting this adventure into an existing campaign world, the adventure site should be in foothills or highlands, since Crane Lake is a river source, and it is preferable that the surrounding terrain be a fairly remote setting (woods/wilderness/hills/etc.), preferably several days journey from a town of any appreciable size.

III Briefing for the Players

A message bearer with a scroll case addressed to the party members arrives at their home, a tavern, or some other location where it is known that they can be contacted. The messenger is a normal paid courier; there is nothing unusual about him. If the characters are living in a coastal city, the courier will likely be just a young street runner. However, if the nearest coastal city is some distance away, the courier will be a more mature, hired rider. The courier has a description of the person(s) the scroll is to be delivered to, but knows nothing of its contents or of the circumstances it refers to. Once the scroll case has been delivered, the courier will leave.

The scroll case itself is about 15" long, and is made of an unusual sort of leather [GM Note: The case is made of fishskin.] and sealed with a wax seal with an unknown crest [Wylashtin's crest].

Once the characters break the seal and open the case, they will find a sheet of soft, flimsy parchment inside, bearing the following note:

Esteemed Adventurers-

Although we have never met, I write to invite you to pay a visit to Cape Bage to discuss a matter I believe you will find to be both interesting and profitable. Recently, my studies have brought to light a long

forgotten factorium where many potions were once made and magical researches took place. I believe that there may yet be items of interest to my studies of magic in this place. But I am an old man, and no longer am I able to do such rigorous things myself. Your exploits have come to my attention, and the renown of your deeds suggests that you are trustworthy and suitable for the task.

You can contact me through the innkeeper of the '3 Oars and an Anchor' Inn, in Cape Bage.

--Wylashtin

The GM will most likely need to deal with the player characters' questions and preparations for their meeting with Wylashtin. If the player characters try to investigate Wylashtin's background, the GM will need to determine

Once the adventurers arrive at Wylashtin's house, they will be ushered into one of his comfortable studies to meet Wylashtin himself. He will explain the background of the situation and then ask them to carry out this job for him. He is hiring the adventurers to find this old place, and to recover all texts and manuals concerning Water Magics for him, as well as any other devices particular to the practice of Water Magics.

About 8 months ago, Wylashtin and another Water Mage named Croshethish [crow-SHETH-ish] discovered some notes about the Water Works in an old notebook in Wylashtin's library. Shortly afterwards, Croshethish tried to hire a group of adventurers to investigate the Water Works. They never returned or contacted Croshethish, and are presumed to be dead. Croshethish has confirmed that they have not returned.

Wylashtin will offer the group of adventurers 500 S.P. to cover their expenses for the expedition, and as long as they are at least partially successful (that is, they are able to recover at least some of the items Wylashtin is interested in) he will pay them an additional 1000 S.P. upon their return. He will also pay 500 S.P. for each magical text which the party recovers. Furthermore, he will evenly divide all magic potions with the party. {For more details about the division of goods see VIII Conclusion, 1. The Payoff.} Any money or other goods which they find will belong to the party alone. Wylashtin has already contacted the Adventurer's Guild and had a contract prepared outlining his agreement with the party. This is because he has little recourse against the party should they decide that once they know the location, they

have no further need for him. Any additional stipulations amongst themselves which the party wants to include in the contract will need to be added by the party themselves. (If the campaign world does not have an Adventurer's Guild, the GM may want to make it clear that Wylashtin has some other powerful friends.)

IV Briefing for the Gamemaster

1. Meeting Wylashtin

Wylashtin's manservant Farrago Partienna comes to the city usually twice a week for supplies. If the party sends word that they are accepting Wylashtin's offer ahead of their arrival, Partienna will be there to meet them. Otherwise, they may have to wait for a day or two. The inn Wylashtin has indicated for the party to meet at is a reasonable quality inn on the waterfront. The innkeeper, Darius Moritone, is a friend of Wylashtin's, and if he knows the party has come to see Wylashtin, he will give them the best rooms he has (Comfortable) at his base (Moderate) rate. He is also likely to know when Partienna is likely to come to town next.

Wylashtin lives on a small island a couple of miles off shore, about 2 hours journey from Cape Bage by oar skiff. The island is principally a home to fishermen, mariners, and merchants. Its total population is only about 1000 people. There are no inns on the island; the party will find accommodations with Wylashtin, however. Wylashtin's housekeeper, Galena, will make the party as comfortable as she can during their visit.

