

THE FOUNTAIN THAT SUPPLIES THE WATER TO THIS SMALL TOWN MYSTERIOUSLY STOPPED WORKING ABOUT A MONTH AGO. THE TOWN WIZARD SAYS IT'S PART OF A LONG-TERM NATURAL CYCLE BUT THE MAYOR IS SKEPTICAL. THE SURVEYOR HIRED BY THE MAYOR TO INVESTIGATE THE ANCIENT UNDERGROUND WATERWAY HAS BEEN DOWN THERE FOR SIX DAYS... FAR TOO LONG...WITH THE PROMISE OF GOLD AND SAVING THE TOWN THE PLAYERS ARE HIRED BY THE MAYOR TO GET TO THE BOTTOM OF WHAT'S HAPPENING DOWN THERE AND REPORT BACK.

AS LONG AS THE WATER REMAINS POISONED, IT DOES A SMALL AMMOUNT OF POISON DAMAGE UPON CONTACT AND AGAIN AFTER EVERY 15 SECONDS OF CONTINUED CONTACT

SURVEYOR'S NOTE #1: DAY1: THIS WATERWAY IS VERY OLD YET IT SEEMS RECENTLY DISTURBED. I SEE FOOTPRINTS AND THE SIGNS OF TAMPERING. DOORS ARE LOCKED AND I MUST FIND THE KEYS...WILL SET UP CAMP FOR THE NIGHT AND BEGIN SURVEY TOMOROW...

WAVING FLAME NEAR THE VINES ORLIGHTING THIS TORCH WILL REVEAL THE ROOM. VINES CAN ALSO BE CUT

BEHIND THESE VINES IS A ROOM WITH A DIAS AND BEAUTIFUL FRESCOS SHOWING A WATERFALL AND VERDANT LIFE GROWING. and a key.

PLAYERS ENTER HERE

SURVEYOR'S BACKPACK WITH A MATCH AND NOTE #1

LIGHTING THESE TWO TORCHES OPENS THE DOOR

THE GATE HERE HAS BEEN BROKEN...

SURVEYOR'S NOTE #2: DON'T THINK I AM ALONE DOWN HERE. MANY LOCKED DOORS. WATER SEEMS TO SOURCE FROM BEHIND THIS ORNATE DOOR...LOCKED BUT NO KEYHOLE...I BELIEVE ANYTHING LOST IN THE WATER WOULD WASH DOWNSTREAM AND THROUGH THE SHAFT IN THIS ROOM...

PLAYERS USING THE STAIRS ALERT THE THUGS WHO NOW WAIT IN AMBUSH

PLAYERS WHO INVESTIGATE THIS PASSAGE SLIP AND SLIDE DOWN, CATCHING THE THUGS BY SUPRISE

THE BOSS OF THE THUGS "FAT-CAT BERGAMOT" IS SLEEPING BEHIND A RAMSHACKLE DESK AND ONLY WAKES UP WHEN THE PLAYERS ENTER THE ROOM. ON HIS DESK IS SURVEYOR'S NOTE #5 AND IN THE CHEST BEHIND HIM IS SOME LOOT, BERGAMOT'S BRIBE MONEY AND THE KEY TO THE FOUNTAIN CONTROL ROOM.

PLAYERS MAY DECIDE WHAT TO DO WITH BERGAMOT BUT HE WILL INSIST ON BEING BRIBED OR PAID-OFF OR ALLOWED TO LEAVE WITH HIS OWN EARNINGS.

SURVEYOR'S NOTE #3: I CANNOT CONTINUE AND MUST LEAVE NOW. LEAVING SUPPLIES BEHIND IN INTEREST OF TIME. IF YOU ARE READING THIS PLEASE INFORM THE MAYOR.

IN THIS OLD STORAGE ROOM. PLAYERS FIND BARELS AND CRATES FILLED WITH LOW-GRADE FOOD AND/OR CONSUMABLES AS WELL AS (4) MATCHES ON TOP OF SURVEYOR'S NOTE #4..

