

the StoneSeeker Crypt

By Thomas Grunberg

A plague is taking its toll on the city. While many survive the disease, some pass away, but there are some corpses that disappear.

After an investigation, the players suspect the graveyard keeper to deliver some corpses to a nearby crypt, that of the renowned dwarven architect Benetryos StoneSeeker.

Benetryos StoneSeeker was the grand designer of the city's early defences. Even today, his name carries significant respect, as the fortifications he has built have saved the city from several attacks from rogue tribes and a neighbouring invasion.

After his passing, many engravings were discovered on the fortifications and on several buildings in the city he had helped build. Those pictures of the city's everyday life betray a remarkable artistic talent that remained overlooked until after he died.

(2) Corridor : This narrow corridor is blocked by eight statues. Each pair exposes a riddle and an alphabet on their shields, to answer the riddle. If answered correctly, the pair of statues animate and lets the players pass. If answered incorrectly, they strike once with their spear and resume their blocking stance.

Riddles :

- *I have three lives. Delicate enough to caress the skin, light enough to touch the sky, strong enough to break a mountain.* (Answer : Water)

- *I will be yesterday, I was tomorrow.* (Answer : Today)

- *You must keep me after you have given me.* (Answer : Word)

- *I have a cap but no head. I do not fear the light but enjoy the darkness. I bring happiness to the wise and death to the ignorant.* (Answer : Mushroom)

(3) Cenotaph : A sarcophagus sits in the middle of the room. If opened, it is empty. The walls are engraved with scenes taken from the life of Benetryos. The room is otherwise empty.

On the side wall, a secret entrance can be found by a moderately difficult search check or by following once again the footsteps on the dusty ground. Also, anyone familiar with Benetryos' life will see the scene on that wall is fake and pressing a specific brick will open the secret entrance.

(1) Entrance : A sarcophagus sits in the middle of the room. If opened, it is empty. The walls are engraved with scenes taken from the life of Benetryos. The room is otherwise empty.

At the opposite of the entrance, a secret door leads down. It is hinted at by footsteps on the dusty ground, but can also be found and opened by a moderately easy search check.

On the side wall, another secret door, much harder to find, and needs a special key to open (see room 4). The keylock is a small depression on a scene depicting a beach.

(4) Treasure room : Upon entering, the group is attacked by six zombies and a woman. The woman is a corrupt lieutenant of the city guard who has been stalling the investigations ; she will surrender if badly wounded, and reveal she has been paid to hide the trails linking the disappearing corpses and the crypt. She wears a magic stealth cloak, and has 3d10+10 gold and the key needed to open the side wall door at the crypt entrance. The key is shaped like a sea shell.

The room contains only a stone chest that was used to store Benetryos' earthly possessions. It has been looted a long time ago, and it is empty. However, a magical stone hammer (+1), stuck to the side of the chest, can be mistaken for an engraving.

(5) Final restplace : Upon entering, the players are attacked by four zombies, an ogre zombie and a necromancer. She will neither negotiate nor surrender.

A sarcophagus sits in the middle of the room. If opened, it reveals the body of Benetryos StoneSeeker. The walls are very finely engraved with scenes taken from the life of Benetryos, along with poems written by nobles who admired his work before his passing.

On a side of the room, the necromancer has installed a small living area ; a sleeping bag, a table with many notes, her spellbook, and some everyday supplies, including a small stash of gems (3d10+10 gold in value).

The notes reveal the necromancer was doing some necromantic research.