Wylashtin's home is located on a cliff overlooking the ocean. It is a mansion with perhaps as many as 20 rooms. Wylashtin has five guest rooms available (if the party is larger than that, some will have to double up). It is comfortably furnished as one might expect of the residence of a scholar-mage. Tapestries and paintings of a nautical nature decorate the rooms, but the works are lyrical, not the kind of coarse representation one would expect to find in a sailor's home.

2. Water Works Background

Long ago, the Water Works was an alchemical factorium, and magical waters and potions and preparations were all products which issued out from it. During the Return of Mador, 40 years ago, a company of Mador's troops (orcs, mostly) besieged the installation and forced the mages inside to surrender. They were captured and led off in chains to serve Mador's army. None survived the war, but records of the place,

in the notes of one of the mages who lived and worked there, survived and were discovered by Wylashtin and Croshethesh.

3. The Other Adventurers

Three adventurers, Oystenger, Cosgrove, and Cheelia were hired by Croshethish about six months ago to search for the Water Works and to recover any books or other magical items. These adventurers were from Cape Bage. They came through the Village near the Big Rocks, and stayed there for a few days before they came out to the 'hardened water' island. A couple of villagers spent a few days taking them back and forth over the lake before they discovered the island. They did not point out the 'island' to the villagers, but rather went back and then stole a boat that night and went out to the 'island.' The villagers later found the boat and thought it had simply slipped away into the lake. They have no idea where the three strangers went.

Oystenger was the leader of the party. He was formerly a soldier and served as a command officer for shipboard troops before he became an adventurer. Cosgrove was a lieutenant of Oystenger's as well as a navigator who followed Oystenger when he set off to begin adventuring. Cheelia was Oystenger's lover. She was also a minor adept of the College of Ensorcelments and Enchantments and a beginning thief.

Cosgrove (who is now in the form of a leopard) is the only surviving member of the adventuring party. Oystenger had been wounded before they stumbled upon the two giant amoebas, and both Oystenger and Cheelia were both killed and consumed; only Cosgrove was able to escape. While he was trying to rest and recover, he used a leopardskin cloak they had found as a blanket, only the cloak was enchanted with a Skin Change Spell (S-21, College of Black Magics). He found that he was transformed into a leopard. He is afraid that the villagers would think he was a wild beast and try to kill him if he was to show himself, so he has remained down in the Water Works while he tries to figure out how to escape and waits for the spell to "wear off" (which it will never do; a counterspell is required).

4. The Orc War Party

About 3 months ago, a squad of nine orcs (and their elvish slave) showed up in the Water Works. They had been involved in the siege of the Water Works during the war. In the course of the combat, these orcs were trying to capture a Time Mage who was aiding the defense of the Works. In an act of desperation, the Time Mage cast a spell which displaced the orcs out of the combat and sent them forty years into the future.

The orcs were confused by the sudden disappearance of all of their enemies (as well as all of their comrades), but

they quickly went to work to try to capture the Works. Three of the orcs (including their leader) were quickly killed in a fight with a Water Elemental. The remaining orcs decided to settle in and wait for reinforcements. They have been able to catch cave rats, lizards, and snakes in the caves and fish and crayfish in the streams so that they have been able to keep themselves fed. They tried to kill the leopard they found in the Works, but the cat was wily and dangerous, and without their leader they did little more than run in circles. Although the leopard occasionally steals food from them, they have been peacefully co-existing for most of the last three months. After their first scout went up to the entrance and saw that humans were on the shore of the lake, the orcs have decided to stay out of sight down in the Works. Occasionally, though, they will send one of their troops up to the entrance to gather a few fish.

Aiol Myrrligon is an elvish farmwife who has been the orcs' slave for about a year (relative time). Like the orcs, she does not realize that forty years have passed due to the time displacement.

When Mador's army came through their lands, her husband and child were killed by orc troops and she was captured. She was traded among orcs a couple of times before she ended up with the band she is now with. She cooks for the orcs and cleans (on those rare occasions when one of the orcs decides something needs to be cleaned) and does the other tasks the orcs don't want to do themselves.

V Crane Lake & Vicinity

1. The Villages

Three small fishing villages (100-200 inhabitants each) are along the shores of the lake. The villagers raise some crops and do some net fishing. There may be 6-8 canoes per village, as well as 1 or 2 small boats which may hold up to 7 people (though they will not be able to carry anything as large as a horse).

Crane Lake is about 3 miles long by 1/2 mile wide. None of the surrounding villages has a name; they are just known as Village with the Sandy Beach, Village near the Big Rocks, and Village near the Woods.

