

“Ancient Waterworks” by Anton L.

(<https://savevshollowing.wordpress.com/>)

The once lively and profitable lake has been poisoned, killing off the fish and withering the crops it watered. The local duke has offered a reward for any who can remove the source of the corruption. It likely lies where the lake's water springs from: the ancient waterworks.

The village's wise one too is offering a reward. Five village youths have gone missing a few weeks ago, looking for a way to fix the problem. A house near the old well and a *staff of healing* will go to the one who finds them.

Cleaning out at least two of the following will purify the water enough for the lake to hold life again: the frog-people, the algae garden, the fish-folk god.

The fish-folk and frog-people are at war over who may rule the waterworks. Luckily they aren't intelligent enough to realize that the one that holds them could coerce the duke above with it as a bargaining chip.

1. Entrance through the old well, at the edge of the village. It has not seen use for quite some time, but still functions.
2. Algae garden. The wet algae growth is edible but salty, and the 5 blooming flowers are valuable as spice. Generally worked by 3 to 5 fish-folk. Hidden beyond a curtain of hanging algae lies the small opening to the next room.
3. Two corpses slowly consumed by algae. Stripped of their equipment, but one holds a sapphire within his mouth.
4. Antechamber, with 5 fish-folk warriors. Preparing a raid against the frog-people, they are armed and wary. One's cleaver is magical, and restores some of user's HP on hit.
5. The fish-folk's home. It's empty most of the day, except for rusting stolen weapons and armor, and stored algae.
6. The room is filled with fish-folk eggs, each the size of a man's head. They are kept inside by a large net drawn across the entrance. The frog-people will pay well for them, as they eat them as a delicacy.
7. Aqueduct; outlet to the lake. It can be shut by winching down a copper door near the opening (see **water** above). If one dares, they can leap the 12 m (40 ft.) into the lake.

Creatures inside

Frog-people warrior. Licks their weapon to apply poison. Uses harpoons, but wears no armor. Jumps and swims well.

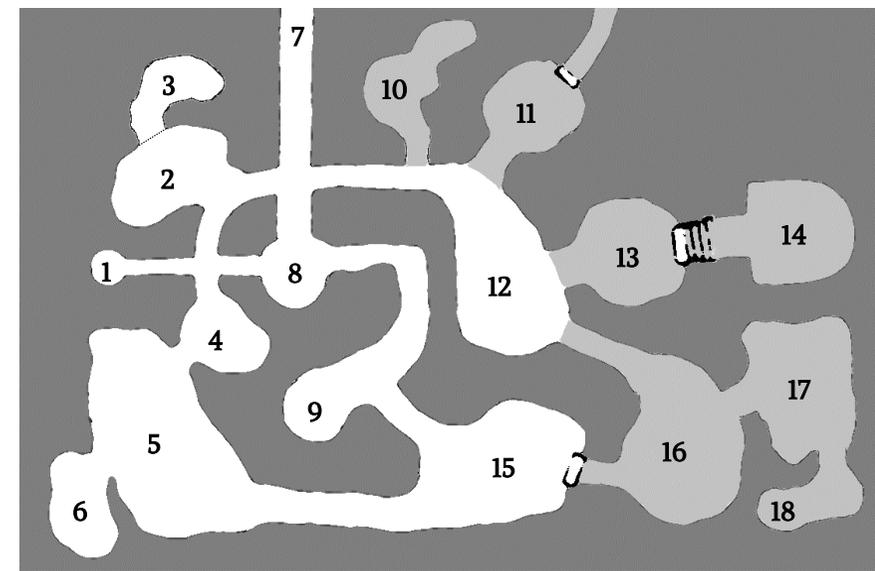
Frog-people shaman. Unexpectedly well educated. Inspired by room 14's saint, and practices water magic. Likely the most intelligent creature in the tunnels.

Fish-folk warrior. Uses scimitars and wears whatever armor they can find. Lays in ambush, swims quickly and quietly. Needs to breathe in water at least once per hour, or will “drown” in air.

Fish-folk god. Enormous and powerful, but cannot move without water. Can emit electrical pulses, which spreads through water as well, or strike you with tentacles. Not actually a fish, but something sinister.

Assume that all of the above can speak.

8. The central room, with water gushing down the walls. An opening in the floor can be closed, see **water** above. Reckless people could swim down into what darkness lies below...
9. A pond with a lonely carp. In fact, it's a wizard who *Indefinite Polymorphed* himself to avoid capture, and needs someone to release him from his own spell. The magic word is “FISHES”. He was left behind by another party years ago.
10. A large fish-like creature lies chained and bleeding. Thick sludge and acrid blood seeps out and mixes with the water. This is the fish-folk god, stolen from room 15 by frog-people.
11. The old service entry is still usable, if you have the key from room 18. It exits out into an abandoned but safe house, with locked paths to the lake and village.
12. The home of the frog-people. A few of them lie here, bloated with their young living inside their backs.
13. The shrine of the frog people, in front of a gold-plated iron door that opens with the key from room 18. It contains heaps of stolen jewelry, with icky goo on top.



Water: If either room 7 or 8's outlet is closed, water will fill the low (white) areas to hip-deep. If both are closed, low areas are submerged and high (light grey) areas will be half filled. There's otherwise a foot of water in low areas.

14. When the door is opened, an unending stream of burning sludge will pour out, the remains of a once-grand fire trap. Interred within are the remains of a sacrificed saint. If the grave is disturbed the waterworks will run dry after a year. The grave goods (twelve gold talismans) are the most valuable treasure in the complex, and the sapphire necklace allows its wearer to breathe and move underwater.
15. This room is strangely bare, as if it has been swept clean. In fact, the fish god (in room 10) would eat anything slow enough that entered. For the door, see room 16.
16. The frog people use this room to ambush the fish-folk, as the door opens only from this side. There are stashed spears.
17. The frog-people's storage room, holds stolen food as well as 3 of the village's lost youths, tied up as food for the winter. They are alive, if battered and badly fed.
18. There's a glass bowl with a chain anchor floating in a deep pit. If the water level rises, you can reach it. Inside there's a gold key submerged in very strong acid (see rom 11 and 13). The pit is just broad enough for a person to swim down in.