

## Dancing Lights

Ingaa Shalebreaker (dwarf/scottish), head of Engineer's Guild; thankful for safe arrival of her components.

Interested in another endeavour? Friends with the Bryants, who run the Angry Hag Inn; could swing you a couple of days free board.

Strange lights and noises down by our water harvester have been spooking my workmen, and now one of my engineers has been missing since this morning. The guards don't have time to investigate 'dancing lights', and I've no time for anything.

Taken down the main streets and through the guardhouse gate, Ingaa tells the guards Neddie Blake and Garrett Haden that they will investigate the issue themselves. Guards doubt their trustworthiness.

The harvester is a large persian wheel, guiding buckets along a shaft and dumping the water into an arrangements of pipework. Used for drinking, with the surplus clearing out the waste-works.

A robust Iron gate bars the entrance, for which Ingaa produces an impressive key. Call the guards when you're done, and they'll let you out; the gate locks behind them.

Stone steps spiral down around the rope-linked containers, leading to an open area around a large waterwheel. The currents of the subterranean river appear strong, and the water exits back into the rock.

You see a man slumped over against the wall, with his toolbox open a wrench in his hand - out for the count.

Child-like laughter is heard, and blue/green lights appear down a passage; a faerie creature drifts into the opening, and another rises up out of the water. Two more slowly circle the party; these are forest sprites. The lead sprite flashes orange and pirouettes, throwing a pebble at the closest party member.

If engaged, the sprites blink to red in turn. Blowing dust into faces for Colour Spray, or spinning and throwing stones for ranged; tiny slender daggers for melee.

If dialogue is opened, the sprites will cast imagery into the minds of the party; the image of dilapidated buildings amongst woodland, of open graves, and of a tattered sign reading 'Gresfall'.

Returning if completed leads to discovery of a small mound of gold dust (240gp worth).

Oakmist woods, rolling fog, absence of any bird noise, skeletons, gemstones, snapping twigs perception check, figure in the trees.