The villagers live a very basic and mainly subsistence oriented lifestyle. They fish the lake and do a little hunting in the nearby woods and raise some crops for their food. Their culture is a matriarchy, although there is not an organized government structure. The women make the decisions, and the men lead the religious rituals.

The villagers will willingly feed and shelter the party in their longhouses while they are in the vicinity, as long as the party is reasonably well behaved. But the villagers know nothing of any "secret laboratory" or anything else which would seem to be the place the party is looking for.

2. Entry to the Water Works

The entrance to the Water Works itself is out in the middle of the Crane Lake. A small island of 'hardened water' lies about 800 feet from the shore. There is no sign of this 'island' readily visible from the shore, unless one is searching very carefully (it can't be seen unless you know where to look). The 'island' is only 40 feet in diameter, and rises less than a foot above the surface of the water. Unless the searchers are out on the lake itself, it is unlikely that they will find it. Being made of water itself, it is virtually indistinguishable from the surrounding water unless one is very close to it. However, it has the solidity of earth, and will support any weight upon it like earth would. In the middle of the 'island' is an opening and a stairway (also of "hardened water") leading down beneath the lake. The stairway leads to a cavern underneath the lake, and this cavern is the entrance to the Water Works.

The island was a collaborative creation of a Water Mage and a Shaping Mage. The 'hardened water' island is a permanent magical creation and it cannot be dispelled or destroyed. The hardened water can be broken with an axe or other tool, much like sandstone, but the 'hardened water' cannot be gathered. It becomes ordinary water when it is broken away from the main mass, and any hole which is broken into the mass of it will quickly fill up with ordinary water which will soon solidify and heal the break in the fabric of the island.

VI Descriptions of Non-Player Characters

1. Wylashtin

The Water Mage is an old man in his 80s. He is too old to go adventuring, but he thinks that the Water Works contains useful and important materials (possibly even spellbooks with unknown spells or rituals), and he wants to get his hands on any loot from the place.

Wylashtin [why-LASH-tin] is an old (80+) man who has spent his life studying water magics. He is very good at it, consequently [all GK Spells at 15+, all SK Spells at 10+, all Rituals at 10+] Because of his education and his beliefs about magic, he is not likely to create magic items or cast magic for the benefit of the adventuring party. However, at the GM's discretion, he may have a couple of things "lying about" that he would be willing to give to the party to help them complete their task (Water Breathing, etc.).

PS: 11 WP: 17 AG: 8 MD: 12
EN: 14 FT: 15 PC: 16

Wylashtin's household also includes his apprentice, his personal servant, and his housekeeper. All three are very loyal to Wylashtin. They will aid the adventurers as far as it will further Wylashtin's goals, but they cannot be bribed or turned against him.

Shousteshin [shoe-STESH-in] is Wylashtin's apprentice. He is 16 years old and has been studying Water Magics for almost 2 years. He has almost completed the training necessary for him to be an Adept, but he is not yet ready to set out on his own.

PS: 14 WP: 15 AG: 13 MD: 16
EN: 14 FT: 18 PC: 12

Farrago Partienna [par-TEE-en-ah] has worked as Wylashtin's personal manservant for over 20 years. He is now 47 years old. Partienna was a pirate on a ship which struck a ship Wylashtin was traveling aboard. The pirates captured the other ship, but both vessels suffered damage in the conflict. Before the ships could reach safe harbor, a storm struck, and both ships were sunk. Wylashtin and Partienna were among the few survivors of the disaster. Partienna believes he owes his life to Wylashtin, and he has been Wylashtin's devoted servant ever since.

PS: WP: AG: MD:
EN: FT: PC:

Galena Buonatello is Wylashtin's cook and housekeeper. She is 31 years old, and has worked for Wylashtin for 12 years. About 5 years ago, a merchant ship which her husband was a sailor aboard, failed to return home and is presumed lost. However, Galena believes that he is still alive and that someday yet, he will finally return to her.

PS: WP: AG: MD:
EN: FT: PC:

2. Croshethish

A colleague of Wylashtin's, Croshethish is a 63 year old Water Mage. It is unlikely that the PCs will meet Croshethish. However, if they are interested in finding out more about the first party, and they ask to speak with him, Wylashtin will arrange for the party to meet him. However, Croshethish lives in Cape Bage rather than on the island.

