



The
Trollish
Delver

No Fences to Mend

Kopfy's Swamp of Doom Pt. I



No Fences to Mend

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Trollish Delver Games

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No Fences to Mend

The Swamp of Doom, Part I

By Tom K. Loney

A 3rd- to 4th-level scenario for Tunnels & Trolls™ 7th edition or higher, specifically created for Trollish Delver Games™.

Abstract:

This scenario is set in Scott Malthouse's Peakvale campaign. It can be incorporated into any other T&T world, such as Trollworld™ or Elder™, but please check Trollish Delver Games for more details.

The delvers (PCs) should have either Combat Adds of 40 or the ability to cast at least a couple of 3rd-level spells.

It should be noted that while this scenario is designed for the T&T 7 and 7.5 editions, it can easily be adjusted to work with any edition.

Tom K Loney
February 2012



Scott M. after playing-testing.

Featured Creatures

Wood Elf

MR 30 and up (4d+15 to begin with)

St x1	Con x1/3	Dx x1	Sp x1*
In x1 1/2	Lk x1 1/2	Ch x2	Wiz x
Ht x1	Wt x2/3		

*Unaffected by thicket or snow obstacles

Notes: While all elves are elves, the reason some have an adjective in front of their name is because of special abilities that give that particular bunch specific advantages. Some are based upon terrain while others are based on less tangible factors. In the case of "wood elves," their specialty is the ability to move without impediment in wooded terrain through the thickest areas and in the worst weather.

Bosk

MR 70 and up (8d+35 to begin with)

St x3	Con x13	Dx x1/2	Sp x1/2
In x1	Lk x1	Ch x1	Wiz x1
Ht x3	Wt x4		

Armor: Skin worth 3 points of damage

Notes: Also mentioned in whispers as "Barkers," "Tree Folk," "Arborans," and "Sliv," bosk are human-sized tree folk that tend to dwell in the thickest of wooded areas. They look like small trees when holding still, and they can move silently in any wooded area, only making themselves known to those who prove to be tree-friendly over decades. Many an overzealous lumberjack's mysterious disappearance can be attributed to the bosks' presence in the area.

Wook

MR 50 and up (6d+25 to begin with)

Halfling "Antler-Head" Form

St x1	Con x1/3	Dx x1	Sp x1
In x1 1/2	Lk x1 1/2	Ch x2	Wiz x2
Ht x1	Wt x2/3		

Reindeer Form

St x1	Con x3	Dx x1	Sp x4
In x1/2	Lk x1/2	Ch x2	Wiz x1/2
Ht x1	Wt x2		

Notes: Also called "Elk Kin," "Were Reindeer," and "Antler-Heads," this kin appear as deer-like humanoids when they are not on the move. The males retain their antlers when in this form, but otherwise resemble grungy elves. It shouldn't be surprising that these folk tend to like remote areas. They refer to wood elves as "city dwellers."

A little about Gnarlay Wood, the Green Fists, and Peakvale Vulgate:

About two days out of Lowhollow, on the way to Redmarsh and Lake Bloodmoon, lie Mount Dath and Elp's Climb. Between these two snowcapped mountains, the Gnarlay Wood is settled. The dominators of Peakvale give these forests and their surroundings some room, not only because of the ork-kindred bandits (humans, urooks and hobgoblins) that prowl the roads or thereabouts, but because of the lueresa elf clan that dwells within the forests proper.

In ancient times, the lueresa, literally translated as "Fists of the Green," ruled a kingdom twice the size of Peakvale. With the elves' nearly immortal lifespan, many of the rulers of that realm are still alive today, after three centuries of watching the humans and hobbs of Peakvale carve out their own nation while destroying much of the beautiful, even if deadly and terrifying, magical wildernesses that they once called their own. So King Hobbletoe and his hegemony have a wary respect of these elves in spite of the constant calls by his more enthusiastic and ethnocentric constituents for removing them from the kingdom if not from the face of the planet.