SURVEYOR'S NOTE #4: FIRE, I BELIEVE IS THE KEY THAT UNLOCKS THE DOOR TO WHERE THE WATER IS SOURCED FROM...WHATEVER IS POISONING THE WATER LIES BEYOND THAT DOOR...I WONDER WHAT CAUSES THE POISON...PERHAPS NOW, I'LL NEVER KNOW....

A FEW DAYS AGO, THE MAYOR ACCIDENTALLY DROPPED THE KEY TO THE FOUNTAIN CONTROL ROOM WHERE IT WASHED DOWNSTREAM AND ENDED UP HERE. THE PLAYERS MAY FIND OTHER LOOT HERE INCLUDING GOLD COINS, MONSTER PARTS OR LOST EQUIPMENT. PLAYERS NEED TO COME INCONTACT WITH THE POISON WATER OR GET CLEVER TO RETRIEVE THESE THINGS

IF PLAYERS LIGHT THE TORCH ON THE WALL THE WATER TEMPORARILY DRAINS AND THEY CAN ACCESS THE TREASURE WITHOUT BRAVING THE POISON WATER

THE THUGS HERE ARE LETHARGIC DUE TO THE POISON AND BORED BUT ARE WELL FORTIFIED AND HAVE GOOD SUPPLIES. THEY ARE USING THE VINES FOR COVER. PLAYERS CAN USE FIRE TO THEIR ADVANTAGE TO DESTROY OR REPEL THE VINES

SURVEYORS NOTE #5: I AGREE TO IMMEDIATELY STOP MY SURVEY AND TO QUIETLY RETURN HOME WITHOUT INFORMING THE MAYOR FOR THE SUM OF 500 GOLD
-SIGNED SURVEYOR
-CO-SIGNED: 'FAT CAT' BERGAMOT

THIS STAIR LEADS TO A HATCH IN THE FLOOR BEHIND THE COUNTER OF THE WIZARD'S SHOP. IF CONFRONTED ABOUT THE PLUGGED UP MACHINE, THE WIZARD WILL REVEAL THAT HE HIRED THE THUGS TO PREVENT PEOPLE FROM UNPLUGGING THE MACHINE. THE TRUTH IS: KNEW THE FOUNTAIN WATER WAS POISONED BUT DIDN'T KNOW WHERE THE POISON WAS COMING FROM, SO IN ORDER TO SAVE THE TOWNSFOLK FROM BEING SLOWLY POISONED, CHOSE TO STOP THE MACHINE UNTIL HE COULD FIND A COUNTER-POISON...

THE WATER COMES FROM ABOVE GROUND AND FALLS INTO THIS MAN-MADE BASIN. IN THE CENTER OF THE ROOM IS A LARGE PLANT-LIKE CREATURE WHICH ATTACKS THE PLAYERS USING POISON AND REACHING TENTACLES/VINES. THIS MONSTER IS AFRAID OF FIRE AND WEAK TO FIRE ATTACKS. IF THE PLAYERS LIGHT ALL FOUR TORCHES AROUND THE ROOM THE MONSTER IS WEAKENED AS LONG AS THE FIRES REMAIN LIT. ONCE DEFEATED, THE WATER THROUGHOUT BECOMES UN-POISONED

THE PUMP CONTROL ROOM: THE WATER IS PULLED UP BY AN ANCIENT TECHNOLOGY THAT THE PLAYERS DON'T NEED TO UNDERSTAND TO SEE THAT THE MECHANISM HAS BEEN PLUGGED WITH THE SAME FABRIC SILKS THE WIZARD SELLS IN HIS SHOP... PLAYERS CAN CLEAR IT EASILY. AND THE FOUNTAIN ABOVE GROUND BEGINS SPOUTING WATER AGAIN. HOWEVER, IF THE WATER IS STILL POISONED, (HAVEN'T DEFEATED THE PLANT MONSTER) THE TOWNSFOLK WHO IMMEDIATELY BEGIN DRINKING THE WATER AND BECOME POISONED