3. Crane Lake Villagers

The villagers are relatively simple subsistence farmers and fishers whose settlements are on the shores of Crane Lake. They have three villages, and while they tend to stay in their own villages, the three villages do get together for ceremonial occasions and

for trade. The villagers have very little contact with the outside world, but they are not afraid of strangers.

Each of the villages is nominally led by a headwoman, but otherwise the villages are largely anarchic. The three villages do not have names, but are just referred to descriptively: Village with the Sandy Beach, Village near the Big Rocks, and Village near the Woods.

The villagers will be only moderately interested in helping the adventurers. They may be amused by any urgency that the adventurers express about finding the Water Works.

Jenja is the leader of the Village near the Woods.

Riemar is the leader of the Village with the Sandy Beach.

Ellis is the leader of the Village near the Big Rocks.

4. Cosgrove

Cosgrove is an adventurer who had the ill fortune to find a leopard-skin cloak which was actually enchanted with a Skin Change Spell (S-21, College of Black Magics). His stats as a leopard are:

PS: 24 WP: 8 AG: 31 MD: 28
EN: 17 FT: 24 PC: 20 MA: None
TMR: 8 NA: Fur absorbs 2 DP
Bite: 58%, -2 Claws-3; 70%; -3

Cosgrove's stats for his human form:

PS: 16 WP: 17 AG: 19 MD: 20
EN: 18 FT: 23 PC: 12 MA: 7
TMR: 6

Sabre-6; 104%, +3

Main-Gauche-5; 85%, +2; (+10% defense)

Crossbow-4; 96%, +4

Stealth-4; Navigator-5; Military Scientist-3; Merchant-2

VII The Water Works

Despite being underneath a lake, the Water Works is relatively dry and comfortable (as compared to what it might be). The air in the Water Works is cool and humid, but the air does circulate (due to a gaseous spring and the hydraulic fan), so it is fresh, rather than stale. The ceilings do not leak or drip, and water is generally quite controlled in the space.

Except for the special pools which are otherwise noted, the water temperature of the streams throughout the complex is 62 F. Pool descriptions are given along with the descriptions of the rooms. The channels themselves are from 3 to 5 feet deep.

The construction of the Water Works is entirely of stone, making it very cave-like, except for the regularity of the spaces. Some decoration is carved into the walls of some halls and rooms, while others are plain.

1. The Water Works

A - Entrance Grotto

After descending the "hardened water" stairs a tunnel under the lake leads for about 500 feet to this long, high ceilinged, stalactited cavern which slopes uphill from the tunnel exit to the steps into the Water Works itself. Unlike the Water Works itself, the tunnel and entrance grotto are very leaky and wet, with numerous sources of water dripping from the ceiling.

A small brook flows down from the entrance and evidently seeps away into the sandy floor of the tunnel. The entire floor of the grotto is very wet and slick. There are a few iron mushrooms (see IX Final Notes) growing here near the stream.

Ceiling height: 6-25 feet

Room temperature: 50-55° F

Stream depth: 1-6 feet

B - Pool Room

This was a general purpose room for the casting of Water Magics spells and rituals. The room currently holds 3 giant amoebas. One of the giant amoebas is black, rather than their usual translucent appearance. Within the amoebas can be found the belongings and remains of a couple of adventurers: 2 helms (one is enchanted with Infravision (3 times/day)), 2 pairs of gauntlets, 1 suit of chainmail with human bones still inside, various backpack items including crossbow hardware & arrowheads, 173 Silver Pennies, 3 gems worth 240, 310 & 265 SP, a silver inkwell (inside the black amoeba), grappling hook, 4 silver & gold bracelets (~60 SP ea), pearl necklace (240 SP), gold necklace (400 SP), bronze breastplate [a component of a set of partial plate armor (Prot.= 5)] sized to fit a human female roughly 5'-4" tall, ruby ring (150 SP; ring of fire resistance w/ 3 charges), diamond ring (300 SP; E & E Special Counterspell w/ 2 charges) Some other items belonging to the adventurers may be found scattered about this room.

Three tomes on Water Magics are in a leather sack in one corner of the room.

Ceiling height: 8 feet

Room temperature: 60° F

Pool depth: 12 feet

C - Spring of Life

Elaborate & beautiful wall fresco. The ceiling is domed.

Ceiling height: 8-24 feet

Room temperature: 72° F

Pool depth: 4-5 feet

D - Orc Encampment

Six orcs with their elvish slave (Airol Myrrligon, see description above) They were part of Mador's army

during the siege of the Water Works, but were displaced through time by a Time Mage. Three months ago they reappeared in the Water Works. They lost three of their comrades in a battle with a water elemental, and they have set themselves up defensively and are now waiting for reinforcements.