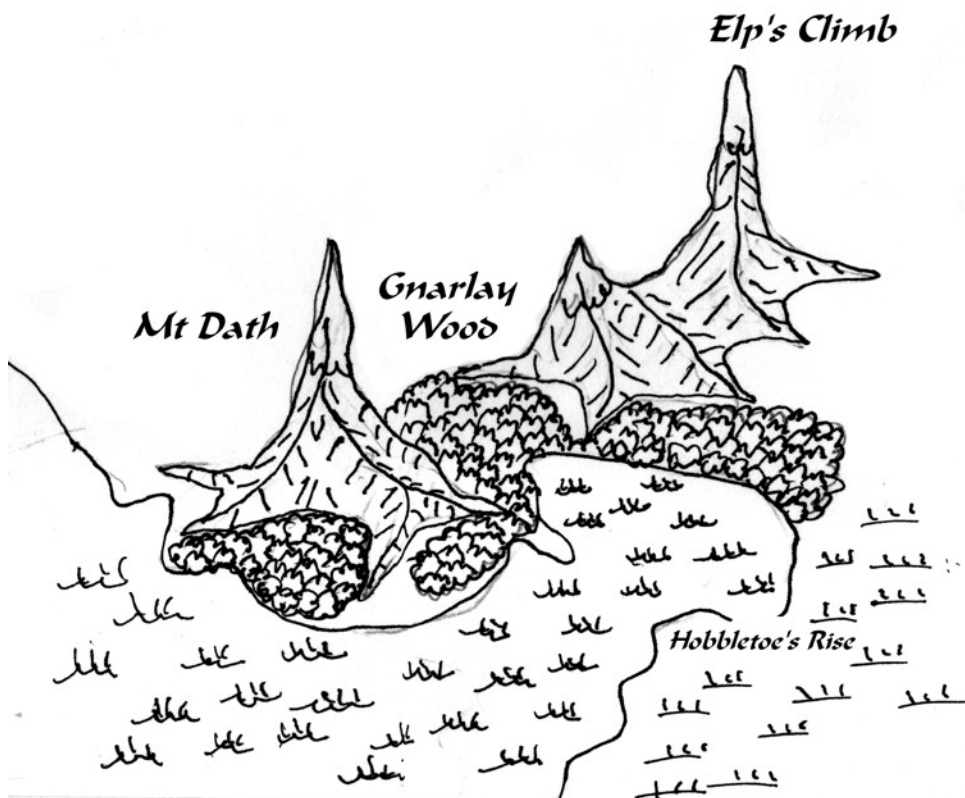
The Green Fists, now settled between two impassable mountains with the hinter bogs that start to form Lake Bloodmoon at their back, and more than a couple wilder, err "Willder" friends, would like to see anyone try.

This tension, mostly fueled and reignited by antagonism from Thornguard humans and hobbs claiming the Green Fists' antipathy towards them as good reason, if not outright provocation, has made its mark on the cultures of both elves and humans. Each claims aggression from the other, leaving room for brutal reciprocal transgressions.

The lueresa call all humans and hobbs "Mundaner" or "Danners," while non-human-like kindred that come to dwell there, including non-Green Fists elves, are referred to as "Muddies." The

names called by the elves that dwell among the Peakvalers are barely audible to human-ranged ears, but listening elves get the gist easily enough. (*Gamewise*: Any elf PC talking to a Green Fists elf must make a 4th lvl SR Ch to avoid being flatly ignored).

While Peakvalers have a few particular epithets for the Green Fists, none is very clever outside of a bathroom stall. "Pointy-ears," used for any elf, is always an open-air favorite. In general, any non-human or non-hobb kin is referred to as "Non-Kin," while those they consider to be straight-out monsters are referred to as "No-Kin."



Intro:

The city-keep of Lowhollow is a big guild town, home to many artisan shops. Merchants traveling to and from Thornguard will stop here to purchase goods, making the artificers' business the main drive of the city's economy. Hence, it is these guilds that determine who the town mayor is going to be, and who gets any sort of city job, such as Fire Watch or Gate Guard.

