

# White Mesa

by Dark Realm Maps

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# Waterworks

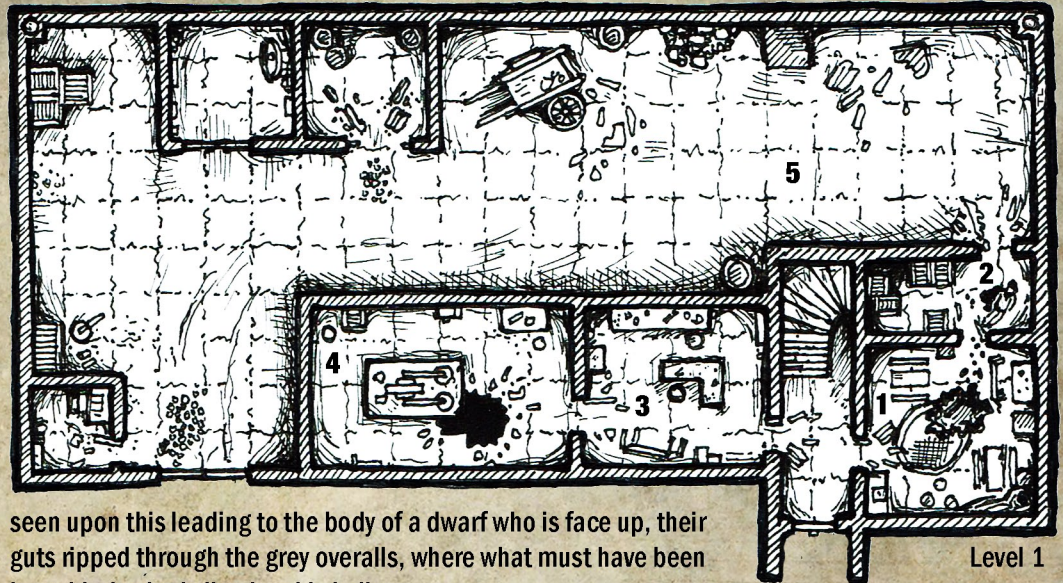
You picture the ragged note nailed to the inn notice board, "Exterminators needed," was the bold title and beneath some dwarven scrawl. You had passed it to the Keeper behind the low bar, a rotund Dwarf wearing a leather apron. His fat fingers traced across the text as he read, "We need a group of capable persons to rid the White Mesa Waterworks of an unpleasant infestation." The dwarf peered up at you from beneath a raised eyebrow, "This explains a lot. We're having trouble with the water supply in these parts. It says to meet the landowner at the waterworks at 6 o'clock on an evening." You glance at the tall clock by the door and see you have a few hours.

Now you stand before the imposing red brick structure, having spoken to Glendal Pogman who hurriedly disappeared after explaining something about giant bugs and dead bodies but not before holding out a golden watch. "This is all I have I'm afraid, but it is very valuable. Will it be enough? You can also take what you want from the cash box in the office." He forces a smile and says, "They're trapped in the building and yard." He handed you a large key and was gone.

The sturdy wooden door is obviously an impressive barrier, huge thick hinges and iron slats have kept in whatever is inside the building. You slide the key in and turn, a loud click signals the precision dwarven metal work. It opens as if floating on air, silent and perfect. Beyond the light of the day streams into a hallway. There is a flurry of wooden splinters and debris on the floor. A flight or plain wooden stairs curving up to the next level. There is the smell of death here.

1) This is the messroom. The door has been smashed in from the hallway. There are a number of low benches and long tables, with plates and forks scattered across their surfaces. The detail that draws your eye first is a large pool of drying blood splattered on a hessian mat. It is as if meal time had been fatality interrupted. The blood trails across the room to another smashed in door.

2) This small store room is stacked with crates and debris for the door has been blasted inwards. A trail of blood can be



Level 1

seen upon this leading to the body of a dwarf who is face up, their guts ripped through the grey overalls, where what must have been huge blades had sliced up his belly.

3) This is obviously a workshop with dwarf high tables and stools scattered around the well-lit space. Large windows with lead frames have been smashed but not broken through, the metal having been bent by a mighty club. There are hundreds of iron and wooden tools lining the walls and a fair few scattered across the deserted tables. One of these is smashed on its side. The remains of a door at the far end of the room are disarray on the floor.

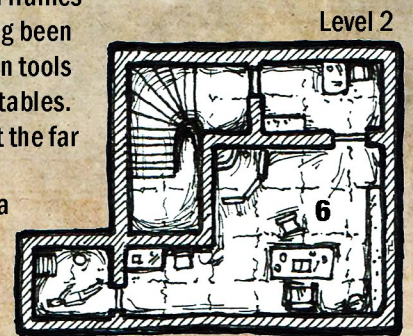
4) It's obvious this is the pump room for in its centre stands a wooden box frame, open sided, to expose two large pistons, entering tubes and a wheel sat between them, on its side, and connected by smooth rotary arms, a feat of dwarven engineering. This is where the dwarves had driven

down long shafts into the chalk hills or mesa, plunging into the underground aquifer. The pistons were then used to bring up the water. There is a large smashed whole at the foot of the machine and as you enter a creature emerges its antenna probing the air. This is an Ankheg which looks very much like a Praying Mantis, it swings its mighty forelimbs, huge serrated blades, in your direction. You must defend yourself. There is one Ankheg here, but you can add more if you feel the group can handle it. The creatures are coming up from the borehole where their nest had been disturbed by the digging.

5) The enclosed courtyard is a mess. It has a sturdy cobblestone floor which is littered with rubble. Near the east wall an axe sticks in a chopping block and an old cart has a dislodged wheel, the side splintered from a fresh impact. There are crates, barrels, piles of coal and a guard room by the gates on the south wall. There are two sheds, one is smashed open and is dark inside, the other is closed. Place Ankhegs here as you see fit. The guard post is empty but for a few stray coins.

6) Upstairs they find the place untouched. The first door at the top of a plain landing opens into an annex room with a small desk and chair. The door immediately to the right goes through to a main office. Here the short desk and chairs clearly say dwarven and the bookcase to the left is full of leather tomes. These appear to be about engineering. The floor is carpeted, the walls tiled in glossy green and a floral screen to the right obscures a wall set basin. Beyond is a small storage room.

This the crucial moment for here in the small room is a dwarf slumped against the wall. His eyes are clouded with death, his hair braided into tight plaits. Beneath a thick beard his neck has been slit, the now dry blood having stained his smart shirt and waistcoat. A broken chain hangs from a pocket. He has been murdered. The watch that was given to them outside matches the chain. This is the set up. There is a noise outside, a group of men waiting to apprehend the adventures for the murder of Glendal Pogman, the man laying dead before them. What will the party do?



Level 2