They have a chest which contains 1500 SP worth of loot gathered during their service in Mador's army. It is mostly small pieces of jewelry (30-75 SP apiece) and a few truesilver coins.

Orc #1

PS: 19 WP: 19 AG: 17 MD: 16

EN: 20 FT: 23 PC: 14

Armor: Leather-4

Weapons: Great Axe(2)-5; 101%, +6

Knife-5; 81%, +2

Orc #2

PS: 17 WP: 13 AG: 20 MD: 14

EN: 17 FT: 22 PC: 13

Armor: Leather-4

Weapons: Broadsword-4; 85%, +4

Knife-5; 79%, +2

Orc #3

PS: 20 WP: 8 AG: 12 MD: 17

EN: 24 FT: 26 PC: 7

Armor: Stud Leather-5

Weapons: Battle Axe(2)-6; 101%, +6

Sap-4; 73%, +3

Orc #4

PS: 14 WP: 14 AG: 18 MD: 21

EN: 19 FT: 23 PC: 18

Armor: Leather-4

Weapons: Sabre-5; 101%, +3

Dagger-8; 93%, +2

Orc #5

PS: 18 WP: 16 AG: 15 MD: 13

EN: 16 FT: 21 PC: 12

Armor: Chain-6

Weapons: Halberd(2)-4; 84%, +3

Short Sword-4; 74%, +4

Orc #6

PS: 17 WP: 15 AG: 16 MD: 15

EN: 18 FT: 22 PC: 13

Armor: Leather-4

Weapons: Mace-5; 85%, +4

Knife-3; 72%, +2

All of the orcs have an MA of 5 and TMR of 5.

Ceiling height: 9 feet

Room temperature: 60° F

Stream depth:

E - Room with Two Sinks

No reason, but why not?

Ceiling height: 10 feet

Room temperature: 75° F
Stream depth:

F - Waterbed Room

Ornate marble floor. Once luxurious, but now disarrayed and worn furnishings in south half of room. Waterbed is set in floor in north half. This is a pool of magically enchanted water that acts as a warm, comfortable waterbed.

Ceiling height: 8 feet
Room temperature: 70° F

G - Fan Chamber

This cylindrical chamber has a rotating, four-bladed, wooden assembly in it (which looks much like a contemporary revolving door). The assembly rotates at a constant speed, and it should not be difficult for any character to pass through it just like one would pass through a revolving door. It is kept in motion by a wheel under the floor in the underground water chanel. This device keeps the air in the Water Works in circulation and keeps it from becoming too stale in the cavern.

Ceiling height: 8 feet
Room temperature: 60° F
Stream depth: (18 inch diameter pipe 3 feet underneath chamber)

H - Library

No magic books here, but 3 or 4 dozen books of poetry. Water mages like poetry.

Ceiling height: 7 feet
Room temperature: 65° F
Stream depth:

J - Ritual Room

Some trappings of ritual water magic remain here, guarded by a strong Water Elemental. The bones of 3 orcs in here are testament to his power. Against the far wall in this room is a heavy maple table with an iron chest on it. The contents of the chest include a silver sceptre (500 SP), a robe studded with jade (1500 SP), 2 rings with blue-water sapphires (1000 SP each) and a gold belt (400 SP). A golden covered codex and a smaller, simple leather-bound book (both books on Water Magics) are in a secret drawer in the table.

Water Elemental:

PS: 75	WP: 18	AG: 22	MD: 21
EN: 50	FT: 85	PC: 27	MA: None
TMR: 15	NA: 4		

The elemental's presence is to preserve and protect the ritual articles (sceptre, robe, rings, etc.), and it will attack anyone who enters the room as a potential threat. Only the head of the Water Works

(who has been dead for 40 years, now) can safely enter the room without being attacked.

Ceiling height: 15 feet
Room temperature: 65° F
Stream depth:

K - Well of Drinking Water

Two dozen assorted vessels for drawing water: oaken bucket, silver ewer, gold cup, truesilver thimble, leather jack, glass bowl, crystal goblet, bamboo straw, copper urn, clay jar, quartz vial, bronze kettle, jade spoon, tin ladle, goatskin bag, pewter flask, iron pan, stoneware tankard, ironwood beaker, granite vase, marble bottle, porcelain dish, horn flagon, brass pitcher.

