

Sojourn #4: Sewer Digging

Overview: This adventure was originally part of *The Gryphon Watch Adventures* for *Mythweaver* 1E, but has been cleaned up for Second Edition. This adventure is for four heroes of level 2.

Setup: As part of a project to improve Gryphon Watch Keep and make it more hospitable to travelers (with his eyes always on making more money), Lord Marakev has begun an operation to construct a small series of sewers beneath the central street and market of the keep, so that (especially during midsummer festival), visitors are more likely to stay within the keep and enjoy all it has to offer. To this end, he has hired six dwarves to dig into the solid stone underfoot and construct this complex. The dwarves were undertaking daily forays underground, returning at night to rest and eat before continuing work the next day. Three days ago, however, the dwarves went down into their growing complex, but did not return that night. At first, people thought they were simply busy working, but have now begun to fear the worst. The heroes have been offered 10 gold each to enter the new sewer complex and to see if they can figure out what may have happened to the dwarves.

Notes: The dwarves were digging in the northeast corner (area 3) when a small cave-in occurred, and one of their number died. As they lifted the stones off of their fallen comrade, he sprung to life, and began feverishly working to break the wall to the south (into area 4). The dwarves didn't realize until they were through the wall and into area 4 that they were near an ancient temple complex, or that their fallen comrade was now arisen as a ghoulish. The temple is the host to a gemstone of evil: *The Gem of Skulls*. Now, the remaining dwarves have barricaded themselves into area 3, but are exhausted and starving, too weak to do anything but take shifts holding their makeshift barricade against the forces now set loose from the temple complex.

Encounter Areas

1. Entry

This is a 20' drop from above, and requires a rope (DT 6 climbing roll to descend). Once in this area, characters will be able to hear the sound of scraping or scratching from the south and around the corner.

2. Spider Lair

A spider (tomb creeper- see page 90) of exceptional size lives here now, having been set free from the tomb, beyond. This creature is level 4, with PWS 7; STA 7; health 50. It has created a 'false spider' out of materials it has found, and there appears to be a spider in the web at the far end of the hall. In fact, the spider is hidden in a

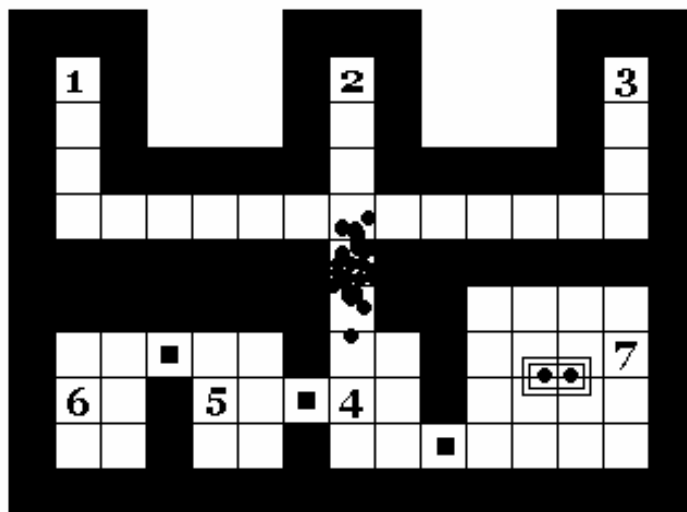
small alcove (requiring a DT 10 INT roll to see overhead if looking) at the entry to the hall (over the crossroads where the rubble ends). The spider will wait until its 'nest' is attacked, and then drop on those in the hallway below. Hidden in the alcove, the spider has three gemstones each worth 4 gold. Defeating this spider is worth 5 hero points.

3. Dwarven Barricade

The remaining five dwarves have barricaded themselves here, but are being attacked constantly by their fallen friend. The dwarves are in the furthest end of the hall (in the final unit), and the dwarven ghoul is clawing at their makeshift barrier (a pile of mining gear and wooden boards they have fastened together with rope). The ghoul has its back to the heroes as they come around the corner. The dwarf is a normal ghoul (page 106) but has 35 health. He is wearing rags (as are all the dwarves working here). If they are freed, they will thank the heroes and flee. None is in any condition to fight, and cannot aid the heroes further. Defeating the dwarven ghoul and freeing the other dwarves is worth 5 hero points.

4. Empty Entry

This area was once the entry to the temple, but is now filled with a thick mold. The mold is harmless, but is a deep blue and radiates a soft light. It will burn if set ablaze, but any character exposed to the toxic fumes from burning mold must roll STA (DT 8) or lose 1 point of MGT and STA for D4 days.



The Sewers Beneath Gryphon Watch

5. More Spiders

The door to this room is locked but not trapped (DT 8 to pick or force). A pair of thin tomb creeper spiders (health 19 each; page 90) picks over the bones of a human who has been dead for centuries. The human is wearing armor and weapons that have completely degraded, with one exception: in its ruined backpack is a vial with an adept potion of MGT (+2 to MGT for 1 turn). Defeating the spiders is worth 5 hero points.

6. Former Entry

This was once the way that visitors entered the temple. There was once a ladder in the west wall leading to a trap door in the ceiling, but the ladder is completely rusted and several rungs are broken off, and the trap door in the ceiling was sealed and covered in 20' of rock during the Great Reckoning. There is no way to open the trap door, and no way to leave through this chamber.

7. The Temple

The door into this room is locked and trapped (DT 8). The trap and will release a poison gas filling one unit in front of the door if set off. The gas forces a DT 8 STA roll. Those failing this roll suffer 6 points of damage for 2 rounds. The door may be forced with a MGT athletics roll (DT 8), but this will automatically set off the trap if not already disarmed.

Here rests *the Gem of Skulls*. It is atop the altar at the center of the room (see below). Nine skeletal minions are posed as statues around the room (page 106), but will animate and defend the gem as soon as the door in the southwest corner is opened to protect the gem. Defeating the skeletons and recovering the gem of skulls is worth 7 hero points.

The Gem of Skulls

The Gem of Skulls appears as a large black obelisk, nearly 6" long. Once per day, this magical gemstone will turn one corpse within 12 units into a ghoul. This happens automatically after midnight. The gemstone has a durability of 25/50, and may only be struck by magical items or spells. It may be beyond the abilities of the heroes to destroy the gem, and this may require a special quest or journey to complete. The gemstone is worth over 100 gold to the right buyer, but the gemstone will definitely prove very deadly in the hands of the wrong character. Even a lesser evil lord could build an army of ghouls quickly. If the heroes are foolish enough to sell the gemstone, they should live to regret it...

The gem gives no power to control or influence ghouls once created, and this gem could quickly lead to a character's death.

Special Note:

As an evil item, the gem of skulls forces a creature of positive (light) ASP who touches it with bare skin to suffer damage equal to the character's ASP. If any of the heroes die during this adventure (or any of the dwarves in area 3 dies), the gemstone will pulse with blue light, and the fallen creature is reborn at the beginning of the next round as a ghoul. This will happen any time a creature dies within 12 units of the gem, but only once per day. This is true as long as the heroes carry the gem. This could complicate further adventures greatly, as every day the first enemy the heroes kill immediately rises as a ghoul and attacks them.