While the town's human and hobb populations are solidly in the fold of King Hobbbletoe's political leanings, the location tends to attract more than a few non-human-like kindred because of its location near the Peakvale borders with Paddahl and Riggia, as well as its closeness to Gnarlax Wood and the Twins, Mount Dath and Elp's Climb. Many urooks that come here work as manual labor for the artisan houses, though still maintaining ties with their wilder cousins outside of town. Even Green Fists elves will traverse through Lowhollow en route to business elsewhere.

The southwestern portion of Lowhollow is known as "Unhallowed Corners" to the locals. This is where the non-kin of the city tend to settle. The industries requiring the services of the super strong kindred, such as trolls, giants and minotaurs, are located here as well. These industries always involve fire, metal and coal, so there is quite a bit of noise, soot and grime in the area as well. On the upside, the roads tend to be wider here than elsewhere in town to allow for the massive teams of horses and giants walking around. The residential areas, made up of varied buildings that reflect the size of their inhabitants, crop up in between the chimneys of artisan manors. The shops and recreational establishments, the pubs, are noted for their diverse fare and clientele.

And Action: An Evening at the Blue Narwal Inn

This place isn't that novel. Like most of the taverns in the Unhallowed Corners, the Blue Narwal tries to isolate itself from the hustle and bustle going on outside. The building's ground level, made of baked brick and mud mortar, has no windows, but is fairly well lit by "dwarf's breath" (methane gas from a nearby fertilizer factory), which a person entering the place can just smell before being distracted by other things. For travelers looking for lodging, on each of the two upper stories are rooms with shuttered windows and a common bathing room at the end of the hallway.

The Blue Narwal welcomes the non-kin, often employing them as long as they are female and have a Ch of 12 points or higher. Its proprietor, Grander "G-Bell" Bellicose, is more than willing to loan a bit of money to new employees who, of course, become indentured servants if unable to pay. His business specializes in allowing "real people" (wealthy humans and hobbs) to meet and cultivate relationships with the more exotic kin. G-Bell is, in short, a pimp.

Established in a good location, the tavern is the first place adventurers will stumble upon, and until the first minotaur gal gets on to the table to dance, they will be surprised at finding such a fancy place to meet at. But before the PCs realize exactly the sort of place they are in, they will meet a ratling Rogue called Skally "Wag" Shorttail, an NPC that serves as the GM's vehicle for expository dialog on the Peakvale campaign.

Skally "Wag" Shorttail

4th Level Rogue

MR 80 (9d+40)

In 32 Dx 47 Lk 45

Ch 49 Wiz 31

Talents: Roguery Talent +6, Sniff Halflings (were-forms) Wiz +4

Spells Learned: Knock Knock, Lock Tight, Cat Eyes

Notes: This ratling not only survives in Hobbletoe's kingdom, he thrives within it. He's been to every civilized part of it and knows almost every NPC the PCs will run into.

The PCs may or may not befriend Wag. If they do not, a 1st lvl SR will allow them to notice a rather well-heeled woman, looking somewhat forlorn and bored, sitting alone at a table on top of which sit six old (and still full) drinks, all courtesy of clueless tavern patrons trying to get her attention with free booze. Once noticed, she will notice any PC of 1st level or higher, brightening up immediately. Whether or not they come to her, she will make it a point to bump into them.

She will identify herself as Zarra Kamm Demm, an apprentice to the wizard Mazweth of Thronguard. She is looking to hire a group of adventurers to help her get to and from the Temple of the Hag, offering 300 gp to be paid up front and 1,000 more upon her return to Thronguard. When telling any PCs who agree to sign up with her that if they duck out with their initial payment she'll see to it that

they never get to spend a silver of it, she will slip from a rather sweet and naive aspect to a hardened tone.

Wag, of course, will know of Lady Zarra. If the PCs befriend him, he will tell them that she is Mazweth's "left-hand," known to be something of a sorceress as well as an adventurer, and that her influence is such that she needs not make idle threats. He will go on to say that Mazweth is one of the few surviving opposition figures to King Hobbletoe, and reckoned to be as ruthless as the monarch himself is. Of course, all this information can also be garnered from a PC that is from Peakvale with a 3rd lvl SR In or Lk.

