

FACT SHEET | OPERATION PUZZLEBOX | PAGE 1

DAY 0 [SUNDAY, FEB 20TH, 2024]

1. The rainmaker reveal is to take place on the first day of Founder's Festival, 7 days from now.
 1. The rainmaker's inventor is Nubin Ahmin-Geb of Amantia (with education period in Illium, source of design for the machine is unknown).
2. There are external instigators of unrest: Tiefland Hansa, Society of Enlightenment.
3. There is a powerful astrologer working against your plans. Whoever they are, they should be recognizable by Alessi if engaged in conversation.
4. Found an Ally: Jasmeen Ressam Siham (a caravan merchant from Illium, who trades in high quality goods that are not legal in Illium).
 1. [Day 1] Jasmeen is in trouble with Wafiyy Kateb Grazza, a Tiefland Hansa rep, a gangster, who reneged on a deal, took over significant portion of her goods, and is making unwelcome advances on her.
 2. [Day 1] Wafiyy Kateb Grazza is protected by thugs. He operates from White Flask Inn.
5. Guilliame, Lucca and Jasmeen stay at Fox and Cat Inn (well-to-do merchants) - only two days due to expensive prices, while Alessi and Osir house at the Illium Garrison.
 1. Fox and Cat Inn offers a Meetup Evening on Tuesday.

DAY 1 [MONDAY, FEB 21ST, 2024]

6. Established that Illium garrison notables are unhelpful.
 1. Lieutenant Sane Puglessi does not want to get involved, but he is open about this. He shares information.
 2. Sofiane Aym Minou, the commandante, does not want to even meet the team from Illium.
7. Found a Contact: Hamden Benida & Selima Sidi Amgouds, a pair who run local press manufacture at Opal-Mullins. They have provided letter of passage to Sousberg-Mercier schools.

8. Found a Contact: Arlo DeVance, Opal-Mullins wealthy information broker, who is seriously concerned that there is something unwholesome going on with this rainmaker gimmick.
 1. The presentation of the prototype was successful despite calamity (onlookers caused the boats to sink, many people died, the inventor survived).
 2. Nubin Ahmin-Geb of Amantia is the inventor. He has a strong backing of Sousberg-Merciers (family of Mages, who also manage water supplies). They helped him make the actual rainmaker.
 3. He wrote a letter of recommendation for Sousberg-Merciers requesting access to Illium team.
 4. He shared that the youngest generation of prominent families are spending time in Water Church.
9. There are dangerous goings on after dark, the people are highly vexed after second year of drought. A smog in the evening is the norm.

DAY 2 [TUESDAY, FEB 22ND, 2024]

10. The priest in the Church of Water, is one Kernane Zoghbi. Originally from Honeycomb, he arrived to Amantia to take over after previous cleric was accidentally killed in an unrest (a group of people demanded water from church cisterns, and he fell into the waters).
 1. The Water Church is ruined apart from two pylons flanking the entrance (the priest lives in the right pylon, guest quarters are in the left-most one, bottoms of both pylons are used by church water tanks, the attics of both pylons are used as water condensers).
 2. Guest quarters house a library with trivial literature. The library however smells of various incenses and strong medicine that may take away one's senses.
 3. Guest quarters are used by youngest generation of founding families to socialize.
 4. The waters are contaminated with dangerous micro life forms that quickly dissolve organic material.

FACT SHEET | OPERATION PUZZLEBOX | PAGE 2

5. Their life forms are apparently compatible with Water Priest Memory Storage rituals, as they transformed former water priest into a hulking humanoid that visits the church at night demanding to see its brothers and sisters.
6. The church interior is covered with rubble from collapsed roof. It is only partially removed.
7. You can stay here until the end of Founder's Festival and get meals if you clear the rubble.
8. House servant of Kernane attempted to poison you during Kernane's absence.
 1. It was plant-based poison used in assassinations by Hungry Brotherhood. Chief ingredient of the poison is Sweet Yellow-Orange Water Mushroom.
 2. When engaged in combat, the servant degraded into slimy humanoid with additional part of arms with thorny bone outgrowths on its stomach. She was agile, strong and fragile.
 3. There were several traps in the rubble the characters were supposed to clean up.
 4. On the other side of the rubble there was a room (accessed over narrow ledge), from which secret door led to underground basement filled with brass tanks and electric machinery. One of the tanks contained a slimy humanoid who tried to attack on sight. The basement was demolished using military-grade explosives.
9. The characters recovered incomplete handwritten research documentation on using liquid from Amantia's lake to replicate and program sentient lifeforms. The research was not entirely successful – the copied lifeforms were not stable, prone to limitations (mute, various nervous system deficiencies, cogitation issues, regressed physically and psychologically when faced with overwhelming stress). The author hoped to eventually create perfect controllable copy.