Ceiling height: 8 feet
Room temperature: 50° F
Stream depth:

L - Storeroom of Potions

There are wooden shelves on the three walls (all walls except the wall with the corridor) with small niches holding potion bottles. There are 132 bottles in the room altogether. About 60% of the niches are labeled, so some of the potions will be identified. The potions are:

1. Speaking to Seabirds [G-3] 1 month
2. Hallucination (32 doses, 1 oz ea)
3. Anti-Venom [(D-5) + 6 doses] [S-2]
4. Anti-Venom
5. Healing [S-3] [(D-5) + 15 doses]
6. Healing
7. Speaking with Aquatic Mammals [G-7] 1 month
8. Fire Resistance [G-3, Fire] dur.: 1 week as Rk 4
9. Water Breathing 10 hours
10. Water Breathing
11. Water Breathing
12. Waters of Strength

The room also contains 120 potions of speaking. These are potions into which a voice has been enchanted. A poem, read by a troubador, for instance, is enchanted into a potion of speaking. When someone drinks the potion, they recite the same thing back again.

Ceiling height: 9 feet
Room temperature: 55° F
Stream depth:

M - Spring - Warm Springs

The water rising in the pool in this room is scaldingly hot (~150-160° F; hotter than a hot bath, but not boiling). The water in the stream exiting the room, however, is only slightly warmer (~75° F) than the water elsewhere in the Water Works. This cooling seems to happen magically as the water passes under the small crossing in the room, but

what is causing the cooling is unclear.

Ceiling height: 9 feet

Room temperature: 80° F

Stream depth: 3 feet

N - Deep Water Shaft

An 80 foot deep water chamber is the only feature in this room. Presumably, this space was used for certain rituals of Water Magics.

Ceiling height: 12 feet

Room temperature: 50° F

Stream depth:

P - Storeroom of Potions

The door to this room is banded with iron and sheathed with copper. There is a difficult (Rank 8) lock on it which is trapped with two traps.

The first trap is a Rank 4 spring trap (like a big mouse-trap; it is set off when a hair-trigger inside the lock is set off by a lockpick or other probe, unless the key is being used, which fits around the trigger.) which has a BC of (87 - Manual Dexterity)% and causes D-1 damage. Due to the specific nature of the trap, for every 3 points of actual damage, one of the target's fingers will be broken (the hand will be partially or totally crippled (at least until healed) at GM's discretion).

The second trap is a Rank 10 needle trap which has a BC of 80% to strike. Using the key depresses a trigger which keeps the trap from being set off. (A even a good spy or thief will not be too likely to expect this trap, once they get the door unlocked. They will have a chance equal to (PC + Rank)% to detect the presence of this trap. If it is detected, it can be deactivated normally.) The trap injects the target with a powerful tranquilizer (treat as a Rank 20 Sleep spell; duration is halved if the target successfully resists. In either case, it will be 3D10 minutes before the target can be awakened, even by shouting or violent shaking. It will take 60 - (2 x Endurance) minutes for the effects of the drug to wear off after the target has reawakened. During this time, the character has an effective PS, EN, and MD of 5.) The needle will automatically reset itself into the lock after each strike, and it has four doses of the tranquilizer remaining in it.

There are 120 bottles stored in this room. About half of them are labeled. 30 of the bottles are empty (potion used or just evaporated). Another 20 of the bottles contain potions which have decayed and are no longer useful. There are 40 potions of speaking, plus 30 other potions which are listed below:

1. Anti-Venom (see room K; 3)
2. Anti-Venom
3. Healing (see room K; 5)
4. Healing
5. Healing

6. Waters of Strength

7. Waters of Strength

8. Fire Resistance (see room K; 8)

9. Fire Resistance

10. Fire Resistance

11. Invulnerability {figure cannot be damaged by non-silvered or non-magical weapons. (duration 1 hour)}

12. Invulnerability

13. Invulnerability

14. Speaking with Aquatic Mammals [G-7] 1 month

15. Speaking with Aquatic Mammals

16. Water Breathing, 20 hours

17. Water Breathing

18. Love

19. Love

20. Hallucination (32 doses, 1 oz ea)

21. Fire Breathing {allows figure to be able to make fire breath attacks. Duration: 4 attacks or 10 minutes (whichever comes first), BC 40%, Range: 20 feet (and can attack up to 3 targets in a line), Damage: D+8. Tastes like very strong cinnamon alcohol. Target becomes drunk after duration of the potion expires.}

