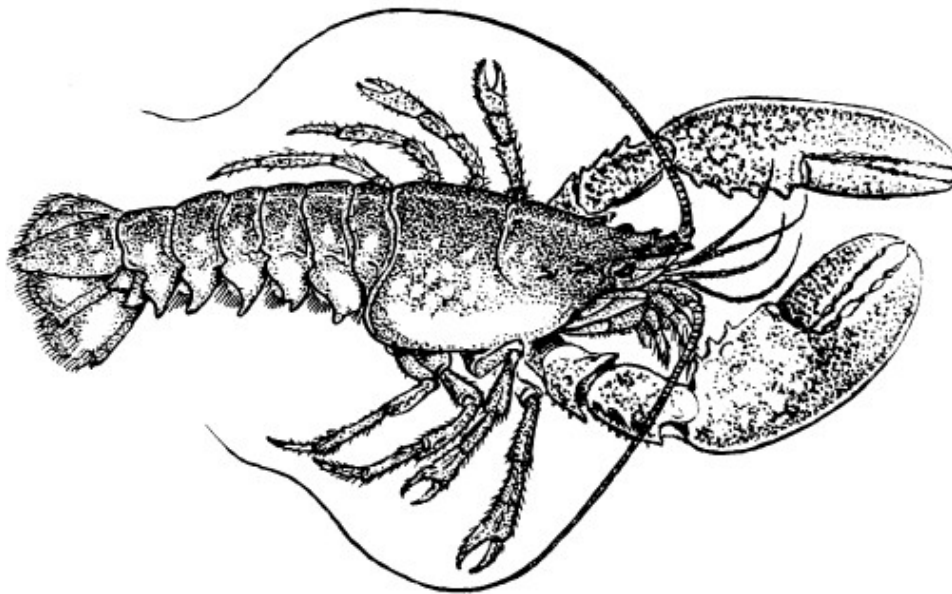


# DER SEUCHENKELLER

**Ein S&W-Abenteuer (Stufe 4) im Bruxensumpf**

**von Fabian W. W. Mauruschat**



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**Der Bruxensumpf, ein systemagnostisches**

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## DER SEUCHENKELLER – EIN BRUXENSUMPF-ABENTEUER FÜR SWORD & WIZARDRY

Die SC wachen angekettet in einem Keller in Nexhafen auf. Sie können sich nur undeutlich an den vergangenen Abend – vielleicht in einer Taverne? – erinnern.

Entweder sind sie mit dem Seuchenkult aneinander geraten oder sie sind nur Zufallsopfer: Auf jeden Fall sind sie jetzt Gefangene in einem geheimen Unterschlupf des Kults und sollen bald mit einem dämonischen Ritual in Siechenszombies verwandelt werden.

**1. Die Zelle** Hier erwachen die Charaktere im Dunkeln ohne ihre Ausrüstung. Je nach erwünschtem Schwierigkeitsgrad sind sie mit einer bis vier Gliedmaßen an eine Wand gekettet. Die Gittertür im Norden ist der einzige Ausgang und von außen verriegelt. In einer Ecke liegt eine halb heruntergebrannte Fackel. Bis zum Beginn des Opferrituals dauert es noch drei Stunden. Bis zum Beginn des Opferrituals dauert es noch drei Stunden. Dann betreten pro Charakter ein Scherge (Wert wie **Räuber**) sowie zwei **Akolyt\*innen** die Zelle, um die Gruppenmitglieder nacheinander einzeln in den Ritualraum zu führen und zu opfern.

Akolyt\*innen (MEN ZAU 3): TP 10; RK 9 [10]; A 1 Dolch (1W4); BW 12; RW 13; G C; HG/EP 4/120; BES: Zauber (3/1), RW +2 gg. Zauber. Zauber: 1 – Magisches Geschoss (x2), 2 – Stärke.

**2. Kadaverhundezwinger** In diesem Raum liegen 3 **Kadaverhunde** (TW 2W+1; RK 7 [12]; A 1 Biss (1W4+1); BW 10; RW 16; HG/EP 2/30; BES: Untot, Sumpfsieche\*). Sie sehen aus und riechen wie große verwesende Hundekadaver, erheben sich aber, sobald die Gruppe den Raum betritt und greifen an. In einer Kiste befinden sich die Ausrüstungsgegenstände, die die Charaktere direkt bei sich getragen haben.

**3. Flur** Betritt jemand den Flur, erscheint eine Illusion mitten im Gang: Ein blutiger Schädel, der „Preiset Dilariel, die unsterbliche Pestkönigin, die Gebieterin der Seuchen!“ ausruft und sich dann wieder auflöst. Kommt dem jemand nach und spricht eine Lobpreisung Dilariels aus, entzünden sich die Fackeln an den Wänden.

**4. Vorraum** Wandmalereien zeigen eine mit Geschwüren übersäte Dämonin, die auf einem Thron aus verrottendem Fleisch sitzt und von verwesenden Untoten angebetet wird. In einer Kiste liegen die restlichen Ausrüstungsgegenstände der Gruppe, außerdem ein Bündel Dilarielspfeile und eine Flasche Dilariels Kuss. Natürlich hängen hier drei rostrote fleckige Roben an einer Wand.