Zarra Kamm Demm, Nothing but Trouble

4th level Wizard (see Notes below)

MR 100 (11d+50)

In 32 Dx 47 Lk 45

Ch 49 Wiz 31

Talents: Always Something in Her Bag LK +6, Magic Creature Recognition Wiz +4, Decipher Code and Magic Locks In +5

Spells Learned: 1st through 4th level

Notes: A renowned Wizard, Zarra has had to function as a handicapped Warrior because a part of her soul, the part capable of magic, has been snatched by the Mistress Hag of the Temple of the Hag. Zarra is as tough as her reputation says she is, neither devious nor ruthless, but ambitious and hardened by the cutthroat politics of the Wizards Guild in Thornguard.

Hopefully, the PCs will decide they want to sign up for this adventure. To fully complete the scene, the delvers can use their down payment of 300 gp to buy new equipment and provisions.

Scene 2: On the Road Again

For each PC, Zarra will have donkeys as either mounts or equipment carriers. After all, she will not head out of Lowhollow without looking like a top-notch adventurer—word does get back to Thornguard. This will cause a minor crowd to assemble along the road as the delvers head out of town to the southeast towards the Twins and the wilder areas of the region.

A 2nd lvl SR In will help a PC notice that not all the spectators are waving and cheering; some ork kindred (urooks, swarthy hu-

mans, goblins, and whatnot) are whispering among themselves.

On the first day, the journey from the city gates along the south-eastern road should be uneventful. With each hill that the party crests, Mount Dath will begin to slowly loom larger and larger, and by the evening, Elp's Climb will start to peek out from behind its sister mountain. Throughout the night, the delvers on watch should only encounter badgers or foxes attracted by the smell of the discarded food from the camp.

By noon of the second day, both Mount Dath and Elp's Climb, with the thick forests of Gnarlay Wood between them, will lie directly to the east of the party. To the west of them will be the bandit-infested rolling hills of the Vasthill countries.

The party will come across a promising grove right around lunchtime. During lunch, one of the delvers will notice a rustling in the nearby trees to the east. A 1st lvl SR Sp or Lk (player's choice) will allow a delver to catch a couple small urooks fussing about in the bushes. Upon being discovered, the urooks will let out a cry, suddenly raising their wood and leather shields over their heads. Multiple whistling sounds, about a dozen or so, will be heard all around the party.

Everyone must make a 2nd lvl SR Sp to avoid being struck by an arrow (damage as described in the T&T Rule Book) from the volley coming from the high grass to the west of the group. Anyone struck once must make a 1st lvl SR Sp to avoid being hit by a second arrow, as a dozen more will fall into the party's encampment.

Simultaneously, a war party of ork kindred (a collection of swarthy urooks, hobgoblins, humans, and goblins) will move towards the encampment. Yet this group of bandits is not just a mass of assailants rushing blindly into the fray; they strategically move in from behind while the archers distract the delvers. Likewise, more combatants will show up to ensure that the adventurers lose the battle.

Orkish Raiding Party

MR 30 each

Notes: The GM can add as many attackers as are needed to ensure that the delvers flee into the Gnarlay Wood.

Scene 3: Not in Their Backyard!

(All treasure can be found on the Booty Table)

As the PCs enter the Gnarlay Wood, they will notice wide ancient trees and various copses of thick shrubbery. Leaves cover most of the ground, and the sky above is only rarely seen by travelers in these woods. When those in the party look around, they will not see the path from which they came, though they will still hear their pursuers.

Before long, the chase will give in to the endurance of those involved. The adventurers will notice that the forest has grown thicker around them and that their pursuers have continued to move—or have been moved—farther away from them. Looking directly behind, they will notice that they cannot even see the trails they were following earlier.