22. Fire Breathing

23. Speaking to Seabirds

24. Giant Form {causes target to become larger. Humans or elves become fire giants, dwarves become stone giants, hobbits become hill giants, orcs become ogres, etc. (dur. 3D10 days)}

25. Potion of Pain Resistance {(Mind Magics T-2) 13 doses (duration 10 minutes)}

26. Potion of Pain Resistance

27. Potion of Fertility

28. Amoeba Poison {(12 doses) does D+5 damage to Giant Amoebas by dissolving them.}

29. Amoeba Poison

30. Amoeba Poison

Some of the potions of speaking in this room should be especially interesting or useful: possibly tales spoken by historical heroes, or magical incantations or other useful things...

Ceiling height: 7 feet

Room temperature: 70° F

Stream depth:

Q - Alchemical Workshop

This partially outfitted workshop contains 1000 SP worth of alchemical gear. Three tattered notebooks are hidden in a secret compartment in one of the cabinets. These are texts on Water Magics.

Ceiling height: 12 feet

Room temperature: 68° F

Stream depth:

R - Storeroom of Oils

The room contains 12 gallons of flammable oil in 1/2 gallon casks. There are also ten metal bottles with strange inscriptions on them. (The inscriptions are in Ault, an ancient language often used by mages. They give keywords which help identify the contents of the bottles.) These bottles have screw tops which will take 2-3 Pulses to open. They contain magical oils:

1. Oil of Fireproofing {[G-7] duration 4 mo}
2. Oil of Blending {[G-4] duration D5 days}
3. Oil of Vapor Form {duration D10 hours}
4. Oil of Pain Resistance {duration D5 hours}
5. Oil of Life {85% chance to raise a dead

being -1% per day the being has been dead}

6. Star Oil {target is unaffected by gravity for 4D10 minutes}

7. Star Oil

8. Oil of Stone {duration D10 minutes. Gives NA of +D5 + 2}

9. Oil of Strength {+1 PS permanent increase}

10. Oil of Strength

The magical oils are used by applying them directly to the target's body (rubbing them on or pouring them over the intended target or the like).

Ceiling height: 9 feet Room temperature: 64° F

Stream depth:

S - Refectory

Two long tables with benches in this room which was the dining hall for the inhabitants of the Water Works. A cooking hearth is in the south-east corner.

Ceiling height: 10 feet

Room temperature: 67° F

Stream depth:

T - Dormitory

About twenty beds were arranged in here at one time. Now, however, they have been broken and scattered about the room. There are three smaller rooms off of the main dormitory which were the private apartments of the senior mages of the Water Works. (There are about 500 SP worth of personal money and semi-valuable trinkets still in drawers, pockets, etc.)

Cosgrove, an adventurer who has been shape changed into a leopard, has been making this area his lair (see notes above).

Ceiling height: 8 feet

Room temperature: 64° F

Stream depth:

U - Ritual Chamber

A wall of water (like a miniature Niagara Falls) torrents down the far surface of this room. Due to magical means, however, most of the water is carried away so that the room does not flood, and just enough water to maintain the rate of flow in the stream continually fills the curved pool. Any character foolish enough to try to explore the waterfall and the curved pool will find that it is just like any ordinary waterfall of this magnitude, and may risk getting dragged down by the undertow and may even risk drowning.

The processional hall which leads into the ritual chamber slopes up 5 feet along its length (ie. Room U is 5 feet higher than the rest of the Water Works).

This space, and the processional hall leading to it were used for important ceremonies among the water mages at the Water Works.

Ceiling height: 20 feet

Room temperature: 63° F

Stream depth: 2 feet; curved pool depth: 4 feet-?? (very (magically) deep)

V - Grotto

A small natural cavern within the Water Works.

Several niches were apparently used for meditation or other private purposes by the mages. There are small votive altars scattered throughout this place as well.

One of the springs in the grotto is a gaseous spring which effervesces breathable air into the Water Works complex.

Ceiling height: 4-30 feet

Room temperature: 65° F

Stream depth:

VIII Conclusion

1. The Payoff

Assuming that they have been (at least partly) successful, when the party return's to Wylashtin's home, he will pay them the additional 1000 S.P. as promised. There are a total of 8 magical texts on Water Magics to be found in the Water Works. Wylashtin will gladly pay the party 500 S.P. for each of those volumes. Although there was not a specific agreement about them, Wylashtin will also be interested in some of the other books that were in the Water Works, and if they recovered any of those and they show them to Wylashtin, he will offer the party 10 £ 50 S.P. apiece for any of them he finds interesting. (About half of the non-magical books will be "interesting" to Wylashtin.) Likewise, he will be interested in the Potions of Speaking, and will be willing to pay as much for a Potion of Speaking as for the other (non-magical) books.