**5. Ritualraum** Auf dem Boden ist ein zehnzackiger Stern in den Boden eingelassen, in seiner Mitte steht ein mit Blut überkrusteter Steinaltar. Drei Scherg\*innen und zwei Akolyt\*innen bereiten hier das Ritual vor. Sie greifen sofort an, wenn sie die Flüchtenden sehen. Einer der Schergen trägt eine Gugel der Seuchenknechte. Auf dem Altar liegt

ein Buch namens Codex Regina Pestis, das 13 unheilige Opferrituale der Seuchenherrin beschreibt.

**7: Überfluteter Keller** Dieser Keller hat einen Durchbruch zum Meer und bietet eigentlich eine einfache Fluchtmöglichkeit. Aber ein **Riesenhummer** hat sich hier eingenistet und verteidigt sein Gelege im Wasser gegen Eindringlinge.

Riesenhummer (TW 5; RK 3 [16]; A 2 Scheren (1W10); BW 10; RW 12; HG/EP 7/600; BES: Festhalten. Mit einer Wahrscheinlichkeit von 25 % wird bei einem erfolgreichen Scherenangriff das Opfer an einer Gliedmaße festgehalten. Ermittle zufällig, ob linker/rechter Arm oder linkes/rechtes Bein fixiert sind. Das Opfer erleidet jede Runde automatisch 1W10 Schaden)

**Dilariels Kuss:** Dieser Zauberspruch verleiht Immunität gegenüber der Sumpfsieche – zumindest so lange, wie Dilariel das will. Der Geschmack ist erstaunlich süß. Eine Nebenwirkung sind allerdings nässende Pusteln an einem zufälligen Körperteil.

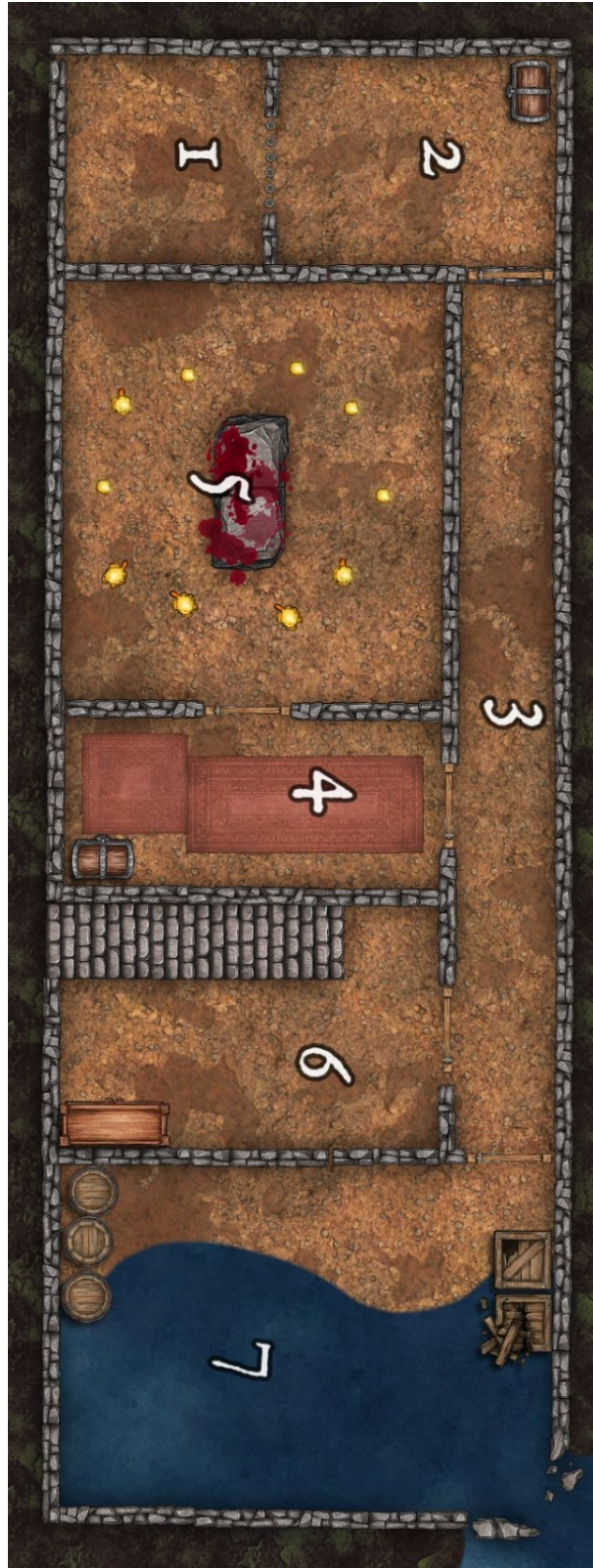
1 Gesicht	4 Hintern
2 linker Arm	5 linkes Bein
3 rechter Arm	6 rechtes Bein

**Dilarielspfeile:** 7 Pfeile, die bei einem Treffer zusätzlich 1W6 Schaden verursachen. Siechenszombies, Kadaverhunde, Seuchenvögel und Pestdämonen sind gegen ihren Schaden immun. Der siebte Pfeil ist verflucht. Er trifft ein zufälliges Opfer und verursacht 1W6 Siechpunkte\*.

**Gugel der Seuchenknechte:** Wer diese diese rostrote, fadenscheinige Gugel trägt wird weder von Siechenszombies noch von Seuchenvögeln oder Kadaverhunden angegriffen. Greift man ein solches Wesen an, während man die Gugel trägt, geht diese in Flammen auf.

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

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