After a while, things will quiet down, and as the evening sets in, there will be enough time for a campfire. The GM should allow for full recovery of Wiz and two Hits. The woods are actually a very comfortable place. Game and fresh flora for eating is readily and easily obtained, and the wind will be melodically whistling through the trees. Even the most hardened and/or paranoid delvers will find it difficult not to relax, and upon doing so, they will have completed healing any injuries (Hits) taken before.

The recuperative and relaxing energies teeming in the Gnarlay Wood are the result of the confluence of ancient wilderness and the inherent magical nature of the Green Fists elves. In game terms, it means that when a delver is comfortable in the woods, their recovery of lost Wiz and Hit points takes place at accelerated rates. However, if the denizens of this realm decide that they aren't comfortable with their visitors, things change.

The bosks of the area, the ones surrounding the adventurers and making the forest thick and full around them, will send messages to the Green Fists elves, who will then quickly gather their guardians and select wise men to assess the situation. Since the bosks are not above playing games with the adventurers, a 1st lvl SR Lk or In will allow a PC wishing to do so to detect that many of the smaller trees around him, or her, are changing their positions. One such tree, being singled out, will go ahead and wink at the observer before speaking to all assembled.

"Oh there you are!" the bosc will start. "I didn't see you there. So where have you been lately? What have you been up to? Was it

hard? What are you doing these days?"

This bosk will keep asking questions without answering a single one. And just as the adventurers figure out what is going on, wood elves will start stepping out from in between the trees, many of which will reveal themselves to be a bosk just like the one speaking to them.

Even if no one noticed the playful bosk, a slight rustling of leaves will make the adventurers notice about 15 wood elves that now surround them. Likewise, they will notice that many of the trees, about a dozen and a half, are suddenly changing their positions to reveal that they are indeed humanoids. None looks happy about the uninvited guests.

This encounter is not meant to become a combat-oriented one. By sheer numbers, the wood elves and bosks, once again during the course of this scenario, should be enough to defeat the delvers. And a few of them even have up to 5th-level spells available. But if combat is insisted upon, the elves and their walking tree allies will not be fighting to kill the adventurers. At least until one of them is killed. The stats are as follows:

12 Wood Elves

MR 30 (4d+15)

Notes: When an opponent fails a 2nd lvl SR In, each can slink back into the Gnarlay Wood to come back within five turns fully recovered from any damage taken.

2 Green Fists, Captains of Forestry

MR 60 (7d+30)

Notes: When an opponent fails a 2nd lvl SR In, each can slink back into the Gnarlay Wood to come back within five turns fully recovered from any damage taken. Both can cast three spells up to 3rd level. The GM has to decide which spells a Green Fists elf can use.

1 Druid, Wood Elf Wizard

4th Level Wizard

MR 100 (11d+50)

Notes: When her opponent fails a 2nd lvl SR In, she can slink back into the Gnarlay Wood to come back within five turns fully recovered from any damage taken.

17 Bosk

MR 70 (8d+35)

Armor: Worth 6 points of damage

Notes: When an opponent fails a 5th lvl SR In, each can slink back into the Gnarlay Wood to come back within five turns fully recovered from any damage taken.

1 Bosk Wizard

4th Level Wizard

MR 90 (10d+45)

Armor: Worth 9 points of damage

Notes: When its opponent fails a 5th lvl SR In, it can slink back into the Gnarlay Wood to come back within five turns fully recovered from any damage taken.

Once the adventurers are ready to listen, both elves and bosks will only show their disdain for the trespassers, and will insist that all of them be subjected to expulsion from their territory. This ruling might not seem so harsh at first, but when the elders state where it is to take place, it will draw gasps from those assembled around them because the adventurers will be kicked out at a place called "The Bog of Doom." Any protestations or appeals for a different location will just be ignored.

If the PCs decide to make a break for it, the GM should allow it. Indeed, every clever little trick the players think up should be thought over by the GM, nodded at, and implemented—with all possible AP awarded. However, there will be no escape from Gnarlay Wood, and the elves and their allies will once again engage in a pursuit, with all its noise and trappings, with the same group they encountered before in this scene.