Any of these which the party keeps for themselves can always be used later by the GM as a springboard to introduce a later adventure.

Wylashtin also agreed to split any magical potions or liquids the party recovers evenly with them. {GM Note: This is, to some extent, a limiting device on the adventure. The GM may decide to modify this portion of the agreement between the party and Wylashtin, or may choose to adjust the total number of potions to be found in this adventure according to the needs of their particular campaign. Also, if the party is in need of a particular potion at some future date, they may be able to contact Wylashtin and buy one from him.} If the party does not have access to a mage who can identify the potions, oils, etc., Wylashtin will be able to divine the various types of potions the party has recovered. There are several duplicate items in the haul, and Wylashtin should be fair-minded about dividing them with the party. However, if he is given reason to suspect that the party may be holding out on him, he will bring in a mage from the Adventurers' Guild and interrogate them under *Truespeaking*. If the party and Wylashtin are unable to come to an agreement about the division of the potions, Guild arbitrators, or some other mutually agreed upon means for settlement will be employed.

Any money or other goods which the party has found will belong to the party alone. However, Wylashtin may be interested in buying some of the other items the party has recovered, should they try to fence them through him.

2. The NPCs

If the party has rescued Aiol Myrrligon and/or Cosgrove, they will have to do a bit for each of these NPCs before they are able to go on their own way. Cosgrove, of course, needs to have the Skin Change dispelled. He may be amenable to joining the party, now that his old adventuring companions are dead, or he may go off on his own. Nonetheless, he is likely to feel indebted to the party for having rescued him, and he may be able to return the favor someday. Aiol Myrrligon will need to reacclimate to a world 40 years older than she left, but, being an elf, this won't take her too long. She may also be a source of new adventure leads for the party: a treasure looted and then hidden by the band of orcs she was with, the lair of a mage who fought with them in the war, a cache of magical weapons, etc. Or the GM may use the excuse of having the adventurers escort her back to her homelands to begin a new adventure.

3. The Texts

A character who is a Water Mage (or one who wishes to study that College) can make good use of the eight Water Magics texts which can be found in the Water Works. While not sufficient in and of themselves to teach

a character Water Magics, a character who is already an adept of the College of Water Magics will be able to reduce their Experience Points costs by 25% for the next 2 Ranks gained in any spell or ritual for each text studied. Alternatively, the GM may use one (or more) of these texts to introduce new spells or rituals for the College of Water Magics. A non-adept will be able to learn all of the basics of the College of Water Magics in half the usual time if they have carefully studied the texts from the Water Works beforehand. (And, of course, Wylashtin would make an excellent instructor for any character wishing to learn Water Magics.)

IX Final Notes

1. Iron Mushrooms

Iron mushrooms are hefty 6" diameter rust colored mushrooms. They tend to grow in caves near streams or ponds with a high iron content. Once picked, they can last up to a year if kept dry, but if they get wet they will begin to rust and lose their effectiveness within just a couple of weeks. These objects provide a skin hardening effect causing a Natural Armor of 2 points, but causes a slowing of -1 TMR and a loss of 5 points from Manual Dexterity and/or Agility (the player may allocate how the 5 points effect the character). The effects of iron mushrooms last for 15 minutes.

2. Other NPC Names

The way I name NPCs is probably different from the way you name yours. To help make it less clear to the players that an NPC is one that you have added to the adventure rather than one already written into the adventure, here are some additional names for you to use:

Mages Names:

Tarolash	Irmyurwen	Coshtrovar
Berplep	Morinimar	Perticalon

Male NPCs:

Ingo Pruitt	Janackus Raplio	Raspar Monik
Fallon Ashlar	Ongis Cadol	Avron Litzsteig
Mernik Ravves	Tibar Gendren	Rathe Idalag

Female NPCs:

Audra Stenrose	Jirell Wylford	Sheena Nalsing
Rageley Innucks	Cassia Partita	Melena Trobisher

Female Villagers:

Nellis	Jenja	Pellid
Molgen	Devna	Roszys

Male Villagers:

Gorrid	Riemar	Vermal
Sandor	Rungin	Dango

X Map: The Water Works

