

DIE HÜTTE IM NEBEL

Ein S&W-Abenteuer (Stufe 3) im Bruxensumpf

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Der Bruxensumpf, ein systemagnostisches

Fantasysetting:

www.pest-und-schwefel.de

DIE HÜTTE IM NEBEL – EIN BRUXENSUMPF-ABENTEUER FÜR SWORD & WIZARDRY

„Für meine alchemistischen Studien brauche ich einen Tiegel der Sumpfsalbe, welche die Hexen herstellen. Aber keine einzige ist bereit, sie mir zu verkaufen. Zum Glück habe ich von einer verlassenen Hexenhütte nordöstlich vom Trollloch gehört. Wenn ihr dort noch einen Tiegel findet, zahle ich euch einen guten Preis dafür.“ Die nichtbinäre Elfenperson Carviel Falangon, Besitzer*in des Ladens Allerlei Alchemistisches in Nexhafen hat der Abenteuergruppe ein gutes Angebot gemacht (pro Person 50 GM und ein zufälliger Trank). In der Nähe der Hütte angekommen stellen die Charaktere fest, dass eine Sturmflut vor ein paar Tagen die Gegend mit Brackwasser geflutet haben. Das Wetter ist windstill, dafür aber neblig (10 m Sicht). Hier und da ragen Bäume und trockene Areale aus dem Wasser. Hoffentlich steht die Hexenhütte auf einer dieser Inseln.

Fortbewegung

Ein alter Echsenmensch (groß, stark verhornte Schuppen) namens Zar'tass Froschmoor leiht oder verkauft den Charakteren seinen Kahn. Sie können also durch den Nebel staken.

Was sie nicht ahnen: Ein Meertroll treibt sich hier herum. Sind sie freundlich zu Zar'tass, erzählt er ihnen, dass er sein Gebrüll gehört hat.



erstellt mit Inkarnate

UMHERSTREIFENDE MONSTER

Überprüfe alle 3 Phasen, ob die SC auf umherstreifende Monster treffen (1:6).

1W6 Begegnung

- Der Meertroll kommt näher. Sein Gebrüll ist zu hören und die nächste Begegnung ist mit ihm.
TW 5+2; RK 5 [16]; A 2 Klauen (1W4), Biss (1W6); BW 12 (auch Schwimmen); RW 12; HG/EP 7/600; BES: Feuerempfindlich, Regeneration (3/TP Rd. in Meerwasser, 1TP/Rd. in Brackwasser)
- 1W3 Kampfkröten

- TW 2+1; RK 8 [13]; A 1 Biss (1W4); BW 12; RW 16; HG/EP 3/60; BES: Lähmgift (RW oder 1W4 Rd. gelähmt)
- 3 treibender Baumstamm mit 1 Stinkaffen
TW 2+2; RK 7 [12]; A 1 Biss (1W4+1); BW 12; RW 16; HG/EP 3/60; BES: Gestank (RW oder -4 auf Würfe, 1 Aktion für Sammeln und neuen RW)
- 4 2W6 Riesenmücken (Werte wie Blutmücken)
- 5-6 1 Moorlicht (wie Irrlicht) ist in der Ferne zu sehen.

1. Die Ziegeninsel Hier lebt die Ziegenhirtin Ota mit ihren 13 Ziegen. Manchmal schnappt sich der Troll eines der Tiere. Ota hat bis vor kurzem immer ein großes Feuer angezündet, wenn der Troll auftaucht, aber jetzt ist ihr Holz aufgebraucht. Nun versteckt sich immer in einer Felsspalte bis er wieder weg ist. Sie hat Sagen von den magischen Steinen der Gegend (Steinkreis, Krötenstatue) gehört, weiß aber nichts genaues.

2. Der Steinkreis Ein Hain toter Bäume umschließt einen Steinkreis. In ihren Kronen sitzt ein Schwarm Seuchenvögel (TW 1W4; RK 7 [12]; A 1 Schnabelhieb (1W3); BW Fliegen 12; RW 18; HG/EP 1/15; BES: Untot, Sumpfsieche*). Sie attackieren alle Lebenden, die die Insel betreten. Das Innere des Steinkreises ist sicher vor Seuchenvögeln, Siechenzombies und Pestdämonen. Der Altar dort kann möglicherweise ein Lebewesen von der Sumpfsieche heilen, wenn es während einer Tagundnachtgleiche blutbedeckt darauf liegt.

3. Kröteninsel Im Tümpel in der Inselmitte hocken 3W4 Kampfkröten, die das Brackwasser nicht mögen. In der Mitte des Tümpels steht eine magische Steinstatue in Gestalt einer Kröte. Wer sie berührt verwandelt sich für W12 Stunden in eine Kampfkröte. Der Meertroll hasst den Geschmack von Kröten und würde keine fressen.

4. Sandbank Über dieser flachen Insel tanzen die Moorlichter. Wer sie mit dem Kahn überqueren will, bleibt hängen und braucht 1W6 Phasen, um ihn wieder flott zu kriegen. Am Baum wächst Pelziger Affenpilz (Stinkaffen sind verrückt danach).

5. Insel der Stinkaffen In den Bäumen hält sich eine Horde Stinkaffen auf. Sie attackieren Humanoide, die sich in der Unterzahl befinden.

6. Die alte Hexenhütte Hier ist nahezu alles verrottet – bis auf einen Tiegel Sumpfsalbe mit drei Anwendungen unter einem alten zusammengebrochenen Regal. An einer Wand hängt ein Stinkaffenmantel.

Der **Stinkaffenmantel** ist aus schmutzig-weißen Fell hergestellt und riecht recht unangenehm. Wer ihn trägt, ist selbst immun gegen üble Gerüche und kann einmal am Tag eine Gestankaura um sich herum erzeugen, die so wirkt wie die Ausdünstungen der Stinkaffen.

*<https://pest-und-schwefel.de/die-sumpfsieche/>

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