Eventually, the delvers will find themselves caught between the tail end of a herd of reindeer and a thick wall of impassable trees that surrounds them almost completely. A few of the reindeer will casually look at our heroes, nibbling a bit more grass before the herd starts moving in a single general direction without as much as an announcement. Hopefully the delvers will tag along with the herd, or they will face the same group they did before.

If the delvers decide to follow the reindeer, they will be led down a slope until they come to a lake surrounded by cliffs. They will notice a passage towards the west and a waterfall leading back into

the Gnarlay Wood to the east.

This will once again be a rather tranquil scene, but soon something odd will occur. The reindeer will start to metamorphose into humanoids—and into rather elfish looking ones at that. This group of were-caribou will idly look upon the group before them. Only after more than a few awkward moments of silence will one of the wooks speak up.

"Your path lies with the sunset," the leader will say.

The rest of the herd will not only agree with him but will also prevent the adventurers from heading in any other direction; they too live in the Gnarlay Wood and want all outsiders to go away. In case of conflict, the stats are as follows:

300 Wooks

MR 50 and up

Notes: Every tenth one will be a Wizard at d6 level.

Scene 4: A Swamp of Doom

Welcome to the Sodisysius Bog, also known as the "Swamp of Doom," and one of the frontiers of the Wyrd. Despite bordering that bad place, this place isn't a pleasant one even by comparison. As if acting as guardian to the Wyrd, the area is rather deadly and full of nasty things. Here, the GM is encouraged to allow rule mechanics to lethally deal out punishment to delvers not paying attention to things.

At this point, the group will need to get to Hobbletoe's Rise, an area of land that is the farthest point the current King Hobbletoe's great grandfather ever conquered. Sadly, for many of our adventurers, this is a pretty hard task to accomplish. It will take two Terrain rolls and three Encounter rolls to get there, and using the author's matrix for random encounters (The TunnelHack system!) that means things will get colorful.

Terrain (roll d6)

- 1 **Swamp:** A 2nd lvl SR Sp is required of each adventurer to avoid patches of quicksand. Any PC caught in quicksand must overcome it by being pulled out by enough delvers whose St score equals the stuck PC's St and Con scores +2d. But if the rescuers aren't careful, they too can be pulled

in, so a 1st lvl SR Lk is required of any rescuer, unless they think to grab a longer stick or use a rope, to avoid standing at the edge of the grass and mire.

- 2 **Razor Grass:** Tall as a man, it grows in clumps, at about arm's length of each other, in ankle-deep waters. The edges of each blade are sharp enough to cause 2d3 damage. Armor will only absorb as many Hits as its specified total before being considered damaged and in tatters. To move through it, the delvers will have to make 1d SR Sp at d3 level (1-3).
- 3-4 **Swamp** and **Razor Grass:** See individual descriptions above.
- 5 **The Swamp God Temple:** Three paths made of plank and stone lead to this pagoda-like structure that rises above the weeds and waterways of the swamp. Inside the temple is a frog-faced goblin acting as priest and caretaker. A marble statue of a three-faced bullfrog, as tall as two adult humans, sits in the center of the tall room. Each of its faces stares out one of the temple's entrances.
 On a peaceful encounter, the priest, for a symbolic donation, will make potions of healing for the adventurers by rubbing the belly of the statue and singing "It's Not Easy Being Green." He can make up to three potions for each PC, each of varying potency (2d for each vial).
 On a hostile encounter, if the PCs start to desecrate the temple, the priest will fight to the death to protect his charge. If the delvers simply attack the goblin guard, the battle will be easy enough, as the creature only has a MR 30 (4d+15). Hidden treasure throughout the temple is worthwhile: 1d rolls on the **Booty Table** and 2d on the **Little Wonders Table**. However, the Swamp God himself will show up in less than 3d turns (see Encounter below).
- 6 **Swamp:** See description above.

Encounter (roll d6)

- 1 Hunting party of 1d **Wood Elves**. **Plain Old Pillage Table**.
- 2 **Swamp God**.
Big Ass Bullfrog
 MR 1000 (1001d+500)
Armor: Slippery skin worth 4 points of damage

Notes: This giant frog will not come forward and fight directly; it will use its special attacks instead.

Tongue-Lashing of the Gods: All PCs will have to make a 2nd lvl SR Sp not to be a target of the creature's snatching tongue. Any and all failing the SR will be snatched up and crushed by the organelle, taking 17d damage. The next turn, the gigantic amphibian will be busy swallowing its catch. But on the following turn, it will be looking for more yum-yum.

Super Sonic Croak: When this bullfrog bellows, all within nine bowshots of it must make a 3rd lvl SR In to avoid being stunned, that is, operating at 1/3 of their In for 2d turns.

- 3-4 **Wook** stuck in quicksand. If the PCs help it, it will guide them safely to Hobbletoe's Ridge. **Plain Old Pillage Table.**
- 5-6 A group of 2d **Frog-Headed Goblins** with a MR 30 (4d+15). **Plain Old Pillage Table.**

That's a Wrap:

If the delvers were being pursued by the Swamp God, once they reach the ridge and crest Hobbletoe's Rise, they will realize that the creature has stopped chasing them, and that other pursuers won't venture out of the swamp. The surviving PCs will be looking out over the awesome expanse of the Wyrd. The balmy drafts from the Sodisysius Bog and the cooler air from the mountains will provide an area of relative comfort, even with more than a few mosquitoes, fire ants and other biting insects about. Our heroes can recover and refit themselves before continuing on into the depths of the Wyrd.

2,000 AP to all delvers surviving the adventure in addition to those already earned.

Thus ends "**The Swamp of Doom, Part I**"



Treasure

Plain Old Pillage Table (roll d6)

- | | |
|-----|--|
| 1-3 | 2d slivers |
| 4 | 1d slivers and a weapon nicer than the one the PC is carrying |
| 5 | 3d slivers and a gem-laden necklace (meant as a gift to someone else) worth 14 guppies |
| 6 | 2d slivers and 3d guppies |

Booty Table (roll 2d)

- | | |
|------|---|
| 3-4 | Roll twice on the Plain Old Pillage table |
| 5 | Swamp Steel infused Battle Axe (9d+45) that repels mosquitoes |
| 6 | Fur bag containing 400+6d slivers |
| 7-10 | Spell scroll that can teach a 4th-level spell to a Rogue or lower level Wizard |
| 11 | Chest containing 500 slivers and 60 guppies |
| 12 | Spell scroll that can teach a 4th-level spell to a Rogue or lower level Wizard, and a fur bag containing 400+6d slivers |
| 13 | Roll four times for new weapons from the T&T Rule Book |
| 14 | Plus roll twice |

Little Wonders Table (roll 2d)

- | | |
|------|--|
| 3-6 | Battle Axe of Bocephus. Inflicts 11d worth of damage and makes the holder immune to "Swamp Airs" by making mosquitoes find him or her repellent. |
| 7-10 | Noffer the Wand (In 18, Wiz 30 and Con 14). If the holder's Ch score is higher than this item's In score, it will learn the spells it is taught and cast them for the holder when asked. The befriended holder does not actually have to be holding the wand to ask it to cast the spells. Note that while its Dx is assumed to be high enough to cast any spell (it is a wand after all), its In score can only be raised through its own AP accumulation. |
| 11 | Horn of the Swamp God (Minimum requirements: 15 St). This arm-length horn requires a 4th lvl SR Con to blow. Once the horn is blown, the giant bullfrog will be subservient to the horn's blower for three days. Mind you, it will follow the request to kill itself, but will defend the horn's holder from big- |

ger enemies.

- 12-13 **The Tome of Bocephus.** This terribly light, waterproof book will teach its reader three spells as well as the secret of making "Swamp Steel." However, a 5th lvl SR Wiz is required to decipher its writing.
- 14 **Kermit's Frog Bow.** The string of this longbow will return the arrows shot from it. Its holder is considered a godling to frog-headed goblins the world over.
- 15+ Roll twice.



The TROLLISH DELVER

